STARGATE SG·1™

ROLEPLAYING GAME

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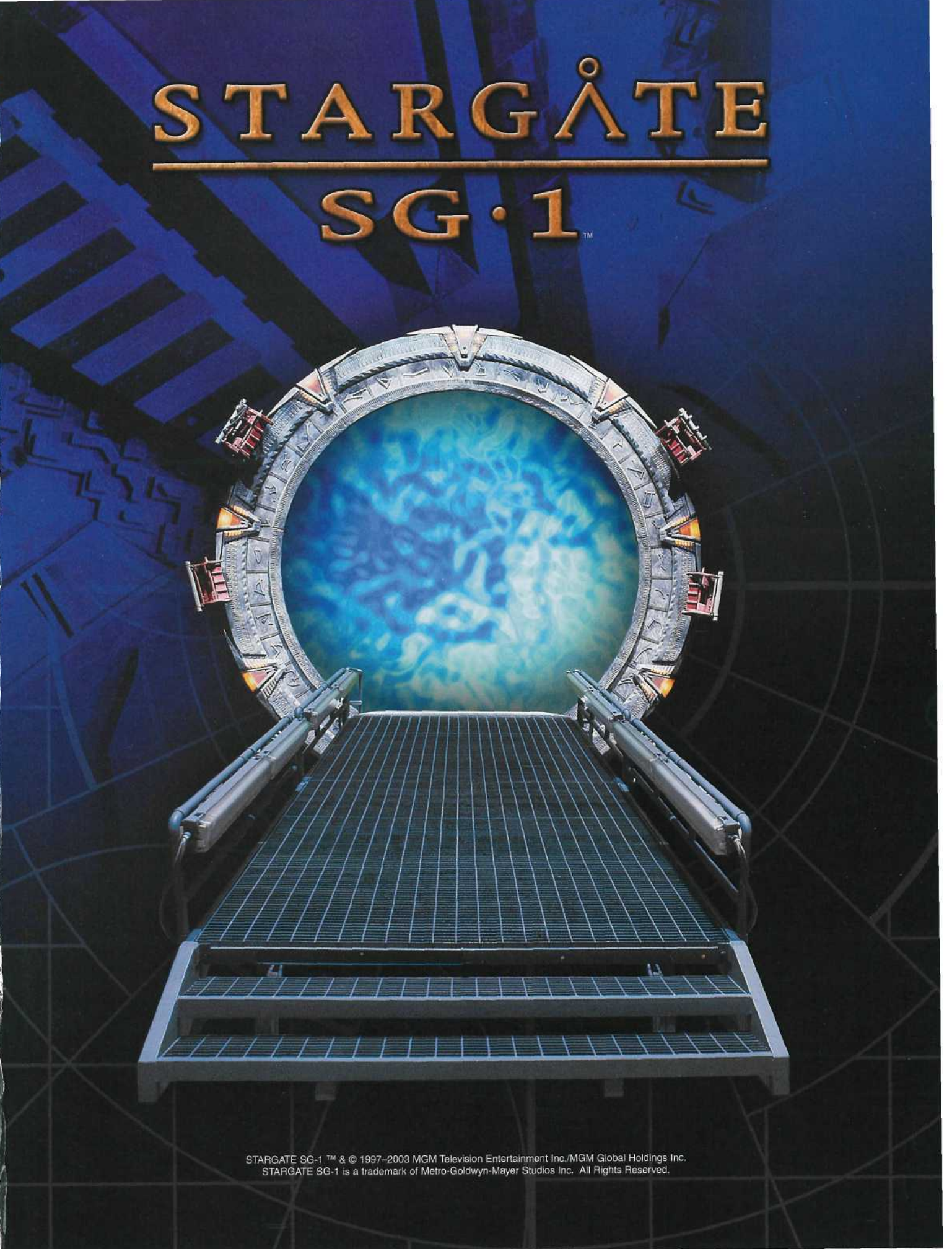
STARGATE SG·1™



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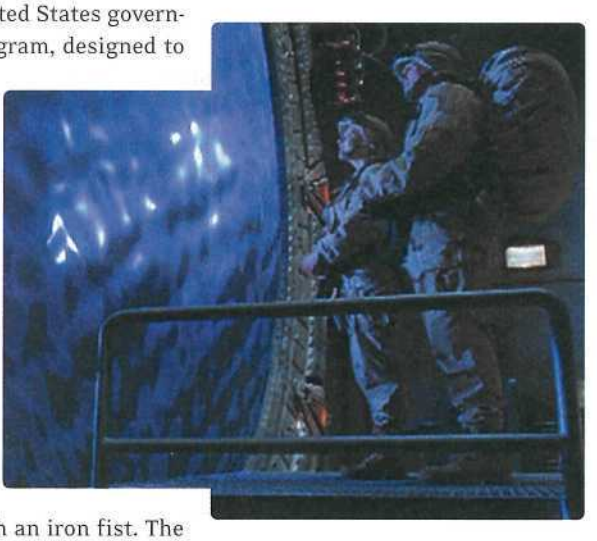
Introduction

In 1928, archaeologists uncovered a massive artifact from an Egyptian site near Giza. The huge metallic ring baffled those who found it, defying their preconceptions and placing Earth's ancient past in a whole new light. The device was called a "Stargate," a piece of alien technology from beyond the stars. It connected to a vast network of similar gates, scattered on countless planets throughout the galaxy. With it, humanity could travel to alien worlds as easily as walking through a door.

Seventy years later, the United States government created the Stargate Program, designed to send teams of qualified personnel through the gate on missions of exploration and diplomacy. Lead by Col. Jack O'Neill and SG-1, these teams became Earth's emissaries among the stars... as well as it first line of defense. For among the countless planets bound by the Stargate network, an ancient menace lurked – alien parasites called the Goa'uld, who masqueraded as gods and presumed to rule mankind with an iron fist. The Stargate Program battled this menace with bravery and zeal, all the while continuing to push the boundaries of human knowledge. They also found new allies among the stars: benevolent aliens willing to aid their cause, and other humans, taken from Earth millennia ago and scattered across the galaxy like seeds. And still, their mission continues. The members of the SGC travel farther than anyone could have dreamed, exploring new worlds, and discovering a universe rife with excitement and danger.



Stargate SG-1 is a science fiction roleplaying game based on the TV show of the same name. In it, players take the role of an SG team, elite squads of soldiers, scientists and diplomats sent through the Stargate to the alien worlds which lie beyond. There, they must contend with exotic technology, hostile natives, sinister Goa'uld and wary allies, often with only themselves and their teammates to rely on. This rulebook contains everything a player needs to know in order to run an entire campaign set in the *Stargate* universe, including a breakdown of the Stargate Program, details on the Goa'uld, and more.

What is Roleplaying?

Roleplaying games are much different than the board or card games that most people are used to. It's essentially an advanced form of make believe, where the players get together to tell a collaborative story. In many ways, it resembles a spin-off of the *Stargate SG-1* TV show. Every session represents another "episode," with new dangers to uncover and new problems to solve. As mentioned above, each player (save one, the Gamemaster) creates a fictitious character, a member of an SG team. Using the rules in this book, he or she fills out the details of that character's life: his or her strengths, weaknesses, relative intelligence, skills, personality, and equipment. Maybe he is a studious academic, like Daniel Jackson, or a career military operative, like Colonel O'Neill. He might even belong to an alien species, such as the Asgard or Tok'ra. The game mechanics serve as a guideline to help the define and develop these characters, and determine what they can and cannot do in the game world.

Together, all of the players' characters form a "team" that undertakes missions through the Stargate and works to solve problems encountered on Earth and off-world. There is no "competition" and the players aren't trying to defeat each other. Instead they function as a team, much like the characters in the show: relying on their various strengths and talents to overcome the obstacles placed in front of them

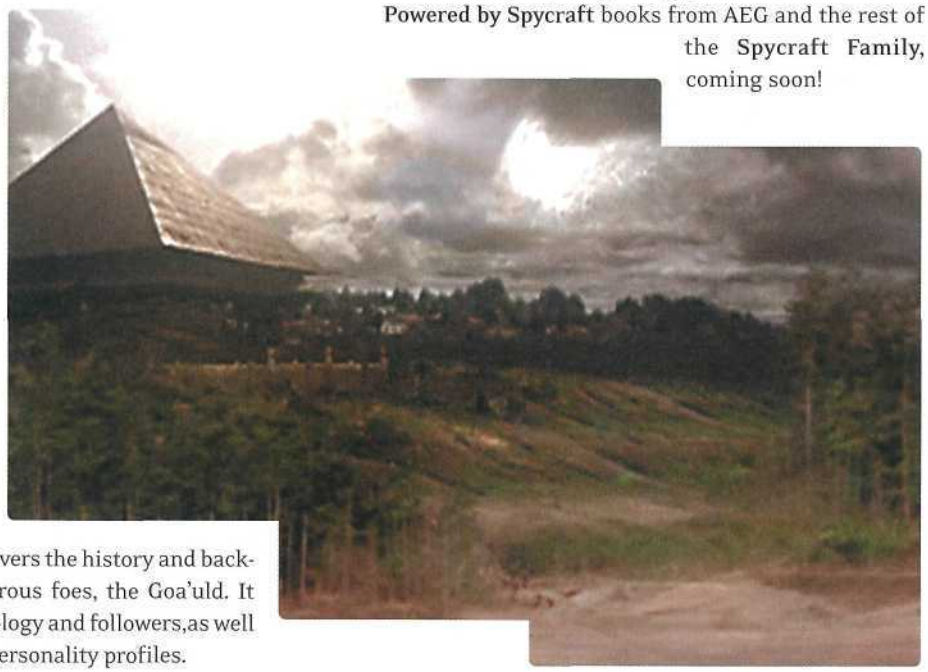
The preparation of those obstacles is the purveyance of the Gamemaster (GM), who controls the action and coordinates the remainder of the gaming universe. If the characters are the heroes, then the GM is the supporting cast, as well as the narrator and arbiter of all the rules. He develops the adventures that the characters will go through, planning the mission parameters and the things the characters need to do in order to succeed. As play unfolds, he describes the environment in which the characters find themselves, coordinates plot developments and other twists, and portrays any non-player characters (NPCs) who the players encounter – from friendly natives to hostile Goa'uld to General Hammond back at the SGC. The players for their part, react to these elements as their respective characters would: affecting their personalities, describing their actions, and so on.

During every gaming session, the characters' actions have a direct influence on how the story proceeds. For example, say the adventure involves entering a base full of enemy Jaffa. If they want to charge headlong into the base, shooting as they go, they can do it. If they wish to hang back or maybe try to bluff their way in, they can do that too. The GM adjusts the story to match their decisions, describing how the environment changes and what effects they have on the situation. Together, the entire group combines to tell an interactive story, which grows and develops every time the players get together to run the game.

The rules in this book serve to determine the outcome of specific variables. Does your shot hit or miss? Does your bluff fool the guards? Can you build a shelter that will endure that coming storm? Usually, the rules involve a skill check or some other test of the characters' abilities. The pertinent player rolls a die and compares the result to a specified target number – adjusted by his character's skills and by the circumstances of the moment. *Stargate SG-1* utilizes the *Spycraft* system, a variant of the innovative d20 line of products. The GM interprets the rules and describes their outcome to the players when they come into effect. Although *Stargate's* rules are quite specific and well-developed, the GM is free to alter them to fit his or her specific tastes.

What's in This Book

The first four chapters of this book are devoted to resource material, describing the world of *SG-1* and the various entities and aliens it entails. Chapter 1 contains an overview of the first six seasons of *Stargate SG-1*, covering important episodes and plot developments. Chapter 2 contains a breakdown of the SGC, the military organization which controls the Stargate and the teams which go though it. Chapter 3 contains information on other aliens allied to the SGC, such as the Asgard and the Tok'ra. It also covers near-human cultures from other worlds, transplanted by the Goa'uld centuries ago, and certain important planets which the SGC has discovered and explored. Chapter 4 covers the history and background of Earth's most dangerous foes, the Goa'uld. It includes details on their technology and followers,as well as their genetic make-up and personality profiles.



The remainder of the book contains the rules allowing you to play and run *Stargate SG-1* games. Chapters 5-8 cover character creation, from alien species to members of the military who have joined the SGC. It also covers skills, feats, and other abilities which characters possess. Chapter 9 contains descriptions of the unique equipment available in the *Stargate* universe: military hardware, specialized devices, and alien artifacts used by the Goa'uld and other species. Chapter 10 covers combat rules, explaining how to run a firefight and the like, and Chapter 11 covers the various other rules which GMs must keep track of, as well as providing some tips on running a *Stargate* session or campaign. Finally, we've included a pair of appendices covering ways to cross *Stargate* over with other d20 games, and statistics and background material for the pertinent characters from the show.

The Stargate is the most important discovery in the history of mankind, opening up untold vistas of discovery and adventure. If you're ready to step through it and see what the it holds, read on. A whole new universe awaits.

Powered by Spycraft

You hold in your hands the first of many licensed and original game products powered by the wildly popular *Spycraft* d20 engine. Though originally designed to present high-octane modern-day superspy action, the *Spycraft* rules are much more – they're a bridge to endless opportunity using a tactical modern d20 variant that both simplifies and expands the opportunities available to you, the gaming public. Watch for more **Powered by Spycraft** books from AEG and the rest of the **Spycraft Family**, coming soon!

CHAPTER ONE: HISTORY OF THE STARGATE

The story of the Stargate, the Ancients, the Goa'uld, and their influence on Earth is a tale of wonder and depth. This chapter details many of the key events of *Stargate SG-1* and the adventures that have transpired – and still have yet to unfold. It is not a comprehensive guide; rather, it touches on the specific episodes and storylines which have had the greatest impact on the *Stargate* universe. As is the nature of a constantly-evolving television show, some discrepancies occasionally arise. We have done our best to digest the events of the first six seasons of *Stargate SG-1* into a manageable form.

In the Beginning

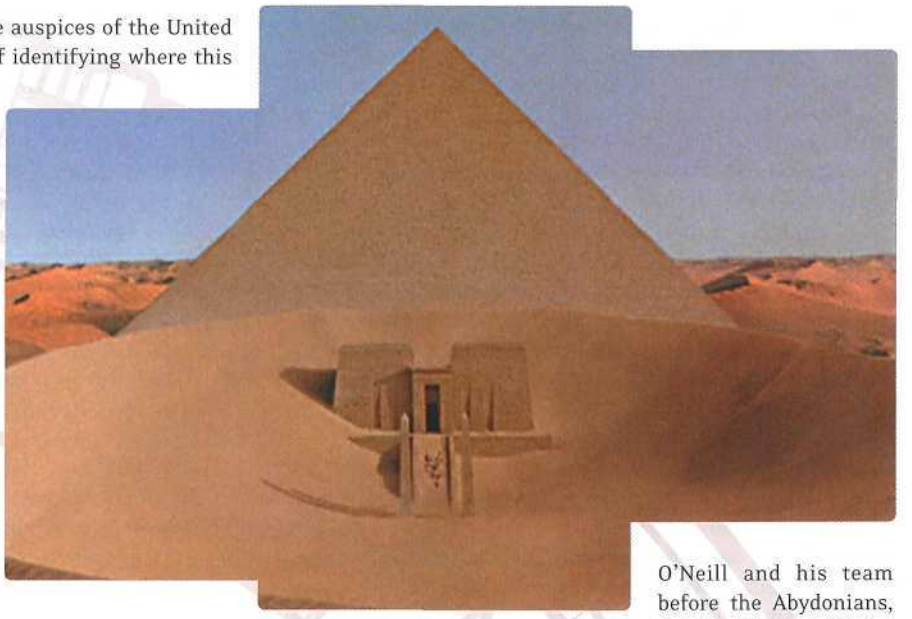
The origins of what would later become the Stargate Program took their first roots in 1928 in Egypt, under the shadows of the great pyramids of Giza. Here, Professor Paul Langford unearthed the ancient Stargate. Buried under a set of cover stones with unusual symbols, the Stargate device was unlike anything ever seen before. Even its composition defied explanation by the greatest minds of the day. Professor Langford, working closely with the American government, turned the device over for study, confident that it held the secrets to mankind's history.

Studies of the Stargate revealed little until a 1945 directive from President Franklin Roosevelt ordered Prof. Langford and his team to further expand their tests. The government hoped to somehow use the Stargate as a weapon during the war. These new tests succeeded in activating the Stargate but it became clear that the device was no weapon – it was a gateway to *somewhere* else. Dr. Ernest Littlefield ventured through the Stargate and was lost, presumed dead. The administration shut down the program shortly thereafter. It would be forty years before Dr. Catherine Langford – daughter of Professor Langford – could continue her father's work and validate his theories.

The early 90s saw the Stargate Program revived. With sufficient funding and scientific resources, Dr. Langford finally took up the mantle of her father's work. Convinced that the Stargate was a transportation device created by a mysterious race not of Earth, she assembled some of the world's foremost authorities on ancient Egypt to take part in Project Giza. Among them was noted Egyptian archaeologist Dr. Daniel Jackson, known for his highly-controversial stance that the Great Pyramids – and much of the ancient Egyptian culture – were in fact the work of alien species that visited Earth in the past. The fact that the carvings on the stone found with the Stargate predated the earliest form of Egyptian writing by some 5,000 years only further supported this supposition.

Dr. Jackson's insight proved invaluable: he successfully translated much of the ancient text found with the Stargate as well as the meaning of the unusual symbols found on the cover stone. These symbols, or glyphs, proved to be representations of stellar constellations. Dr. Jackson further theorized that the glyphs, when viewed in context as a "map" of the stars, could be used to plot a course between two interstellar points. It was this revelation, along with the identification of the seventh glyph – the point of origin – that allowed the successful activation of the Stargate.

Project Giza was run under the auspices of the United States Air Force toward the goal of identifying where this "Stargate" led and if the other side posed any threat to Earth. A team was organized to travel through the Stargate, recon the area beyond for any signs of danger and, if found, destroy the Stargate from the other side. Air Force Colonel Jack O'Neill was tasked to head up this operation along with a team of Special Forces personnel. In order to facilitate the team's return to Earth, Dr. Jackson accompanied them through the gate.



Once through the other side the team was surprised to find a world similar to our own, or specifically, similar to that of ancient Egypt. This included a perfect replica of the Great Pyramid of Giza, confirming Dr. Jackson's theories that alien life did in fact visit Earth at some point in the past. Unfortunately, Dr. Jackson's assertion that he could activate the Stargate from the other side in order to "dial home" to Earth proved to be false. Without the correct sequence of symbols and the point-of-origin glyph the team was trapped on the planet Abydos.

Col. O'Neill's team soon made successful contact with the local inhabitants of the planet who, by all appearances, appeared to be human. They came from a more primitive culture, spoke an unusual language that Dr. Jackson was at a loss to identify, and spent much of their time mining more of the unusual mineral from which the Stargate was made. The people's connection to the device was evident, but as yet unclear.

The natives mistook O'Neill and his team for gods (since they emerged from the Stargate), and took them to the Lost City of Nagada where they were treated as royalty. There, Dr. Jackson made a startling discovery.

The people of Abydos worshiped the Egyptian Sun God Ra. Ancient hieroglyphic writings found by Dr. Jackson told the story of how this Ra – an alien parasite masquerading as a god – traveled to Earth in the past, taking humans as slaves and ruling with an iron fist. Ra transplanted some of these humans to Abydos, enslaving them and even taking one as a "host" to gain immortal life. On Earth the enslaved humans eventually learned to read and write, overthrowing Ra's forces and burying the Stargate at Giza, preventing its use. Fearing a similar rebellion on Abydos, Ra outlawed reading and writing there, keeping the people in perpetual enslavement for 10,000 years.

Dr. Jackson's revelations were interrupted by the untimely return of the very "deity" he was reading about – a huge spaceship landed on the Great Pyramid. Ra and his loyal guards emerged from the craft, disabling and capturing O'Neill and his team. During the ensuing fight Dr. Jackson was killed and hope seemed lost. Ra, however, revived Dr. Jackson with his superior technology, determined to make an example of these off-world visitors who dared to undermine his authority. Not only would Ra kill O'Neill and his team before the Abydonians, but the alien would also send through the Stargate a nuclear bomb brought through by O'Neill, along with a shipment of naquadah mineral that would magnify the blast a hundred times, ensuring the Earth's destruction.

Luckily, Dr. Jackson, along with help from several Abydonians who had learned the history of their people and the true nature of Ra, helped free O'Neill and his team. After the battle Dr. Jackson made another important discovery: the identity of the seventh glyph necessary to return to Earth. Masquerading as Abydonians, O'Neill and his team broke into Ra's fortress, defeated Ra's guards, and intercepted the nuclear device destined for Earth. Ra fled the planet's surface in order to gather his strength, but his ship was destroyed in orbit as Col. O'Neill transported the nuclear device onboard. With the threat removed, O'Neill and the remaining members of his team returned to Earth through the Stargate. Dr. Jackson stayed behind, preferring the simpler life on Abydos along with his new love and wife, Sha're.

Upon returning to Earth Col. O'Neill reported that Dr. Jackson had died and the gate on Abydos was destroyed. Numerous efforts were made to contact other worlds through the Stargate, but they all met with failure. It appeared that Abydos was the only planet that we could reach, and with it seemingly cut off, the Stargate could serve no useful purpose.

Project Giza was formally shut down.

Season One

Children of the Gods and The Enemy Within

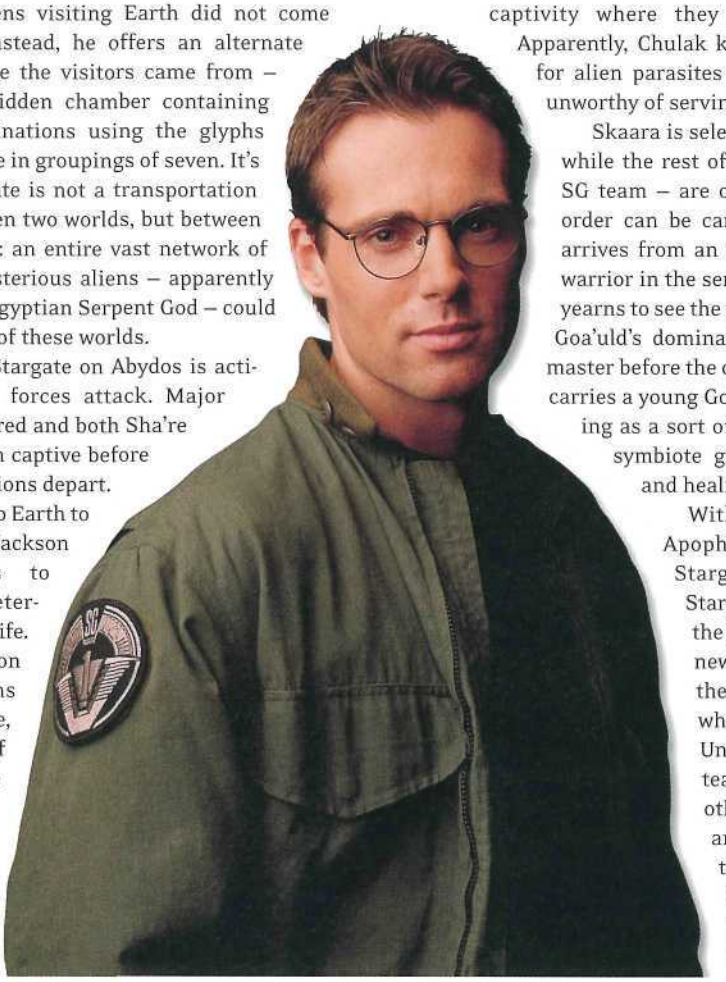
The SG program as it's known today begins several years after the first trip to Abydos. After the Stargate is mothballed and Project Giza is shut down, the Air Force leaves a small contingent of personnel at the Cheyenne Mountain Complex for security reasons. Few suspect that anyone would (or could) use the Stargate to reach Earth.

The attack comes without warning: the Stargate is activated and alien entities come through, engaging the Air Force personnel. Their garb is distinctly Egyptian in appearance, ritually embossed with snakes, and they carry energy weapons identical to those of Ra's guards. The intruders kill several Air Force personnel and take a female guard captive. Then, as swiftly as they arrive, the aliens depart through the gate.

The Stargate facility, now under the command of General George Hammond, is at a loss to explain how or where the aliens came from since the Stargate on Abydos was presumed destroyed. Seeking additional information, General Hammond recalls O'Neill and his surviving team members to assess the situation. Hammond believes that the Abydonian Stargate was rebuilt, and is prepared to send a nuclear device through to destroy it. O'Neill, fearing for the safety of the Abydonian people, confesses that he falsified his earlier report: the Abydonian Stargate was never destroyed and Dr. Jackson did not die on Abydos. Col. O'Neill pleads for an opportunity to track the mysterious visitors, offering to undertake a second mission to Abydos. O'Neill's team consists of Majors Kawalsky and Ferretti as well as Captain Samantha Carter – an Air Force astrophysicist and the closest thing Earth has to an expert on the Stargate.

On Abydos Col. O'Neill again meets with Dr. Jackson, Sha're, and her brother Skaara. Dr. Jackson has kept the Stargate under constant surveillance since O'Neill left and claims that the aliens visiting Earth did not come through his end. Instead, he offers an alternate explanation of where the visitors came from – he's discovered a hidden chamber containing thousands of combinations using the glyphs found on the Stargate in groupings of seven. It's clear that the Stargate is not a transportation device merely between two worlds, but between thousands of worlds: an entire vast network of the devices! The mysterious aliens – apparently led by Apophis, the Egyptian Serpent God – could have come from *any* of these worlds.

Meanwhile, the Stargate on Abydos is activated and Apophis' forces attack. Major Ferretti is badly injured and both Sha're and Skaara are taken captive before Apophis and his minions depart. O'Neill must return to Earth to save Ferretti and Dr. Jackson reluctantly agrees to return as well, determined to save his wife. Before leaving, Jackson asks the Abydonians to bury their Stargate, keeping the people of Abydos safe while he is gone. Dr. Jackson tells them he will return in one year with Sha're, and to unearth the gate then.



Back on Earth, Ferretti identifies the glyphs used by Apophis on Abydos, allowing O'Neill and his team to pursue. Captain Carter uses information supplied by Dr. Jackson's map room to update her dialing program to account for stellar drift, allowing the Earth Stargate to dial a huge number of alternate worlds. General Hammond subsequently announces the creation of the Stargate Command, or SGC. The SGC, he explains, will field teams of explorers with the express purpose of traveling through the Stargate to new worlds, make contact with native off-worlders, and obtain information and technology to help defend earth from aggressive aliens. The first of these teams, SG-1, is commanded by Col. O'Neill with both Captain Carter and Dr. Jackson as members. Their first mission, working alongside SG-2 under the command of Major Kawalsky, is to track down Apophis and rescue their kidnapped colleagues and Dr. Jackson's wife. Both SG-1 and SG-2 receive a limited window of opportunity to perform their mission – if they can't complete it in time, they will be forever trapped off-world.

The teams pass through the gate, traveling to Chulak, a temperate world teeming with wildlife. Signs indicate that the Stargate holds some kind of ritualistic significance for the nearby human community. Once again O'Neill and his team are mistaken for gods by the local natives, who take them to their city in celebration. There, SG-1 confronts Apophis and his queen Amaunet – who has possessed Sha're. SG-1's members are captured and placed in captivity where they are reunited with Skaara. Apparently, Chulak keeps slaves as potential hosts for alien parasites – the Goa'uld. Those deemed unworthy of serving as hosts are killed.

Skaara is selected as a host for Apophis' son, while the rest of the prisoners – including the SG team – are ordered to be slain. Before the order can be carried out, however, assistance arrives from an unlikely source: Teal'c, a Jaffa warrior in the service of Apophis. Teal'c secretly yearns to see the people of Chulak freed from the Goa'uld's domination and turns on his former master before the other slaves can be killed. Teal'c carries a young Goa'uld parasite inside him, serving as a sort of "living incubator." The infant symbiote grants him increased strength and healing abilities.

With Teal'c's help, SG-1 escapes Apophis' palace, returning to the Stargate. A battle ensues at the Stargate between the SG teams and the Jaffa warriors. Apophis and his new queen Sha're escape through the Stargate, along with Skaara, who now serves as a Goa'uld host. Unable to pursue them, the SG teams return to Earth, taking the other freed slaves with them. But an unknown threat lies within their ranks: during the battle a Goa'uld symbiote manages to possess the body of Major Kawalsky, head of SG-2.

Afterwards the SGC and Colonel Kennedy from the Pentagon debrief Teal'c for information on the Jaffa and the Goa'uld. Teal'c pledges his allegiance to the people of Earth, or as he refers to them, the *Tauri* – "the well from which all life sprang." According to Teal'c, the Goa'uld seeded many worlds with humans, but Earth is the *source* – the homeworld from which hundreds of cultures on other planets are based. Colonel O'Neill wishes Teal'c to join SG-1 but until Teal'c's loyalties can be assured, the Pentagon is unwilling. Teal'c gains such an opportunity when the Goa'uld in Major Kawalsky is detected. All attempts to remove the parasite ultimately prove unsuccessful, and Kawalsky is killed before his alien controller can escape through the Stargate. Teal'c's assistance proves his willingness to help the Tauri and he is made a member of SG-1, joining Capt. Carter and Dr. Jackson.

The Broca Divide

SG-1 begins a series of missions to evaluate, investigate, and explore new worlds and cultures beyond the Stargate. During one such mission to P3X-797, SG-1 and SG-3 discover a land of primitive savages who attack on sight. Beaten back, SG-1 discovers another non-primitive species with its own developed language and culture, resembling the Minoans. This new species declares itself the Untouched and takes SG-1 to The Land of Light, their city. The savage primitives are the Touched – those cursed by the gods to lead a barbaric lifestyle in The Land of the Dark. To the Untouched, one who is Touched is by all accounts dead, never to return.

With no signs of any Goa'uld activity on P3X-797, SG-1 returns to Earth. Soon, however, anomalous behavior amongst SG-1 and SG-3 personnel makes it clear that some infectious disease has been brought back from P3X-797. Only a handful of people remain unaffected: Teal'c, Dr. Jackson, and the base's chief medical officer, Dr. Fraiser. All other personnel begin to regress into savage primitives.

Both Teal'c and Dr. Jackson return to P3X-797 in an attempt to gain a blood sample for Dr. Fraiser's analysis, but Dr. Jackson is captured by the Touched. Returning to the SGC, Teal'c provides Dr. Fraiser with the information she needs to concoct a cure – The Touched are affected by a contagious parasitic histaminolytic virus, one easily defeated with large doses of antihistamine. With the SGC personnel restored, SG-1 returns to P3X-797 and uses tranquilizer guns to administer the cure to the Touched. The disease abates and the people of P3X-797 are reunited as one.

The First Commandment

Such missions quickly become common for SG-1, though not all end as successfully. While SG-1 *helped* the inhabitants of P3X-797, nearly the opposite happens on P3X-513. After SG-9 fails to return as scheduled, SG-1 is sent on a rescue mission, during which they discover the charred remains of an SG-9 team member and are quickly attacked by another – Lt. Conner, nearly crazed by the planet's intolerable levels of UV radiation. Col. O'Neill is shocked to learn that SG-9's commander, Capt. Jonas Hanson, has installed himself as ruler and god to the natives of this formerly Goa'uld occupied world.

Later that evening SG-1 is attacked by Hanson's followers and Lt. Conner is captured. Teal'c tracks a path to Hanson's base of operations, where the planet's natives are apparently rebuilding a Goa'uld temple in the lieutenant's name. Those who oppose him – such as Lt. Conner – are left in the sun to die. Col. O'Neill works to effect an escape for the prisoners but not before Capt. Carter, who was formerly engaged to Hanson, is captured. She is before the "god" and forced to repair a piece of Goa'uld equipment. Col. O'Neill is also captured, and both he and Lt. Conner are taken to the Stargate for a public execution.

THE NOX

Meanwhile, Teal'c discovers that the Goa'uld device is part of an energy shield that protects the inhabitants from the sun's UV rays. With the help of a local native, Teal'c soon locates the other half of the shield generator. As Hanson prepares to kill both O'Neill and Conner, the shield is activated, proving that Hanson is in fact a false god. The natives throw their would-be god into the Stargate, where he's crushed by a large iris placed over the Stargate on Earth.

The Nox

The SGC continues to expand its operations, but the Joint Chiefs soon grow unhappy with the lack of significant technology being returned through the Stargate. Pressured to validate the program beyond simply exploration, SG-1 is assigned to P3X-774 to investigate a creature called the Fenri, sought by Apophis for its ability to turn invisible. If the SGC can capture and study this creature, it could provide a significant tactical advantage. On P3X-774, SG-1 splits up to track the elusive creature. They soon stumble across a band of elite Jaffa warriors – Apophis himself has taken up the hunt! O'Neill re-tasks SG-1 with capturing Apophis. Their ambush goes horribly wrong, however, and all of SG-1, sans Teal'c, is killed in the exchange.

The bodies of SG-1 and one of Apophis' guards, Shak'l, are found by the Nox – an apparently primitive and pacifistic species of beings who live on P3X-774. A Nox ritual brings the SG-1 team members back from the dead, along

with Shak'l. Col. O'Neill unsuccessfully tries to convince the Nox that Apophis won't stop until their people are enslaved or dead. SG-1 is willing to protect the Nox but to do so require their weapons, which the Nox have confiscated. Anteaus, leader of the tribe, refuses – there will be no more killing.

Fashioning primitive weapons for defense, SG-1 prepares to confront Apophis once again. Apophis readies an attack against the Nox, eager to learn their secrets, but the team defeats him with their makeshift weapons. Before the final blow can be struck, however, the Nox again intervene. Both sides are returned to the Stargate where Anteaus tells SG-1 that they must leave; the gate will be buried once they go. Before doing so the Nox uncloak a magnificent city in the sky, rendered invisible by their mental powers. The Nox are not as primitive as the SGC assumed...

Thor's Hammer

Despite the loss of the Stargate on P3X-774, the mission there proved that not all aliens are cruel and hostile. Theorizing that perhaps benevolent aliens may have visited Earth at some point, Dr. Jackson reiterates the mythos of the Norse gods and Thor, protector of humans. It happens that Thor's Hammer is known to Teal'c as the symbol of Cimmeria, a world off-limits to Jaffa and Goa'uld alike. Taking this as a good sign, SG-1 leaves for Cimmeria to hopefully find an ally against the Goa'uld. Immediately upon their exit the other side of the gate a beam emits from a standing stone in front of the Stargate. Teal'c is rendered helpless by the blast, and as Col. O'Neill attempts to help him, the pair suddenly disappears!

Captain Carter and Dr. Jackson are greeted by Gairwyn, a native who explains that their friends have been taken by Thor's Hammer. There the Goa'uld inside Teal'c will be destroyed. Only one person is known to have escaped Thor's Hammer: Kendra, a former Goa'uld host. Carter and Jackson resolve to seek Kendra out, eager to free their companions (though Jackson is also excited by the prospect of a possibility to free his wife Sha're from her symbiote).

Meanwhile, O'Neill and Teal'c find themselves trapped in an underground cavern, addressed by a holographic image of Thor, Supreme Commander of the Asgard Fleet. He explains that they can survive in the caverns indefinitely without luxury, or exit through the Hammer. However only the host may leave; any Goa'uld parasites will be slain. Leaving Thor's Hammer will kill Teal'c, as his immune system becomes terminally useless without his symbiote.

The pair also learns that they are not alone in the caverns: a Goa'uld, hosted in the body of a powerful being called an "Unas," lurks there as well. After a brief confrontation the Unas is beaten back – but not defeated (its regenerative powers are so strong that even gunfire has little lasting effect).

Kendra agrees to show Capt. Carter and Dr. Jackson to the mountains where she wandered out from Thor's Hammer. As they approach they can hear the sound of battle: the Unas attacks O'Neill and Teal'c again. The Unas and Teal'c fight their way into the Hammer and the device attacks both of their symbiotes. O'Neill is able to pull Teal'c free while the Unas expires, its symbiote slithering out to die and the gunshot wounds finally taking their toll upon the host. Daniel's enthusiasm to use the Hammer to free Sha're is short-lived as the team is forced to destroy the device to free Teal'c. There is a silver lining, however – if Thor and the Asgard can be contacted, an alliance might be formed with the people of Earth.

The Torment of Tantalus and Bloodlines

Soon after the Thor's Hammer incident, SG-1 makes a startling discovery about the Stargate Program. While searching through the SGC archives Dr. Jackson learns that Professor Langford's 1945 experiments to activate the Stargate were in fact successful! One man, Dr. Ernest Littlefield, went through the Stargate. Contacting Dr. Catherine Langford, Littlefield's lover at the time, Daniel learns that the man *officially* died in an explosion. But with the prospect that he may still be alive, the SGC recovers the gate address and undertakes a rescue mission. Eager to be reunited with her lost love, Dr. Langford accompanies SG-1 to P3X-792.

On the planet, SG-1 finds a decayed structure assaulted by severe wind and rainstorms. Its sole occupant is Dr. Littlefield, now an aged man who can scarcely believe that he has at long last been found. Unfortunately, as the buildings fall around them, the DHD is lost, providing no way home for the team. While they work to devise some other way to activate the Stargate, Dr. Littlefield shows SG-1 an amazing discovery: a device written in the language of the elements – the first truly universal language translator. Dr. Littlefield theorizes that P3X-792 may have been a meeting place for several species to come together.

Restoring the Stargate proves difficult; without a DHD the team must rely on a lightning strike of neutrinos to activate the gate and then manually dial the gate home. Meanwhile the entire structure around them threatens to collapse. Dr. Jackson considers Dr. Littlefield's discovery too important to be left behind but O'Neill insists that Daniel return with the team. SG-1 barely makes it through the gate and the entire fortress collapses into the sea, the world lost forever.

Dr. Littlefield is not the only loose end left somewhere out among the stars. Shortly after returning from P3X-792, Teal'c confesses that he has a wife and son, Drey'auc and Rya'c, back on Chulak. The time of his son's *prim'ta* – the implantation of a Goa'uld symbiote – is close at hand, and Teal'c wishes to prevent the boy from becoming a Goa'uld slave. General Hammond agrees to let them attempt a rescue but also instructs SG-1 to capture a Goa'uld larva for study. Upon reaching Chulak, Teal'c finds his home burned to the ground and marked with the symbol for *ashol'va* – "traitor".

The team soon meets Teal'c's Jaffa mentor, Bra'tac, who originally seeded doubt in Teal'c's mind about the false gods. SG-1 learns that Teal'c's wife and son have been marked as *kreshh'taa* outcasts, living in a small camp away from the city. At the kresh'taa camp, Teal'c prevents the prim'ta and kills Apophis' serpent priest. Drey'auc is furious with him, claiming that he has now sentenced his son to death – Rya'c is sick and only the implantation of a symbiote can save him.

Weakened by his sickness, Rya'c is unable to make the journey to the gate and back to Earth. He will die unless he is implanted with a symbiote soon. Teal'c offers his own symbiote and the exchange takes place, but before Teal'c can succumb to the loss, Carter and Jackson meet up with the rest of the team. They've captured a symbiote larva of their own, and implant it into Teal'c. Knowing that it is too risky to take Drey'auc and Rya'c with them, Teal'c convinces his wife and son to remain behind, with Master Bra'tac watching over them.

Hathor

While the SG team continues to scan for enemies off-planet, a new threat arises right here on Earth. An archaeological team in Mexico uncovers an Egyptian sarcophagus from a set of Mayan ruins, bearing the hieroglyphs of Hathor – goddess of fertility, daughter and wife of Ra. The sarcophagus is sent to the SGC for study and shortly thereafter a strange woman turns herself in, claiming to be the goddess herself. She is in fact a Goa'uld, released from the sarcophagus where she has been imprisoned for the past 2,000 years by Ra. Using her beautiful countenance and pheromone ability, Hathor seduces the SGC's males one by one, bending them to her will. Only Teal'c and the base's females are unaffected. They are quickly detained by their former comrades, however, imprisoned within the base's barracks.

Hathor

With the SGC and Stargate under her control, Hathor plots to create a new army of Goa'uld. She selects Daniel Jackson as her Chosen One, samples his DNA, and gives birth to a large number of Goa'uld larvae. Before the symbiotes can be implanted, Captain Carter and the SGC's other female staff, assisted by Teal'c, mount a rescue operation. Hathor's sarcophagus is destroyed in the ensuing battle, but the goddess escapes through the Stargate.

Enigma

With Hathor gone, the SGC is free to continue their exploration. On P3X-7763, SG-1 encounters a world ravaged by natural forces. They locate a handful of survivors whom they bring back through the Stargate to Earth. The people call themselves the Tollan and their leader, Omoc, views the SG personnel with skepticism. The Tollan are an incredibly advanced species and having seen their technology misused by primitives like the Tauri before, are unwilling to share any of their information.

The Tollans' advanced technology draws the attention the National Intelligence Department (NID), which seeks to detain the group for questioning. Sensing that this can only end badly, SG-1 works to help the Tollan find a new home beyond the Stargate. Unfortunately, the Tollan complicate matters with their condescending attitude: they object to every planet presented to them.

Finally, the team suggests that the Tollan should make contact with a more advanced species such as the Nox. Unfortunately, the Nox have buried their gate, so there is no way to reach them. However, the Tollan use their technology to build a device capable of sending a signal into the depths of space. The Tollan escape the compound and make contact with the Nox, who gate to Earth with an offer of sanctuary. The Tollan depart, much to the objection of Colonel Maybourne and the NID.

There But For The Grace of God, Politics, and Within the Serpent's Grasp

The Goa'uld seemingly lie dormant during this time, but they have not forgotten about Earth. During a routine mission to world P3R-233, apparently destroyed by the Goa'uld, Daniel discovers an unusual mirror-like device. Activating what appears to be a control panel, Daniel touches the mirror and a surge of energy engulfs him. He emerges from the chamber to find the other members of SG-1 gone. Perplexed, he dials back home to Earth and is immediately seized! No one in the compound recognizes him and he's shocked to learn that he was never involved in the SG program. "General" Jack O'Neill doesn't believe a word of Daniel's story, Samantha Carter is a civilian scientist, and Earth is under attack from a Goa'uld fleet.

As city after city is obliterated from orbit, O'Neill sends a bomb through the Stargate to Chulak, more intent on striking back than trying to figure out what's happening. Daniel theorizes that he was somehow transported to an alternate reality and asks to return to P3R-233. O'Neill, Hammond, and other personnel are killed by Apophis and his loyal First Prime, Teal'c, but Daniel is able to successfully gate out to P3R-233 where he finds the mirror device and returns to his own reality, now convinced that a final confrontation with the Goa'uld is imminent and that Earth will be destroyed.

Upon returning to his own reality, Dr. Jackson attempts to convince General Hammond and the SGC that the Goa'uld are preparing an attack on Earth, much as they had in the alternate universe. However, a more serious threat looms in that of Senator Kinsey, Chairman of the Appropriations Committee which funds the Stargate Program. Senator Kinsey believes the SGC to be a

"Hathor was the Egyptian goddess of fertility, inebriety, and music." –Daniel Jackson

waste of resources and pays little heed to the tales of doom at the hands of the Goa'uld. Despite SG-1's best efforts to convince the Senator and the first-hand accounts from Teal'c of the danger posed by the Goa'uld, Kinsey terminates the SGC's funding, canceling the program and ordering the the Stargate buried.

Convinced that an attack by the Goa'uld is imminent, SG-1 defies orders and suits up for a final mission. Daniel possesses an address gained in the alternate reality which he believes will lead to the invasion's marshalling ground. At the other end of the wormhole, the team finds itself on what appears to be a Goa'uld ship. The craft shortly breaks orbit, leaving the team unable to dial back home through the Stargate. It also becomes clear that the vessel is en route to take part in a great battle. As the image of Apophis addresses his loyal guards a sarcophagus opens, revealing Apophis' son, the warrior Klorel... in the possessed body of Skaara!

O'Neill and Teal'c attempt to capture Klorel while Carter and Daniel plant explosives throughout the ship. In the ensuing battle, O'Neill is forced to shoot Klorel dead, along with its host, Skaara. Their efforts have done little to halt the *ha'tak* ship's advance, however, and it soon reaches Earth, along with Apophis and a second mothership. SG-1 finds itself helpless and forced to watch the invasion as loyal serpent guards overwhelm and capture them.

Season Two

The Serpent's Lair

The second season opens where the first one left off, with SG-1 disabled by a Goa'uld shock grenade and waking up in a prison cells awaiting execution. Help arrives in the form of Bra'tac, working as a serpent guard within Klorel's forces. He frees the SG team and offers to help them thwart the invasion. With explosives placed on Klorel's ha'tak and Klorel being revived by the sarcophagus, the team must make it to Apophis' vessel to stop the assault on Earth.

SG-1 assaults the *peltak* (control room), capturing Klorel and using the ship's transportation rings to transfer to Apophis' ship. Mortally wounded, Daniel remains behind. A standoff ensues on the other ship as SG-1 holds Klorel hostage, destroys the control console, and escapes. Bra'tac sets Klorel's ship towards Apophis' mothership, allowing them to destroy both vessels if SG-1 can disable the shield generators in time. The rest of the team make its way to the glider bay, intending to steal two death gliders to escape the ensuing explosion as the ships collide.

Back on Klorel's ship, Daniel locates a sarcophagus and heals his wounds, then makes it to the Stargate on board and dials out just as the two ha'taks collide in a fiery explosion. The rest of SG-1 and Bra'tac escape via stolen death gliders, finding themselves safe but dead in space, the gliders' energy reserves depleted. They are rescued when a space shuttle arrives to return them to Earth.

Our planet is saved from certain destruction and Daniel is reunited with SG-1.

"Sex, drugs, and rock and roll?"

–Col. Jack O'Neill

In the Line of Duty

The SGC always believed all Goa'uld to be irredeemably evil – and the attack on Earth does little to change that perception – but a subsequent mission reveals the first signs of a different sort of Goa'uld: a potential ally. On the planet Nasya, SG-1 and SG-6 help evacuate a village under attack from death gliders. A native is struck down and Capt. Carter moves in to provide medical assistance. While she performs CPR a Goa'uld symbiote exits the wounded man and leaps into her mouth, implanting itself within her body. Retreating through the Stargate, a shaken Carter – now under the control of a Goa'uld – takes in her surroundings.

After being approved for continued duty by Dr. Fraiser, Capt. Carter visits the medical facility where the Nasyan refugees are being held. Also present is Cassandra, Dr. Fraiser's adopted daughter (whom Samantha and SG-1 rescued during a previous mission). Cassandra instinctively senses the Goa'uld within Carter and shrinks away. She confides in O'Neill, who confronts and subdues the Goa'uld, placing Carter in confinement.

The symbiote attempts to barter for its freedom but O'Neill refuses to trust it. In an act of desperation the symbiote then claims that it is actually Tok'ra – an offshoot of the Goa'uld that violently oppose the System Lords and all that they stand for. By holding it hostage, the SGC will attract an *ashrak* assassin sent to Nasya to hunt the Tok'ra agent down. O'Neill still doesn't trust the symbiote, sure that no assassin can breach the SGC compound. Despite his assurances, however, the ashrak infiltrates the SGC and strikes down the Tok'ra agent. It nearly escapes through the Stargate back to Nasya but is killed by Teal'c before it crosses the threshold.

In the infirmary Carter fights for her life; rather than see its new host perish, the Tok'ra symbiote inside her gives its own life to save her, lending credence to the story that the Tok'ra are unlike the Goa'uld. A shaken Captain Carter later confirms that the symbiote's story was truthful.

Prisoners

Just as potential allies reveal themselves, however, so do new threats. An uneventful mission on P3X-775 unexpectedly gains importance as a fleeing man seeks SG-1's assistance, claiming to be fleeing the "Taldor," a terrible force of unknown origin. Both SG-1 and the man are soon overtaken by the Taldor, and the team learns that the man is a murderer, his pursuers the planet's rulers. By assisting him, SG-1 inadvertently share complicity in his crime and are sent with him to the prison planet Hadante. Deposited via Stargate, SG-1 quickly realizes that they'll need to fight to survive and escape.

SG-1 soon befriends Linea, another prisoner and unlikely leader, who informs them that the alien facility is some 15,000 years old and that no one has ever escaped. Food arrives at regular intervals through the Stargate, but without a DHD or power source, there's no way to leave.

General Hammond, with SG-9, attempts to parlay on behalf of SG-1's freedom but meets tough resistance. The Taldor have a black-and-white definition of the law and are unwilling to release the team. Meanwhile, the imprisoned SG-1 strikes an alliance with Linea who apparently has an incredible understanding of biochemistry. If SG-1 can provide a valid gate address, Linea can provide a reactive bioreaction similar to cold fusion to power the Stargate. Together they escape to P2A-509, where they rendezvous with SG-3 and return to Earth.

Unknown to SG-1, Linea is not as innocent as she appears. Before her imprisonment, she unleashed a lethal disease on her homeworld, killing thousands of innocent victims – and she has no intention of going back. After accessing the SGC's computers, she takes over the Stargate, fleeing to another world. Unknowingly, SG-1 has released "the destroyer of worlds" upon the universe.

Thor's Chariot

The growing threat of beings like Linea only further illustrates the SGC's need to obtain an edge over its foes. Traces found on the Stargate iris are found to be iridium – the same material left on Cimmeria as a gift for the Asgard – and SG-1 believes it might use to finally make contact with the Asgard. Sending a MALP through the gate to P3X-974 they find dead bodies, among them Jaffa. A distraught Gairwyn appears on the MALP's viewscreen and explains that the "ettins" have returned. With Thor's Hammer destroyed by SG-1 during their last visit, the team feels obligated to help the Cimmerians. They pass through the Stargate, meet with Gairwyn, and are told that the ettins – the Goa'uld – are in the process of killing half the Cimmerian population. SG-1 determines there are too many Goa'uld to fight, and resolves to find the Hall of Thor's Might, a place of Cimmerian legend which may hold weapons needed to fight the Goa'uld.

While O'Neill and Teal'c attempt to slow down the Goa'uld, Carter, Daniel, and Gairwyn successfully locate the Hall and are subjected to a number of tests of selflessness, wisdom, and intellect. After solving these puzzles, they speak with Thor, leader of the Asgard fleet. They explain that Cimmeria is under Goa'uld attack, and that they were responsible for the destruction of the Hammer. Without it, Cimmeria is defenseless. A displeased Thor teleports them outside the Hall and disappears.

SG-1 is forced to retreat to the caves where they are trapped by the Goa'uld forces. With no option but to surrender, SG-1 lays down their weapons and are captured. Before they can be taken away, a huge Asgard mothership – Thor's Chariot – appears in the sky. Its blinding energy beam makes Goa'uld ships and Jaffa alike vanish, ending the invasion in one fell swoop. Gairwyn later explains that Thor and the Asgard are protectors of Cimmeria and friends to all, save the Goa'uld. Perhaps when the Tauri are ready they will meet the Asgard again.

Family

The Goa'uld do not stay silent for long. Soon after the encounter with the Asgard, Bra'tac returns from Chulak with grave news: Teal'c's son, Rya'c, has been captured by Apophis. Convinced that the System Lord is weak after losing so many Jaffa in his failed attack against Earth, SG-1 sets out to rescue Teal'c's son and stop Apophis. They return to Chulak, where they meet up with Teal'c's wife, who is now married to another Jaffa named Fro'tak.

A rescue attempt to free Rya'c goes afoul when the possessed boy raises the alarm – it appears that Apophis has brainwashed him. Gloating, Apophis addresses the citizens of Chulak, denouncing Teal'c as a traitor and offering a reward for his return. SG-1 is unfazed by their old enemy's proclamation, however, and Teal'c and Drey'auc reconcile over their lost son. A second rescue attempt proves successful, as Rya'c has since fought off Apophis' mental control. With Rya'c and Drey'auc in tow, SG-1 returns to Earth.

At first, all seems well, but Rya'c is strangely agitated by his new environment. He insists on being allowed to see the Earth's surface, a demand that strikes the SG team as deeply suspicious. An examination reveals a biochemical substance hidden within his teeth; if released, it would quickly destroy all life on Earth. SG-1 and Teal'c remove the substance, then turn to freeing Rya'c from Apophis' influence. After several efforts, and no small emotional pain for Teal'c, a solution finally presents itself – a *zat'nik'tel* weapon discharge frees Rya'c from Apophis' control.

Rya'c and his mother are reunited and the SGC sends them to the Land of Light on P3X-797, where everyone hopes they'll be safe.

Secrets

One Abydonian year after he left, the Stargate on Abydos is unearthed and Daniel Jackson returns with Teal'c to his adopted home. There he meets with his father-in-law, Kasuf, who reveals a shocking surprise: Sha're has returned! Although still possessed by the symbiote, Sha're is also pregnant with Apophis' child. During the pregnancy the Goa'uld within her goes dormant, allowing Sha're to regain control of her body and partially access her Goa'uld memories.

Daniel convinces Sha're to return to Earth with him; after the baby is born, he argues, they can try to remove her symbiote. Time runs out, however, and the symbiote resurfaces, causing Sha're to go into labor and forcing Daniel to deliver the child on Abydos. Shortly thereafter, a Goa'uld mothership arrives, bearing the System Lord Heru-ur and his minions. A bitter enemy of Apophis, Heru-ur hopes to capture his enemy's queen and her unborn child. Teal'c masquerades as one of Heru-ur's followers and informs the System Lord that the child has already been taken by Apophis' serpent guards. The timely arrival of SG reinforcements forces Heru-ur to flee, but the victory is short-lived as Apophis soon returns to claim his queen.

Sha're/Amaunet greets Apophis at the gate, and the pair depart. She has the chance to reveal Daniel's location to the System Lord, but does not. Her child remains safe on Abydos in the Kasuf's care.

The Tok'ra

After waking from a vivid dream, Captain Carter surmises that her brief possession by the Tok'ra Jolinar left her with memories of the symbiote's other lives. Among them was a gate address used by the Tok'ra. Eager to seek new allies, SG-1 travels to the planet beyond the wormhole.

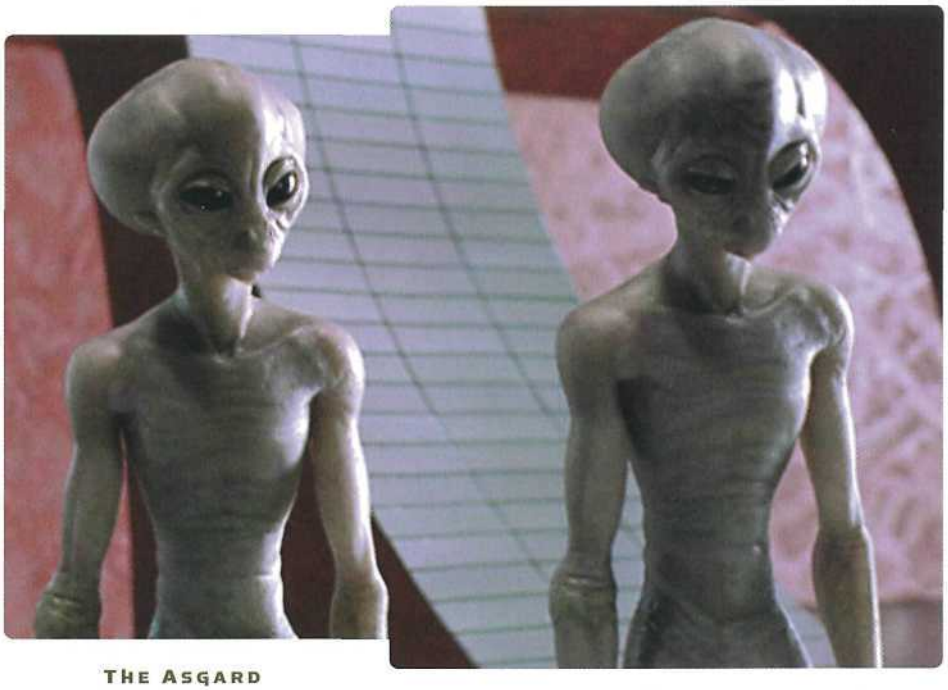
SG-1's efforts quickly bear fruit, but the initial meeting proves uneasy. The Tok'ra – whose name means "against Ra" – reveal that they are very different than their Goa'uld brethren. They only take willing hosts, live in a true symbiotic relationship, and refuse to use the sarcophagus to extend their lives, believing it drains the good from them. Unfortunately, this also makes them totally dependent upon willing hosts to sustain their species. The Tok'ra fight a battle from within against the Goa'uld, but lost many agents on Apophis' ships during his attack on Earth.

In the interest of establishing better relations between the Tauri and the Tok'ra, the aliens ask for one of SG-1's members to serve as host for the dying symbiote Selmak. All refuse, which sends a distinct chill through their Tok'ra hosts. Furthermore, Capt. Carter's status as a former Tok'ra host (and therefore a repository for its memories) makes her a security risk. The Tok'ra consequently refuse to let SG-1 leave P34-353J.

SG-3 soon arrives with grim news: Captain Carter's father, General Jacob Carter, is soon to die. But this also presents a potential solution to the team's current situation – perhaps the senior Carter can serve as a new host for Selmak. The Tok'ra reluctantly agree to allow both O'Neill and Carter to return to the SGC and convince General Hammond and her father to allow the blending. The plan is met with skepticism, but both parties reluctantly agree.

News arrives at the Tok'ra base that the System Lords have learned its location and are en route to attack. Now knowing that a spy is within their midst, the Tok'ra make ready to abandon their base. Meanwhile, O'Neill and the two Carters return, ready to provide a new host for Selmak.

The Tok'ra perform the brief blending ceremony and are evacuated to Earth while Col. O'Neill helps track down the Goa'uld spy, Cordesh. The SGC forges an alliance with the Tok'ra that lasts to this day.



THE ASGARD

Touchstone

Approximately one year before the alliance with the Tok'ra a second Stargate was discovered on earth, buried deep beneath the ice of Antarctica. The SGC assumed this second gate was rendered inoperative, but they learn otherwise during a trip to the planet Madrona, whose people enjoy perfect weather due to a device called the Touchstone. When SG-1 returns to Madrona to study the Touchstone they find it is missing and the planet's weather becoming progressively worse. SG-1 is accused of stealing the Touchstone because people coming through the Stargate, wearing SGC uniforms, were seen taking it. Vowing to recover the device, SG-1 returns to Earth and determines that the second Earth gate could be in use.

General Hammond's calls to the President are thwarted, making it clear that someone close to the Joint Chiefs is responsible. All clues point to the NID. Colonel O'Neill and SG-1 pay a visit to the NID's base of operations, Area 51. Colonel Maybourne professes innocence but Col. O'Neill is sure he's lying. SG-1 returns to the Cheyenne Mountain Complex and Carter comes up with a plan to use the gate and immediately dial back, overpowering the SGC's Stargate and forcing the second Earth gate to power up. The team sends a MALP probe through and determine that the second gate is on an NID landing strip somewhere in Utah. O'Neill and SG-1 leave immediately.

SG-1 finds and assaults the NID, surprising its operatives. A quick battle ensues and the Touchstone is recovered, but the NID agents manage to escape through the Stargate. General Hammond authorizes the second gate locked away in storage and an iris permanently welded over it, preventing its further use. On Madrona, SG-1 returns the Touchstone, restoring its perfect weather.

The Fifth Race

A short time later, an important mission to P3R-272 sends SG-1 to a planet inhabited at some point by an ancient species, apparently part of a great galactic alliance. Eager to gain new allies, SG-1 investigates. Col. O'Neill looks into a device that downloads a vast amount of information into his brain, increasing its capacity by a factor of 10. Soon, O'Neill begins to speak in a strange language and comprehend advanced formulas and semantics. Deciphering a piece of text that Daniel couldn't translate, O'Neill illustrates that he possesses some of the knowledge of "The Ancients" – the original species that created the Stargates. O'Neill reworks the SGC computer and its dialing program reveals many all-new gate addresses. Believing that one of these addresses may lead to the Ancients, SG teams are dispatched.

More Ancients symbols are found on P9Q-281, but the planet's DHD malfunctions, trapping Capt. Carter and Major Castleman on the surface as temperatures reach unbearable levels. Unable to repair the DHD themselves, they must rely on Col. O'Neill, who draws a diagram for Carter using the Ancients knowledge to repair the DHD and allow the pair to return to Earth.

O'Neill's "condition" grows progressively worse, isolating him from his colleagues; he builds another device, wiring it into the SGC's power generators. It activates the Stargate and provides the gate with grossly inflated power. A new dialing program dials an eighth chevron, opening the Stargate to an entirely different galaxy. Compelled by some unknown force, O'Neill attempts to pass through and General Hammond reluctantly agrees to let him go.

On the other side, O'Neill at last makes contact with the Asgard – Cimmeria's benefactors who have visited Earth in the past. The Asgard remove the information from O'Neill's brain, explaining that it was never intended for humans. Even so, they are impressed by his accomplishments and believe that the Tauri have the potential to become the "Fifth Race". O'Neill returns to Earth, no worse for wear, but confident that Earth has made a new friend.

Serpent's Song

A mysterious signal summons SG-1 to PB5-926 where they expect the Tok'ra to meet them. Instead, death gliders drop from the sky in pursuit of a lone man: Apophis! The battered and dying System Lord pleads with SG-1 for help. They return Apophis to Earth, where they learn that he has grave injuries and will soon die without a new host. Apophis seeks to bargain for a symbiote, offering his knowledge of Goa'uld weapons and technology, as well as information on the System Lord who has done this to him – the greatest enemy now facing the Tauri: Sokar, original God of the Dead.

O'Neill doesn't believe a word, convinced that Apophis is lying, or at best is deserving of his current state. As the System Lord struggles to make his case, the Tok'ra contact the SGC, stating that the Tauri need to release Apophis into the hands of his enemies. If they don't, Sokar will surely destroy them. Yet even for all his crimes, General Hammond is unwilling to hand the dying Goa'uld over and condemn him to death at the hands of Sokar.

Enraged at the theft of his prize, Sokar launches an assault against Earth. The Stargate is bombarded by subatomic particles which heat up the iris and will eventually destroy it, allowing Sokar to freely invade. At the President's order, all measures taken to save Apophis' life are ceased and the host finally dies. Carter is able to dial back out, temporarily halting Sokar's assault, and sends Apophis' body through.

The Tok'ra explain that Sokar has a sarcophagus and will bring Apophis back to life in order to torture him as often as he wishes. After all is said and done, SG-1 can't say whether even Apophis deserves such a fate.

"To borrow from a human euphemism, it is not a perfect galaxy."

–Thor

Show and Tell

A small boy arrives through the Stargate, asking to speak with Col. O'Neill. Everyone is surprised to learn that the boy is a genetically grown intermediary, sent to Earth by "Mother" to warn O'Neill and the SGC of a potential attack by Reetou rebels. It seems that the Reetou, invisible to normal senses because they're 180° out of phase, are the Goa'uld's mortal enemies. They wage a war of attrition, seeking to destroy all possible Goa'uld hosts – in this case, the Tauri. Mother has been observing the SGC for a number of weeks and sent the boy, whom O'Neill names "Charlie," to warn them.

The Tok'ra provide a set of transphase eradication rods (TERs) that allow someone to detect and destroy Reetou. After a visit to the Reetou's rebel base, SG-1 accidentally returns with several Reetou in tow. A battle ensues throughout the SGC, its commanders knowing that if any Reetou escape, they could cause serious destruction across the Earth.

Charlie and Mother come to the earthlings' aid, helping to tip the scales and to destroy the Reetou (though Mother suffers a fatal wound in the process). Because Charlie possesses a number of congenital defects (resulting from his accelerated growth), he accompanies the Tok'ra through the Stargate; they will allow him to become a host in order to save his life.

Out of Mind

Colonel O'Neill is surprised to wake up in an unusual facility whose occupants inform him that he's just been removed from cryogenic stasis. The year is 2077 and the doctors, Trofsky and Raully, claim that the remainder of SG-1 is dead. Trofsky and Raully require O'Neill's help to identify beings who might be able to defeat the Goa'uld, and attach a device which allows him to project holographic images of his memories. A series of questions reveals O'Neill's missions with the Nox, Asgard, and the Ancients, but no clues as to who saved his life.

Capt. Carter and Dr. Jackson also awaken to the same circumstances. Each is informed that they're the lone survivor of SG-1 and that the people of Earth require their knowledge to defeat the Goa'uld.

The deception becomes clear when O'Neill hears two doctors conversing in Goa'uld. He plans his escape, finding both Carter and Daniel elsewhere in the complex. The three determine that they have somehow been captured and that their current location is faked. Their freedom is short-lived, however, as serpent guards surround them and take them to Hathor, Queen of the Gods, who seeks the GDO code to Earth's Stargate iris and a way to contact the Asgard. SG-1 remains defiant, so Hathor produces a Goa'uld larva, ready to implant it and seize the information she needs.

Season Three

Into the Fire

SG-1 has disappeared and is presumed lost. Teal'c resigns from the SGC to return to Chulak, where he works to recruit Jaffa warriors to help search for his friends.

With the help of a Tok'ra spy in Hathor's ranks, the SGC determines SG-1's location. General Hammond authorizes a massive rescue effort consisting of SG teams 3, 5, 6, and 11 under the command of Colonel Makepeace. Once on Hathor's planet, Makepeace uncovers the replica SGC and rescues Capt. Carter and Dr. Jackson. Col. O'Neill has been implanted with a Goa'uld symbiote but Dr. Raully, the Tok'ra spy, places O'Neill in temporary cryogenic freeze to prevent the blending. Raully's actions reveal her as the spy and Hathor nearly kills her in a fit of rage. In retaliation, the Goa'uld queen calls for the destruction of all the humans.

Colonel Makepeace loses contact with the SG teams guarding the gate as Hathor's forces attack from all sides. Unable to escape through the Stargate, the earthlings are forced into underground Tok'ra tunnels. With their exit effectively sealed off behind an energy barrier, the only hope for escape comes from Capt. Carter, who must find the source of the barrier and disable it. She returns to Hathor's lair while Colonel Makepeace and his men keep the Goa'uld's guards busy.

Back on Chulak, Teal'c meets with Master Bra'tac, who informs him that the people now fear Klorel's return to claim the inheritance left behind by his father, Apophis. In an effort to disperse such fear, Teal'c addresses an angry mob of Jaffa warriors, calling for them to rise up against the Goa'uld. Many refuse to heed Teal'c's words and turn away, but a handful choose to stay for the cause. Among them is General Hammond, who seeks Teal'c's help in freeing SG-1.

Captain Carter infiltrates Hathor's base and finds Raully nearly dead. The spy explains that she froze Col. O'Neill, hoping to kill the symbiote within him. Before Carter can entirely revive O'Neill, Hathor intervenes, *attempting to strike her down. O'Neill awakens and throws* Hathor into the cryogenic pit, killing her.

On the surface, Colonel Makepeace and the SG rescue teams are defeated and captured. Trofsky threatens their death unless Carter and O'Neill give themselves up. Posing as a Goa'uld, O'Neill distracts Trofsky long enough for reinforcements to arrive through the Stargate – General Hammond and Teal'c fly through the Stargate in Bra'tac's death glider, destroying the Jaffa weapon emplacements. Shol'va Jaffa warriors follow closely behind and help mop up Hathor's remaining troops, freeing the captured SG teams.

Fair Game

SG-1's victory is short-lived, as Thor of the Asgard makes an appearance to warn of new Goa'uld activity. The Asgard have petitioned to place Earth under the Protected Planets Treaty which would prevent any further attacks against the Tauri. In order to do so, representatives of the System Lords must come to Earth to negotiate. The Asgard choose O'Neill to represent Earth, and the Secretary of Defense reluctantly agrees to the Summit. The treaty could be Earth's best opportunity to end the Goa'uld threat.

Three System Lords represent the Goa'uld in the negotiations – Cronus, Yu, and Nirrti. Secretly, Teal'c harbors a great hatred for Cronus, as the Lord killed his father for failing him (the elder Jaffa once served as Cronus' First Prime).

Negotiations with the Goa'uld do not go well; Col. O'Neill finds himself ill-suited to the role of diplomat. Furthermore, the cost of joining the Protected Planets Treaty becomes quite high, as the System Lords demand that the Tauri forfeit both of their Stargates. Both Cronus and Teal'c are found badly beaten and negotiations take a turn for the worse. Teal'c's history with Cronus is revealed, along with his

"Cold. I'm a little chilly. But I'm me."

–Col. Jack O'Neill

motive for wishing the System Lord dead. Without sufficient medical attention or a sarcophagus, Cronus will die. Negotiations break off and both Yu and Nirrti demand to leave Earth. General Hammond refuses to grant their request. War, it seems, is imminent.

Once Teal'c regains consciousness he reveals that an invisible attacker ambushed both him and Cronus, trying to frame the Jaffa for the System Lord's murder. Through the residual memories from her brief blending with the Tok'ra, Carter uses the Goa'uld healing technology to revive Cronus, and on a hunch, Col. O'Neill deploys the transphase eradication rods to reveal that Nirrti is in fact responsible for the attack. After taking their treacherous colleague into custody, Yu and Cronus remove the stipulation that the Tauri must forfeit their Stargates, though the System Lords warn that any future reprisals will be harsh.

Rules of Engagement

On a distant world, SG-1 intervenes during a battle between an unknown SG team and Jaffa warriors. It quickly becomes apparent that the SG team isn't what it appears to be, as the troops turn on O'Neill and his team. Stunned unconscious, SG-1 awakens to find an SG "Captain" demanding to know why they failed to follow the established "rules of engagement". Upon seeing Teal'c, the captain and his men defer to their new "master," explaining that they are conducting war games until the return of their Lord, Apophis.

The members of the fake SG teams are all warriors trained to infiltrate the SGC; they were in the midst of an exercise, testing their skills until the time for assault against the Tauri. SG-1 learns that all Master Jaffa warriors left several cycles ago and have not been seen since.

A mix-up replaces non-lethal training weapons with live weapons and the team's leader, Captain Rogers, is badly injured during an exercise. Construing the near-lethal battle as an omen, Rogers and his second in command, Captain Nelson, prepare for "The Final Challenge". SG-1 leaves for Earth in order to save Rogers' life, only to realize that The Final Challenge will feature real weapons and will inflict real casualties. Only proof of Apophis' death can halt the deadly games.

Returning to the planet, SG-1 infiltrates the base camp and takes control. Capt. Carter projects a video recording of Apophis' death as a large hologram, visible to everyone on site. After viewing Apophis' death, the crestfallen warriors realize that their training has been for naught and surrender to SG-1.

Past and Present

On the planet Vyus, SG-1 are surprised to find no children or elderly amongst the population – only ordinary people who have no memories of who they were prior to the outbreak of a plague, the Vorlix, some time ago. The team meets with Ke'ra, the Minister of Health, Science, and Restructuring, hoping to find a cure for the disease. Upon learning of SG-1's off-world origins, Ke'ra references notes from a late doctor that speaks of another traveler through the gate: Linea. Concerned that the Destroyer of Worlds may in fact be responsible for the Vorlix, SG-1 convinces General Hammond to provide assistance. They return to Earth with Ke'ra to try to devise a treatment.

During their time together Daniel and Ke'ra grow close but the other members of SG-1 become suspicious of her motives. Sampling her DNA and comparing it against SGC records, their worst fears are confirmed: Ke'ra is in fact Linea. The Vorlix causes an individual to become young again, but it also blocks the memory centers of the brain, effectively erasing a person's memory. SG-1 needs Ke'ra to help find a cure for the Vorlix, but she can never learn who she really is, lest she return to Linea's evil ways.

Daniel objects to the characterization of Ke'ra as a murderer, claiming that, much like Teal'c, she has atoned for her atrocities. Indeed, Ke'ra does help find a cure for the Vorlix but eventually manages to deduce the truth about her origins in the process. Knowing that the cure will only turn her back into the Destroyer of Worlds, she refuses to take it and returns to Vyus with no one else wise to her horrific past.

Jolinar's Memories

Major Carter's father, Jacob/Selmak, is captured by Sokar, and the Tok'ra Martouf contacts the SGC for help. Jolinar, the Tok'ra that briefly blended with Carter, is the only being known to escape from Sokar's prison moon, Netu – which literally is Hell. With Tok'ra technology, Martouf hopes to recover Jolinar's memories from Carter, allowing them to enter Netu and free Jacob/Selmak. SG-1 takes the Stargate to Vorash to board a *teltac* ship bound for Netu (the moon has no Stargate). Along the way, Martouf uses the memory recall device to learn how Jolinar escaped.

Soon after their arrival, O'Neill, Carter, Daniel, and Martouf are captured by Bynarr, Lord of Netu, who helped Jolinar escape the first time. The team is reunited with Jacob/Selmak who is near death. Jacob pleads with them to escape, as Sokar possesses forces ten times larger than originally thought and is planning a strike against six key System Lords. In one swift move, he could become the dominant power in the galaxy.

Carter meets with Bynarr, confessing that she knows about his role in Jolinar's escape. Within Bynarr's quarters is a hidden ring transportation system that links Netu with Delmak, Sokar's home planet. From there Jolinar stole a ship and escaped. Returning to the others, the team forms a plan to use the transportation rings to reach the teltac ship within which they arrived (now piloted by Teal'c). The situation becomes more complex as Bynarr is struck down by his First Prime, Na'onak. SG-1 makes its way to Bynarr's quarters and tries to activate the rings but are unable to do so before Na'onak and his minions appear and capture the team. All is revealed as Na'onak removes his mask and shows himself to be none other than Apophis!

The Devil You Know

With Apophis now in control of Netu, the members of SG-1 are tortured for information with a powerful hallucinogenic substance called the "blood of Sokar." Apophis hopes to use the team's knowledge to plot an escape. In each case, SG-1 resists.

Teal'c flees Netu and enlists the Tok'ra's aid. When they learn of Sokar's massive fleet, the Tok'ra believe it is more important to strike back against the Goa'uld than to rescue SG-1 and their colleagues. A plan is devised to introduce a bomb into Netu's core and cause the moon to explode, destroying Sokar's forces in orbit. Returning to Netu, Teal'c is hesitant to deploy the device (once the bomb is unleashed, SG-1 will have only a matter of minutes to escape the moon). But he has no choice – the prospect of Sokar's fleet flooding out into the galaxy is unthinkable.

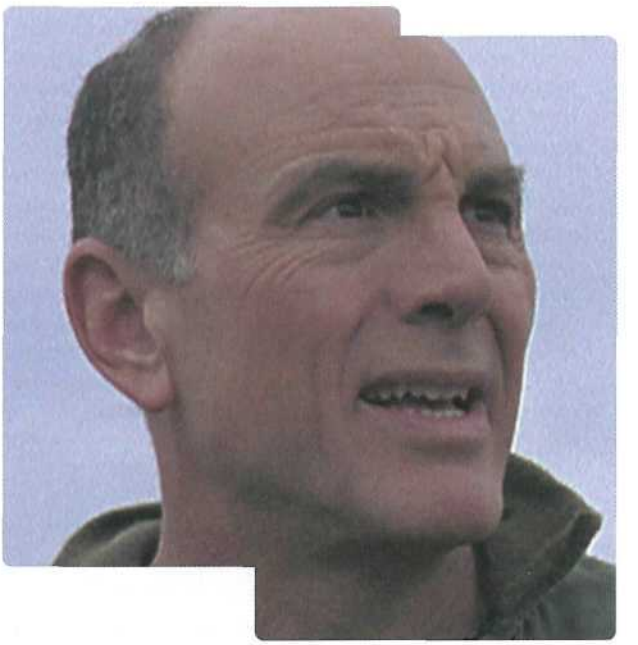
Apophis is granted an audience with Sokar, who believes the disgraced System Lord has information of value. Apophis for his part plans to get close and then kill Sokar, claiming control of his forces. When Sokar learns that Apophis has nothing of value, he orders the imprisoned Goa'uld's death.

On Netu, SG-1 manages to escape back to Bynarr's quarters and activate the ring system; Teal'c intercepts the matter stream in mid-transport, teleporting the team onto his ship. As they leave Netu, the bomb detonates and the moon explodes in a fireball that engulfs Sokar's forces... and presumably Apophis as well.

Foothold

Returning from an unsuccessful mission, SG-1 is examined by Dr. Fraiser in the SGC infirmary and quietly rendered unconscious. Teal'c's extraordinary constitution allows him to remain awake and observe General Hammond speaking with a pair of alien intruders. Apparently, a secret invasion of Earth is underway. Ever resourceful, Teal'c overpowers his captors and frees Major Carter as well. Wary of trusting any SGC personnel, Carter leaves the Mountain Complex while Teal'c tries to keep the invaders busy. On the surface, Carter calls a reluctant ally – Colonel Maybourne of the NID – and explains that a "foothold situation" has taken place.

Col. Maybourne meets with Carter in Washington and informs her that she's suffering from delusions caused by a chemical leak at the SGC. Colonel O'Neill and Dr. Jackson arrive, reassuring Carter that everything is alright. Carter's intuition says otherwise, but she agrees to accompany them back to the SGC. O'Neill's form changes en route,



Jacob Carter/Selmak

revealing him to be an alien invader. Acting quickly, Carter snatches a weapon and shoots the doppelgänger dead. She disables Major Davis and Dr. Jackson and confirms that Col. Maybourne is free of the invaders. Devices used by the aliens grant the ability to take on a person's appearance, allowing them to move freely among humans. Carter determines that the whine of a jet engine interferes with the device's operation, revealing the aliens' true forms.

Back at the SGC, Teal'c is captured and an alien masquerading as Dr. Fraiser begins experiments on he and his symbiote. As Carter prepares to enter the SGC, Maybourne tells her that unless she's successful in short order, he'll order a full assault on the complex.

The real Colonel O'Neill and Major Davis manage to escape from their confines in a Level 23 storage area, overpowering the alien Dr. Fraiser. Carter links up with them and works to free the remaining SGC hostages. She works to build a harmonic device that can duplicate the jet's tonal sound and plans to transmit it over the intercom system, while O'Neill sets out to rescue Teal'c. Major Carter completes the harmonic generator, disrupting the alien disguises just as Maybourne's troops enter the SGC. Realizing that their advantage has been neutralized, the aliens retreat back to the Stargate and are eliminated.

Pretense

The SGC receives a visit from the Tollan Narim who invites SG-1 to participate in something called a Triad. The Tollan, it seems, have relocated to a new world, Tollana, and rebuilt their society – including a new Stargate.

SG-1 travels to Tollana and meets with High Chancellor Travell, head of the Tollan's ruling body. They learn that the Triad is a judicial procedure in which two seekers (plaintiff and defendant) select two archons (attorneys) to represent them for a decision to be rendered by a third neutral party. They're also shocked to find that the person on trial is none other than Skaara!

Crash landing on Tollana, the injured Goa'uld Klorel was temporarily silenced, allowing Skaara to request amnesty from the parasite. SG-1 has been summoned to represent their friend's interests. Representing Klorel is the Goa'uld Zipacna. Judgment of the case rests in the hands of Lya of the Nox.

Skaara's defense is spirited, as O'Neill fights for his friend's rights, and Tollan technology allows Skaara to relate the horrors that he's witnessed, and perpetrated. But Zipacna is equally persuasive, and SG-1 grows suspicious of the Goa'uld's true intentions. As the Triad progresses they learn that Zipacna's Jaffa warriors have disabled Tollana's orbital defense systems – should the Goa'uld lose, an attack will most certainly follow.

Lya rules on Skaara's behalf – the Goa'uld Klorel is to be removed and returned to the System Lords. Zipacna's treachery is revealed and countered by SG-1, who help save Tollana from attack. O'Neill is at last reunited with his friend, now freed of Goa'uld influence.

Shades of Grey

With friendly relations with the Tollan underway, SG-1 soon returns to Tollana to establish formal relations. Although High Chancellor Travell is open to the idea, she quickly explains that the trading of technology is strictly forbidden. This does not sit well with Col. O'Neill, who departs in anger... and steals a piece of Tollan technology before departing through the Stargate.

Back at the SGC, General Hammond is impressed with O'Neill's prize but balks at the means he used to acquire it. They exchange words and Hammond relieves O'Neill of his command for disciplinary action while an angry High Chancellor Travell arrives through the Stargate, demanding the stolen Tollan property be returned immediately. General Hammond acquiesces, hoping to somehow salvage relations.

O'Neill is faced with either a court-martial or an enforced retirement. Clearly upset with the direction of the SGC, he opts to retire. His teammates are stunned, believing that something must be wrong with him. Dr. Fraiser, however, gives him a clean bill of health.

It doesn't take long for Maybourne to pay the now-civilian O'Neill a visit. He explains that the NID is still very active, working to acquire technology to defend Earth – no matter the cost. The ex-colonel has no love of Maybourne and initially refuses his offer to join the NID but later reconsiders. He is assigned to lead a team of covert NID forces stationed off-world.

O'Neill returns to the SGC, requesting to use the Stargate so that he can retire off-world. In the meantime SG-1 falls under the command of Colonel Makepeace, with whom both Daniel and Teal'c are less than happy. O'Neill leaves Earth to a friendly planet but then immediately dials out, heading to the secret NID base. There he meets the black ops team and becomes privy to their cache of stolen technology. He also learns that the NID has a mole inside the SGC, with whom they maintain contact through drops during planetary missions. O'Neill volunteers to make the next drop and is surprised to find SG-1 at the meeting place. His worst fears are abated, however, when Colonel Makepeace turns out to be the mole – not Teal'c or any of his other teammates.

Returning to the NID base, O'Neill informs the black ops group that the game is up: he has been working with the Tollan, Asgard, and General Hammond the entire time to bring the NID to justice. An Asgard ship retrieves the stolen technology and O'Neill convinces the NID members to return to Earth through the Stargate. There, they are taken into custody. Colonel Makepeace is also apprehended and Colonel O'Neill regains command of SG-1. Maybourne, however, escapes justice and remains at large.

Maternal Instinct

Master Bra'tac returns to Earth carrying news of an attack on Chulak by Apophis. Daniel is certain that the ex-System Lord seeks his child; as a "Harsesis" (the offspring of two Goa'uld hosts), the baby was born with all the Goa'uld's inherited knowledge. If SG-1 can recover the child, hidden on a planet called Kheb, they can use its knowledge to find a way to defeat the System Lords. Both Bra'tac and Teal'c have heard of Kheb, a world declared forbidden by the Goa'uld. Determining that it lies somewhere in the Loc'na Ko system, the team references star maps from the Abydos cartouche and maps of the Ancients provided when O'Neill possessed their knowledge. One world is missing from the Abydos map – presumably Kheb. SG-1 leaves at once.

The planet proves to be lush and verdant and SG-1 begins to search for signs of civilization. They soon come across the Jaffa tracks and charred bodies, presumably the Jaffa's victims. Believing that the child escaped the violence, the search continues and the team finds a giant temple in the jungle. Within, they meet a philosopher monk who urges Bra'tac to let go of the evil inside of him to achieve oneness with "Oma Desala." Recognizing the teachings as an early precursor to Buddhism, Daniel attempts to learn more of this Oma Desala and the child's location. Though O'Neill's patience wavers, Daniel takes part in the monk's meditative trances, learning to control objects and flames with his mind. Oma Desala, Daniel tells the others, is what Earth cultures believe to be Mother Nature.

Death gliders and a Goa'uld mothership interrupt the proceedings, and an agitated O'Neill tells Daniel that they've run out of time – they must locate the child and leave now. Oma Desala appears, leading Daniel to the baby. He realizes that the Harsesis must stay with her – only Oma can protect him.

Apophis' Jaffa attack the temple, striking down the monk in cold blood. As SG-1 prepares to engage them, Daniel appears and instructs them to lower their weapons – Oma does not approve of violence. O'Neill reluctantly orders the team to stand down as the Jaffa warriors take aim. But the Jaffa's shots are harmlessly absorbed by a blinding light. Storm clouds gather and Mother Nature makes her presence felt, destroying the death gliders and striking down the Jaffa with bolts of lightning.

At the Stargate Oma Desala's glowing form takes the child through the gate. Convinced that the Harsesis child is safe from harm, SG-1 returns to Earth.

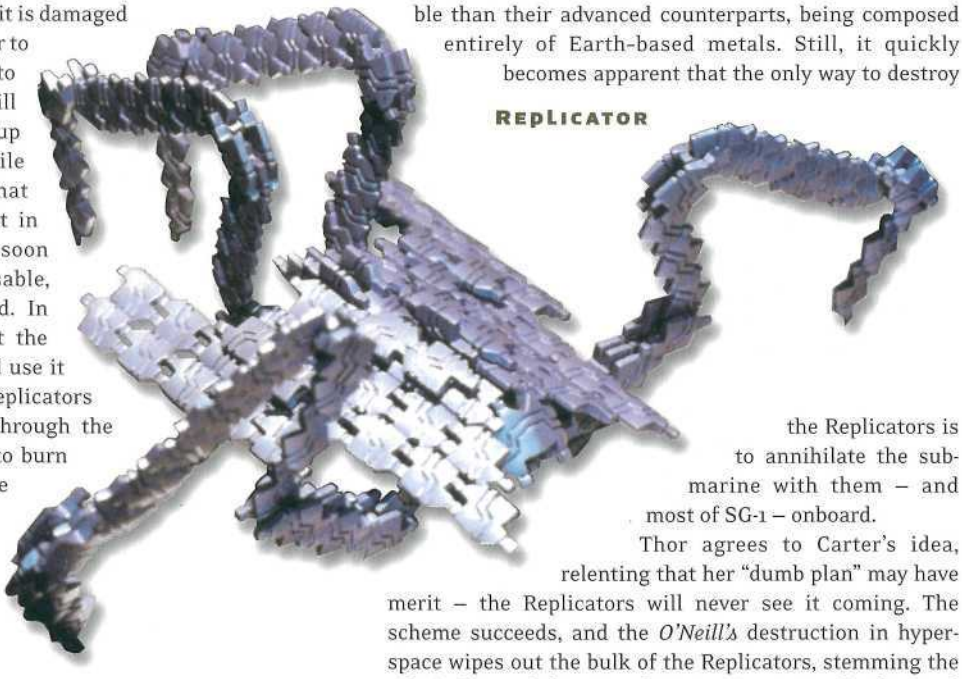
Nemesis

Having finally earned some well-deserved rest, SG-1 takes a break from saving the world. But before Colonel O'Neill can leave the SGC for a fishing trip, he's suddenly whisked away by an Asgard transporter. Finding himself on board a deserted Asgard vessel, the *Biliskner,* O'Neill is startled to find a number of technological insects moving about, though the creatures do not appear to threaten him. He is soon contacted by Thor, Supreme Commander of the Asgard Fleet, who guides him to a special chamber on the ship, where the Asgard waits in a life support unit. The Earth, Thor explains, is in grave danger from the Replicators – an alien threat that has fought the Asgard to a standstill. Unless the ship is destroyed the Replicators will land on Earth and feed off the minerals and metals on the planet, reproducing like a plague.

O'Neill contacts the SGC, which is already on alert, explaining the situation and requesting supplies to be left at the Stargate. He explains that the ship must be destroyed and that he has no way to leave the vessel – it's a one-way trip. Defying orders, Major Carter and Teal'c transport themselves up to the *Biliskner* along with weapons to fight the Replicators. The team intends to use space suits to EVA to a space shuttle after the vessel is destroyed. After discussing the situation with Thor, Carter determines the best way to destroy the *Biliskner* is to damage its engines upon re-entry. This will cause ship to break apart in the atmosphere, taking the Replicators with it.

Teal'c volunteers to EVA outside the vessel and place the charges, but his suit is damaged in the process, forcing Carter to use the ship's transporters to beam him back inside. O'Neill and Teal'c prepare to meet up with Carter and Thor while fending off Replicators that have now taken an interest in the intruders. The bugs soon render the airlock unusable, trapping the team onboard. In desperation, they transport the Stargate itself onboard, and use it to dial out just as the Replicators close in. SG-1 disappears through the gate, leaving the *Biliskner* to burn up on re-entry (taking the Stargate and Replicators with it).

The plan is *nearly* a success – one Replicator survives the trip to Earth.



Replicator

mysterious visitor: the Replicator that survived re-entry from orbit. A renewed Thor also returns, this time to enlist the Major Carter's helping in turning away the Replicator threat from the Asgard homeworld. While she departs with the Fleet Commander, the rest of SG-1 are called upon to destroy the Replicators forming on the Russian submarine.

A recon force onboard runs afoul of the Replicators, revealing something resembling a "mother bug" – perhaps the the Replicators' central intelligence. O'Neill favors destroying the sub (and the Replicators) with a nuclear device but such an action would cause an international incident. A strike force must re-enter the submarine, distract the Replicators, and take out the mother bug. O'Neill reluctantly suits up for another mission against the mechanical pests.

On the Asgard homeworld, Major Carter is enlisted to help provide a solution to the Replicator threat; the Asgard have tried just about everything. The Replicators are attracted to technology, and Carter theorizes that they are uninterested in anything that doesn't offer any new technology to digest. The latest Asgard vessel, the *O'Neill,* is the pinnacle of starship development. Carter explains to Thor that it might be used to lure the Replicators away from the planet and then detonated. Thor is understandably wary of destroying their greatest weapon.

A distraction on the submarine provides an opportunity for O'Neill to attack the mother bug. But it's hard going: for every Replicator destroyed another forms anew. The only saving grace is that the Replicators are more vulnerable than their advanced counterparts, being composed entirely of Earth-based metals. Still, it quickly becomes apparent that the only way to destroy the Replicators is to annihilate the submarine with them – and most of SG-1 – onboard.

Thor agrees to Carter's idea, relenting that her "dumb plan" may have merit – the Replicators will never see it coming. The scheme succeeds, and the *O'Neill's* destruction in hyperspace wipes out the bulk of the Replicators, stemming the tide in favor of the Asgard. Returning to Earth, Thor and Carter arrive just in time to transport O'Neill and Teal'c off of the detonating submarine, seemingly destroying the Replicators once and for all.

Season Four

Small Victories

The fourth season begins several weeks after SG-1's successful destruction of the *Biliskner* and the removal of the Antarctic Stargate from storage, allowing SG-1 to return to Earth. Shortly thereafter, a Russian submarine picks up a

Crossroads

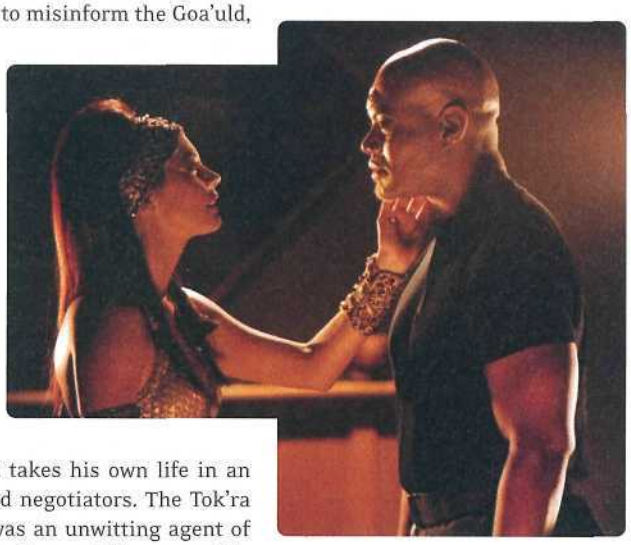
At Bra'tac's behest, Shan'auc, Goa'uld high priestess on Chulak, travels to Earth with news of a stunning revelation: she possesses the ability to communicate with her sym-

biote, and has convinced it to fight against its fellow overlords. Teal'c is wary of Shan'auc's claims, even though he and the beautiful priestess share a past history. He uses the rite of *Kelno'reem* to achieve a deep meditative state, where he hopes to commune with his own Goa'uld via images and memories. He gains brief glimpses of his father's death at the hand of Cronus by tapping into the Goa'uld's genetic memory, which lends credence to Shan'auc's claim. SG-1 agrees to contact the Tok'ra; if Shan'auc's symbiote is willing to join the fight against the Goa'uld then it could become a valuable ally.

The Tok'ra are also wary of Shan'auc's claims but their numbers are rapidly dwindling, so they agree to take her in. As her symbiote is removed it blends with a Tok'ra host and introduces itself as Tanith. Another symbiote will be found for Shan'auc, who pledges his allegiance to the Tok'ra. SG-1 returns to Earth, hopeful that both they and the Tok'ra will benefit from the encounter.

A Tok'ra delegation returns to Earth some time later, carrying Shan'auc's body – she did not receive a replacement symbiote in time. Teal'c mourns her loss but accepts the turn of events. Continuing his kelno'reem communion with his symbiote he comes to realize how his father was killed – the blood of a symbiote is deadly to a host. Shan'auc was murdered... by Tanith.

Returning to Vorash, the Tok'ra confirm Teal'c's suspicion that Tanith is actually a Goa'uld spy. Although Teal'c demands revenge, the Tok'ra convince Teal'c that it is better to use Tanith to misinform the Goa'uld, turning their spy against them. Teal'c reluctantly agrees but makes it known to Tanith that they *will* meet again.



Divide and Conquer

On Vorash, SG-1 oversees negotiations with Supreme High Councilor Per'sus of the Tok'ra when Major Graham of the SGC goes berserk and attempts to kill the alien diplomat. When he fails, Graham then takes his own life in an explosion before the collected negotiators. The Tok'ra believe that Major Graham was an unwitting agent of the Goa'uld – a *zatarc*. Anyone that could have possibly come in contact with the Goa'uld could potentially be a zatarc and not even know it.

In the interest of safety the Tok'ra agree to conduct negotiations on Earth, but only after all SGC personnel have been screened by an experimental zatarc detector. Hoping to establish a stronger relationship between the Tauri and the Tok'ra, General Hammond consents to the plan.

On Earth, the Tok'ra arrive with the zatarc detector, which compares the subject's conscious memory against his unconscious memory, alerting when the two fail to match. An unproven procedure can then be used to attempt to disable the portion of the brain affected by the zatarc programming. As the SGC personnel are evaluated another zatarc is discovered: Lt. Astor of SG-14. Both she and Major Graham were captured by Jaffa and turned into zatarc assassins. The Tok'ra attempt to reverse the condition, but Astor quickly frees herself and secures a weapon, taking her own life before anyone can stop her. Once discovered, a zatarc is compelled to destroy itself, making it difficult to determine a proper cure.

With at least one other zatarc discovered in the SGC, the tests continue until both Colonel O'Neill and Major Carter read as positive – they possess false memories of an incident with the Goa'uld. Fearing that canceling the Summit will trigger their self-destructive programming, both are sedated until a treatment can be found. The Tok'ra confirm that the zatarc treatment is not foolproof – it could lobotomize or even kill them – but even a failure would provide valuable information on how to refine the process. Fearing for Carter's life, O'Neill volunteers to undergo the procedure first. Carter objects but is sedated in preparation for the Summit. Before going under, she realizes that the test misdiagnosed them. They weren't hiding memories of becoming a zatarc but rather feelings for each other, feelings which they wouldn't consciously acknowledge. Carter stops the procedure on O'Neill in time and both are retested, confirming that neither is a zatarc.

As the President and the Tok'ra Supreme High Councilor arrive for the Summit another attack occurs; this time the Tok'ra Martouf is the zatarc assassin. In order to save the Summit and possibly other lives, Major Carter is forced to kill him. The other Tok'ra vow that his sacrifice will not be in vain.

Watergate

When the Stargate fails to operate during a routine mission, the team discovers a unique malfunction – another Stargate is being used on the same planet. A review of seismic readings shows a presence in Siberia: the Russians possess a Stargate! After an investigation, the Russians confirm that they have lost contact with their Stargate facility and the gate appears to be "stuck" open. Until it's closed, no gate travel can take place on Earth. The Russian government agrees to allow SG-1 and their own scientist, Dr. Svetlana Markov, to investigate and disable the gate.

SG-1 parachutes into the facility located in an abandoned power station near the Siberian Plateau. The Russians acquired the Stargate from Thor's ship when it burned up in the atmosphere, recovering it before the Americans arrived. The Russians already possessed their own DHD – the original DHD from the Giza Stargate, which the Germans held and the Russians confiscated after World War II. With the DHD connected, the Russians' Stargate becomes the primary gate for Earth.

"I've just never BLOWN UP A STAR before."

– Maj. Samantha Carter

SG-1 finds a number of bodies on the site and Dr. Markov confirms that something terrible has happened and that the base's Extreme Measures Protocol was initiated. The gate itself is still active, locked onto a water world, and cannot be shut off from this side. The water appears to contain an unusual energy that spontaneously emits heat, powering the gate beyond its normal 38 minute window. On the other side they find a number of Russian bodies who apparently went through the gate to certain death. Major Carter and Drs. Jackson and Markov take a small submersible vehicle through the gate in order to shut it down from the other side and retrieve the Russian reconnaissance drone. The submarine is trapped on the other side; as the sea pressure increases, the vessel runs the risk of being crushed by the inexplicable forces around them.

Colonel O'Neill and Teal'c continue to search the base for signs of what may have killed the personnel. Upon reaching the mess hall they find footprints leading into a large freezer. Inside is the frozen body of... Maybourne! Pulling him out, O'Neill and Teal'c are surprised to find that he still seems to be alive.

As the body thaws it stands up and starts to walk out! Not about to let the treacherous NID operative leave, O'Neill tells Maybourne to halt or he'll fire. Suddenly Maybourne doubles over and starts coughing up water. On the floor the water turns into mist; Maybourne grabs O'Neill and tells him to get in the freezer if he wants to live. The mist is inhaled by Teal'c who seems to lose control of his body.

Within the freezer, Maybourne explains that the mist is actually some kind of alien life form, brought back in the water sample taken by the Russians. The mist took control of the Russians and tried to make it back through the gate while the base soldiers opened fire. The Extreme Measures Protocol released nerve gas into the facility but the life form took over Maybourne and forced him into the freezer in order to survive. Unsure if Maybourne is telling the truth or not, O'Neill leaves the freezer and surreptitiously follows Teal'c.

On the water planet the sub is nearly crushed, its forward bubble destroyed. But the water doesn't enter the vehicle. Daniel surmises that the water is alive, but is unable to determine what it wants.

Teal'c reaches the gate room and he dials back to the water world, O'Neill right behind him. O'Neill tries to stop Teal'c but the Jaffa is too strong. Instead of entering the gate Teal'c doubles over and the mist exits his body, floating through the Stargate. Shortly thereafter Carter, Dr. Jackson, and Dr. Markov are thrown through the gate as it dials back on its own. Not entirely sure what just happened, SG-1 presumes that both sides just completed a hostage exchange.

The First Ones

As a pleasant change of pace, Dr. Jackson is assigned with SG-11 to conduct an archeological survey. There he and Dr. Robert Rothman find primordial Goa'uld symbiotes, an ancient, predatory version of SG-1's enemies. Theorizing that P3X-888 may be the birthplace of the Goa'uld, Dr. Jackson finds no traces of naquadah in the fossils, suggesting that it became part of the species' genetic makeup later in its development. Daniel's astonishing discovery is interrupted by an attack on SG-11, during which he's captured and dragged off into the woods.

Alerted to the attack, the SGC dispatches O'Neill and the rest of SG-1 along with SG-2 to recover Daniel. They find most of SG-11 dead and Teal'c begins the process of tracking Daniel and what looks to be an Unas.

Daniel attempts to converse with the Unas that has taken him, not entirely sure what the creature plans to do. He attempts an escape, only to be attacked by a Goa'uld symbiote. The Unas kills the creature with ease, saving Daniel and turning the parasite into their next meal. Daniel begins to understand the relationship between the Unas and the predatory parasites.

SG-1, on the trail of their comrade, soon makes the same startling discovery as Daniel: the planet is full of Goa'uld larvae. Realizing that any of the SGC personnel may already have been taken as hosts, Teal'c binds the other members of the team. His subterfuge pays off as an enraged Major Hawkins attempts to kill the team and Dr. Rothman shows signs of possession as well. Both are dispatched. Satisfied that no one else is possessed, the team continues their search.

Daniel and the Unas establish a simple form of communication and Daniel becomes less concerned about his immediate safety... until he's brought to the lair of the creature's tribe. The Unas that captured Daniel engages in a brief but bloody battle with the tribe's alpha male, defeating its rival and securing his safety. As SG-1 catches up, Daniel is freed by his captor and invited to become a member of the tribe. He refuses the offer, but is eager to return and study this ancient species at a later date.

The Curse

Daniel Jackson is saddened to learn of the death of his mentor, Dr. David Jordan, who apparently fell victim of the "Curse of Osiris." Reunited with an old flame, Dr. Sarah Gardner, Daniel is unable to speak of the project that has dominated his life and made him the laughingstock of the archeological community.

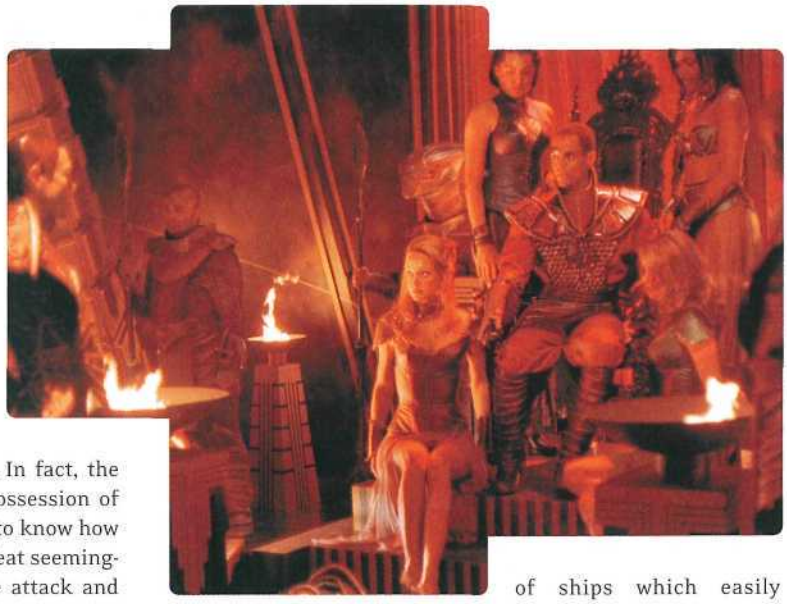
Intrigued, Daniel offers to help catalog relics obtained from the "cursed" Stuart Expedition. Among the materials is a picture of two canopic jars inscribed with Goa'uld writing; Daniel soon realizes that one of the jars is missing. Taking the second jar back to the SGC for analysis, Dr. Fraiser and Major Carter discover that it is actually a small

"Well, they say the FIRST ONE'S always the HARDEST."

–Col. Jack O'Neill

stasis jar, powered by a miniature naquadah generator and designed to keep a trapped Goa'uld in suspended animation. This particular jar was damaged and all that remains is a dried husk. With the other jar still missing, SG-1 wonders if a Goa'uld has been let loose on Earth.

Another mysterious death at the museum – coupled with an e-mail to one of Dr. Jordan's assistants, Dr. Steven Rayner – implicates Daniel's old friend as a possible killer – or worse, a Goa'uld. The trail leads to Egypt, where Daniel enlists the aid of Major Carter and Dr. Fraiser to stop Dr. Rayner (who, it is found, is interested only in understanding the unusual events of recent days). In fact, the Goa'uld from the jar – Osiris – has taken possession of Sarah, and confronts Dr. Jackson, demanding to know how he knows so much about the Goa'uld. With defeat seemingly at hand, Daniel staves off a ribbon device attack and strikes Osiris with a tranquilizer dart. Dazed but not defeated, Osiris retreats to a waiting ship and departs Earth. A new System Lord has awakened.



The Serpent's Venom

Returning to Chulak to continue his efforts at swaying the Jaffa, Teal'c is caught in a trap devised by Rak'nor, a loyal follower of Heru-ur. Meanwhile, on Earth, Jacob/Selmak returns with grave news: Apophis has defeated Sokar and now seeks an alliance with Heru-ur. Together, the System Lords believe they can easily defeat their remaining brethren and end the power struggle that has crippled the Goa'uld for so long.

Learning that Apophis and Heru-ur are to discuss their alliance in the Tobin system, the Tok'ra devise a plan. The Tobin are an extinct species, but their ancient minefield still surrounds their homeworld. Any weapons fire from a Goa'uld vessel should trigger the mines, destroying the firing ship, making it a perfect neutral ground. The Tok'ra intend to modify one of the Tobin mines to home in on a specific frequency emitted by Apophis' ship. If undetected, the ruse should make Apophis believe that Heru-ur is attacking. The Tok'ra expect that Apophis and Heru-ur will damage one another and then withdraw, terminating their short-lived alliance and restoring the status quo among the System Lords. SG-1 prepares to leave immediately.

On Heru-ur's vessel, Teal'c is brought in for torture, to confess his crimes and confirm that the Goa'uld are gods. Rak'nor watches with great pleasure as Teal'c suffers beneath the System Lord's ministrations. Teal'c shows tremendous conviction, however, as he refuses to yield to even the worst torture his captors can muster.

SG-1 arrives in the Tobin system and begins to program one of the mines as Apophis and Heru-ur approach. The System Lords discuss their alliance and Heru-ur offers Apophis a gift: the *shol'va* Teal'c! Moved by Teal'c's beliefs and willingness to die for them, Rak'nor helps the imprisoned Jaffa escape, sending over the body of Heru-ur's interrogator, Terok, in his place. The reprogrammed mine attacks Apophis' ship as the Tok'ra activate their signal. Instead of withdrawing, Apophis reveals a cloaked armada of ships which easily destroy Heru-ur, then surround and protect Apophis, sacrificing their lives for their god. From the flames a death glider emerges, piloted by Rak'nor, with Teal'c aboard.

Selmak soberly states that with Heru-ur destroyed, Apophis will assume control of his rival's forces and become the single most powerful System Lord ever. The balance of power has shifted – likely for the worse.

Prodigy

During a "babysitting" mission on M4C-862, O'Neill and Teal'c do their best to rein in Dr. Hamilton and his scientists, who don't like to be told where they can and cannot go. Elsewhere, Major Carter speaks as guest lecturer at the Air Force Academy where she meets Jennifer Hailey, a promising young cadet who is far too smart for her own good. Indeed, the woman seems deeply resentful of Carter, to whom she is constantly compared. Seeing potential in Hailey (provided she doesn't get herself thrown out of the Air Force), Carter requests the opportunity to show her some of the possibilities that might be open to her.

The scientists on M4C-862 discover a microscopic energy entity with the ability to pass through matter. Utilizing an electrical field they are able to contain the entities for study.

Granted access to the Stargate, Major Carter takes Cadet Hailey with her to M4C-862 to join the rest of SG-1 and review the scientific mission's findings. After O'Neill orders the life form released, the scientists try to find another to capture for study. Find one they do, though not in the way they intended – several of the energy beings attack, killing Dr. Thompson. O'Neill orders an evacuation back through the Stargate but the entities have other plans – they intend retribution.

The team takes refuge in the research building and electrifies the walls to keep the entities out. Carter and Hailey develop separate theories about what's causing the beings to become aggressive, but O'Neill's course of action is simple: covered by Teal'c, he makes a break for the gate, and with a little help, activates the DHD and gets the team safely to Earth. For the moment, the base is abandoned.

After seeing what she has to look forward to and the possibilities that the Stargate offers, Cadet Hailey reapplies herself to her career with the Air Force, hoping to one day join the SGC.

Double Jeopardy

The SGC is contacted by Harlan, a robotic life form from P3X-989 whom they encountered on an earlier mission. Harlan duplicated the members of SG-1 with robots, who have now left P3X-989 and go on missions through the Stargate masquerading as SG-1. The duplicates are currently on P3X-729, a world previously freed from Heru-ur by the real SG-1. Dispatching a probe to the planet Juna, they find the duplicate O'Neill in battle with forces of Cronus, who has apparently taken over the planet after Heru-ur's destruction. Feeling some measure of responsibility for the people of Juna and needing to rescue their artificial counterparts, SG-1 heads off in pursuit... sans Dr. Jackson, who is assigned elsewhere.

On Juna the two O'Neills meet and discuss a difference of philosophy on how to best handle the situation. The robotic versions of Carter and Teal'c have been captured by Cronus and Daniel's parallel has been destroyed. Infiltrating Cronus' mothership, the real SG-1 moves to free its counterparts and engage in battle with Cronus' Jaffa warriors. The android Carter is freed but must give her own life to help SG-1 escape from the mothership and seal the attacking Jaffa inside.

The robot Teal'c requests an audience with Cronus and attempts (unsuccessfully) to kill the Goa'uld when the real Teal'c intervenes. Cronus elects to kill Teal'c in the same manner he killed his father – by crushing his symbiote inside of him. Battered but not defeated, the robot Teal'c is able to kill Cronus with his staff weapon, exacting final revenge for the death of his counterpart's father.

Badly damaged, the duplicate O'Neill finally falls in battle with the knowledge that Juna is once again liberated and that Cronus has been destroyed.

Exodus

Colonel O'Neill is loath to turn over his prized possession – Cronus' captured ha'tak ship – to the Tok'ra, who require the vessel to move their base of operations. But in exchange, the Tok'ra offer to help the humans better understand how the mothership works and use it to defend Earth. The Goa'uld spy, Tanith, does not accompany the Tok'ra, having fulfilled his role to misinform Apophis. He is placed in a holding cell, and Teal'c looks forward to the opportunity to exact revenge upon him for the death of Shan'auc. Unfortunately, Tanith escapes, sending a signal to Apophis that reveals the location of the rebel base.

With no time to evacuate the Tok'ra on the mothership, the Tok'ra must use the Stargate instead. However, a more daring plan is soon formulated, utilizing the Stargate to dial into P3W-451 – the location of a black hole – and create an artificial supernova in the system. Apophis' arriving fleet – and the planet – will be destroyed.

But the plan takes a turn for the worse when an *al'kesh* bomber appears, damaging the captured mothership. O'Neill and Teal'c head off in pursuit, destroying the ship but crash-landing on Vorash.

With impeccable timing, Apophis' fleet arrives to begin the assault. A squad of Jaffa ring to the planet to collect Tanith and a battle ensues on the surface. Teal'c is shot dead and captured by Tanith, who returns to Apophis' ship. O'Neill is forced to return to the Tok'ra mothership.

Using the mothership's hyperdrive, SG-1 and Selmak barely escape the Vorash system before it is destroyed, taking Apophis' fleet with it. The resulting shock wave throws the vessel off course, some 4 million light years from Earth. Just when things couldn't get any worse, Apophis' vessel appears, also thrown off course by the supernova.

Season Five

Enemies

As Apophis closes on SG-1, an alien vessel appears and attacks the mammoth mothership, allowing the team to flee to the relative safety of a nearby gas giant to conduct repairs. They emerge to find Apophis' ship adrift with no lifesigns on board. Transporting over, the team finds the self-destruct countdown activated, the crew dead... and Replicators on board.

Fleeing with the necessary hyperdrive crystals, SG-1 returns to their own mothership, preparing to begin the long journey home. Much to their surprise, a transport piloted by Teal'c appears, having escaped from Apophis' ship before its destruction. Welcomed on board, Teal'c unexpectedly turns on his former teammates, revealing that he still loyally serves his god, Apophis, and that his time with the Tauri has been a ruse!

SG-1 is captured while Apophis takes control of the ship. But his triumph is short-lived. Replicators stow away aboard his transport and soon take over the ship, accelerating the hyperdrive 100 times faster than normal. Apophis and the Replicators will reach the world of Delmak in only a matter of hours! The Jaffa attempt to retake the vessel but fail, but SG-1 makes its escape and steals a transport to leave the ship. Major Carter reminds the team that the Replicators cannot be allowed to gain a foothold in our galaxy. SG-1 forms a plan to sabotage the vessel's sublight engines: upon exiting hyperspace the ha'tak will crash into the planet below, destroying Apophis *and* the Replicators. Easily said, but what about Teal'c?

Unwilling to leave his friend behind, O'Neill is forced to shoot Teal'c after they sabotage the engines, hauling the Jaffa back to the transport. As SG-1 escapes, the ha'tak exits hyperspace, its engines damaged. A fuming Apophis is left on the bridge, covered in swarming Replicators, as the ship plummets to the surface and is destroyed in a huge explosion.

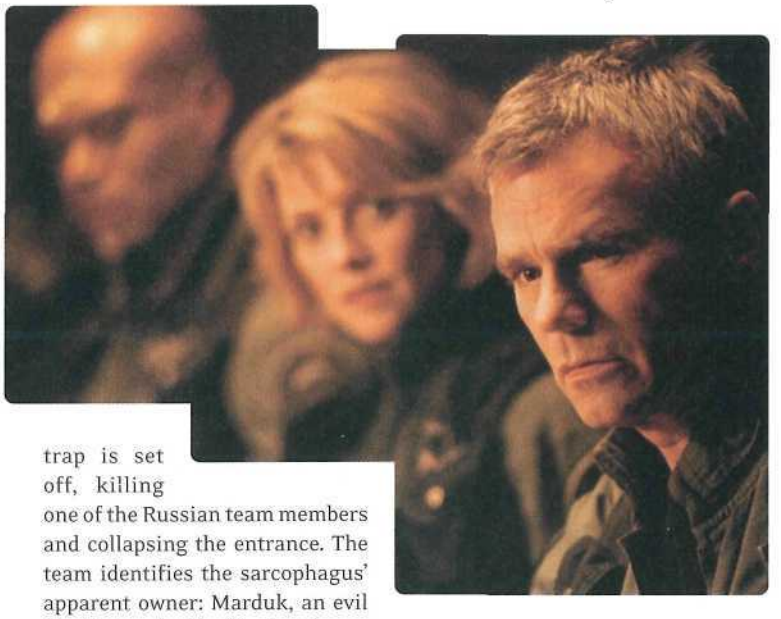
It takes some time to return Teal'c to his former self – Apophis' brainwashing is extensive – but he eventually shakes off his former master's influence and rejoins the team.

The Tomb

On the arid world P2X-338, SG-1 finds evidence of a previous Russian expedition to the planet. Returning to the SGC, the team learns that a rogue Russian unit disappeared shortly after the events depicted in *Watergate* *(see page 23)*.

Eager to recover their missing men, the Russians demand a joint rescue operation with the SGC. General Hammond reluctantly agrees.

The two units return to P2X-338, the Russians commanded by Colonel Zukhov, SG-1 by Colonel O'Neill. The team enters a Babylonian-style ziggurat and splits up. O'Neill's team finds a member of the previous Russian expedition – apparently eaten alive. Colonel Zukhov finds a Goa'uld sarcophagus and tries to open it in defiance of O'Neill's orders. A booby trap is set off, killing one of the Russian team members and collapsing the entrance. The team identifies the sarcophagus' apparent owner: Marduk, an evil Goa'uld sealed inside by his own priests. Presumably, Marduk is already loose in the tomb somewhere since only a skeleton remains inside.



Splitting up again, this time in groups of three, Col. Zukhov finds the rest of the Russian team, also eaten alive. He also finds the Eye of Tiamat – an artifact said to have given Marduk mystical powers. Carter and a Russian soldier discover the creature that has been dining on the previous Russian teams and manage to injure it. By virtue of the residual naquadah in her bloodstream, Carter senses a Goa'uld presence within the creature.

Pressed for time, O'Neill and Zukhov turn on one another, each convinced Marduk is controlling the other. Both are wrong: the Goa'uld has inhabited another Russian, who insists on recovering the Eye of Tiamat. Instead, Col. Zukhov tosses the man a hand grenade, bringing the unstable ziggurat's ceiling down on top of them. O'Neill alone escapes the collapse, returning to the others where Daniel has discovered a functioning set of teleportation rings. An infuriated Marduk arrives just in time to witness SG-1 ring out, leaving behind a special parting gift of explosives.

Back on Earth, O'Neill confronts the Russian General about Zukhov's secret orders, making it plain that future involvement with the SGC is unlikely... for now.

Between Two Fires

Invited to Tollana for the funeral of the Tollan leader Omoc, SG-1 is asked by Chancellor Travell to reopen negotiations for advanced technology. Time and time again the Tollan have refused to grant SG-1's request to receive such technology, yet suddenly, they've changed their minds. Before departing, the Tollan Narim passes a message to Carter, saying that Earth is in terrible danger.

Unsure how to proceed, SG-1 returns to Tollana to begin negotiations for ion cannon technology. Surprisingly, the Tollan Curia ask for very little in return – something that raises everyone's suspicions. Also, Narim produces evidence that Omoc was murdered – something unheard of on Tollana! Omoc's removal was all that was required to allow the transfer of technology with the Tauri.

The team soon learns that a Goa'uld mothership entered orbit two months ago but was not destroyed by the Tollan defense system. Tracking down the trinium supplies to be traded for the ion cannon technology, O'Neill and Teal'c find that the alloy is being used to build several weapons of mass destruction, though they are unable to discern the devices' intended use.

Confronting Chancellor Travell, the team and Narim learn that the Goa'uld Tanith has returned in the service of a new System Lord – one with sufficiently advanced technology that even the Tollan cannot hope to defeat him. Unless the Tollan build their weapons of mass destruction for the Goa'uld, Tollana will be destroyed. A quick-thinking Narim uses his phase-shifting device to escape, bringing word to O'Neill and Teal'c. The three of them must discover a way to stop the Goa'uld from testing the first of these new weapons... on Earth!

Narim is able to destroy the warehouse holding the weapons by using an ion cannon while O'Neill and Teal'c provide a distraction. Infuriated, Tanith orders the Tollan's destruction. As the battle rages, Narim helps SG-1 back to the Stargate, stating that he must help his people attempt to repel the Goa'uld attack.

In the aftermath a signal reaches the SGC from Narim: Tollana has fallen, the Stargate destroyed. As the message falls silent the team is left to wonder if the Tollan have been wiped out entirely by this mysterious new Goa'uld threat.

2001

Upon returning home from P3A-194, SG-1 is pleased to report that they have encountered an advanced friendly race, the Aschen, who are willing to share their technology with Earth. Introduced by the Volian of P3A-194, the Aschen have a cure for most common ailments and seem almost too good to be true. SG-1 returns to begin negotiations for their knowledge, taking Ambassador Joseph Faxon with them.

The talks begin and Daniel and Teal'c investigate the planet, finding the underground ruins of an old city. Within this city they find records that appear to tell the story of a devastating plague that struck the Volian when the Aschen first appeared. Perplexed, Daniel tries to translate the documents. Above, negotiations continue, with the Aschen offering Earth membership in their Confederation. All they ask for in return are Stargate addresses.

Returning to Earth, the team receives disturbing information from General Hammond about where the Aschen homeworld may lie. The computer shows it might be P4C-970 – a world declared off-limits by General Hammond himself and removed from the dialing computer after a message from the future warned SG-1 not to visit there under any circumstances. Worried that the Aschen may not be as benevolent as they seem, General Hammond orders an investigation of neighboring worlds. While no one really knows what happened, Daniel points out that at some point the Volian went from a thriving metropolis of millions to an agrarian civilization of thousands.

Carter and the ambassador return to P3A-194 to complete negotiations, offering the Aschen a computer with 10 gate addresses as a measure of good faith and casually ask for them to decipher a word provided to them by Daniel. The word, "sterility," confirms their worst fears – the Aschen are invaders who seek to take worlds for their own ends.

Undaunted by the revelation, the Aschen lock up Carter and the ambassador, preparing to send a bioweapon through the Stargate to Earth. Major Carter escapes and rappels down towards the gate but Ambassador Faxon is unable to follow. Falling through the gate, Carter is able to order the iris closed in time to prevent disaster. SG-1 gave the Aschen useless Stargate addresses, preventing them from furthering their ambitions. Unfortunately, ambassador Faxon is lost and presumed dead.

The Russians are equally unhelpful, demanding virtually unfettered access to the Stargate Program and all technologies gained with it – past, present, and future – even though they have no interest in using the DHD or running their own Stargate Program. Eventually, the Russians settle for naquadah reactor technology in exchange for use of the DHD.

O'Neill is not idle during this time. Contacting his on again/off again ally, Col. Maybourne, he learns that the NID has in its possession a Goa'uld as well as information on how to save Teal'c. After hunting down an NID safe house and interrogating the Goa'uld (hosted in a human body), O'Neill returns to the SGC with the information necessary to use the DHD. Colonel Simmons tries to use the same information to blackmail General Hammond but doesn't get far when O'Neill shares his news, taking Simmons into custody.

The DHD arrives and Carter uses the device – minus its master control crystal – to form an event horizon. Teal'c emerges, totally unaware that 48 hours have passed, and the team continues with business as usual.

Summit

Ren Au of the Tok'ra visits Earth with news of a bold plan that will cripple the System Lords, perhaps forever. Bloody battles between the Goa'uld and this mysterious new System Lord have paved the way for a Summit at a neutral site. There the parasites will meet to discuss a truce. At this Summit the Tok'ra intend to release a chemically-engineered poison that will kill the System Lords, crippling the Goa'uld forever. But for the plan to be effective the Tok'ra require a human that can speak fluent Goa'uld – namely, Dr. Daniel Jackson.

Daniel agrees to the plan and goes to the Tok'ra base on Revanna along with SG-1 and SG-17. There he receives a recently synthesized memory-altering chemical to convince System Lord Yu that he is his human slave, Jarren. Daniel will then accompany Lord Yu to the Summit as his slave and introduce the poison there.

All is successful and Daniel finds himself at the Summit, surrounded by the most powerful System Lords in existence. He waits for the mysterious newcomer to make himself known before launching the chemical – the plan requires *all* the Goa'uld to be present, lest one be left to seize power alone. The final member arrives – Osiris, hosted within Daniel's former girlfriend, Dr. Sarah Gardner!

On Revanna, the Goa'uld learn of the Tok'ra base and block the Stargate, bombarding the facility. Nearly all of SG-17 is wiped out and many Tok'ra are killed in the collapsing tunnels. To save its own life, Lantesh – the symbiote formerly blended with Martouf – takes the dying Lt. Elliot of SG-17 as a host. Jaffa troops soon land on Revanna and prepare to enter the Tok'ra tunnels, looking for survivors. SG-1 is cut off and must find a means of escape.

"It's always SUICIDE-MISSION this, and SAVE THE PLANET that. No one ever just stops by to say hi anymore."

–Col. Jack O'Neill

48 Hours

A mission to P3X-116 ends suddenly when SG-1 engages Goa'uld forces led by Tanith. As SG-1 retreats through the Stargate back to Earth, Teal'c shoots and destroys Tanith's ship, sending it spiraling to the ground. Teal'c leaps through the gate, but the matter stream is disrupted and the Stargate shuts down before he arrives in the SGC. Unsure entirely what has happened, Major Carter theorizes that the matter stream was interrupted and that Teal'c's pattern may be trapped in the Stargate. Until she can find a way to remove Teal'c, the Stargate cannot be used for fear of destroying his stored pattern.

Major Davis and Daniel Jackson leave immediately for Russia in order to negotiate the use their DHD device – Major Carter hopes that the DHD will allow her to re-form the event horizon on the Stargate without dialing out and clearing the buffer.

At the SGC, Colonel Frank Simmons from the NID arrives, stating that General Hammond has 48 hours to resolve the situation or the Pentagon will order the resumption of the Stargate Program. Colonel Simmons makes it very plain that he is taking advantage of the situation to further his own needs. With him is Dr. McKay, the government's top specialist on wormhole theory. McKay's arrogance and self-importance earn him a fast enemy in Major Carter.

Unwilling to kill Sarah, Daniel refuses to release the poison... until Osiris confronts him privately, leaving Daniel with no choice.

Last Stand

Trapped on the station with the System Lords, Daniel is confronted by Osiris, who knows his true identity. Using the memory-altering drug on his ring, Daniel manages to convince Osiris that he's actually Lord Yu's human servant. Daniel and Jacob hold off on using the poison until they can learn more about Osiris' commander.

Osiris addresses the System Lords, stating that she represents Anubis, who was believed to have been destroyed some 1,000 years ago. Anubis has returned, stronger than ever, and dealt each of the System Lords a stinging defeat. He's amassed a powerful army and requests to be reinstated as a System Lord with Osiris as his representative. Jacob and Daniel determine that the Tok'ra plan must be aborted – releasing the poison and killing the System Lords would make Anubis the dominant power with no one to stand against him. Instead Daniel must find out as much as possible to use against the Goa'uld.

The Tok'ra base on Revanna is all but destroyed and resistors are hunted down by Jaffa warriors. SG-1 attempts to use the tunnels to escape, but an injured Lt. Elliot, serving as host to Lantesh, slows them down.

After Anubis is reinstated as a System Lord, Daniel attempts to kidnap Osiris, hoping that the Tok'ra can remove her symbiote. His plan goes awry, however, and he and Jacob only narrowly escape and return to Revanna.

SG-1 attempts to reach a beacon to signal Jacob and Daniel to pick them up, but its vessel is shot down. Reunited on the surface, SG-1, Jacob, and Elliot/Lantesh realize the only way to escape is through a heavily-guarded Stargate. Dying, Elliot/Lantesh offers to sacrifice his lives so that SG-1 may escape. Knowing that the Jaffa will take them back to the Stargate, Elliot/Lantesh will use the symbiote poison to kill the Jaffa guarding the gate. Reluctantly, O'Neill agrees in order to save the team. SG-1 returns to Earth.

Fail Safe

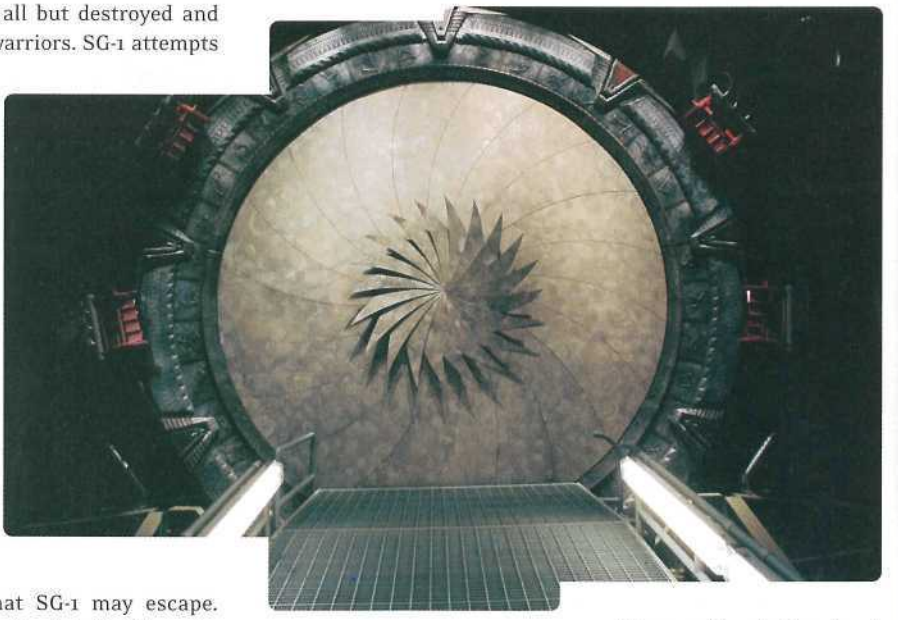
A giant asteroid is spotted heading to Earth. Restoring a damaged transport, SG-1 plans to place a naquadah-enhanced bomb on the asteroid and detonate it, deflecting the asteroid harmlessly out of its current trajectory. They arrive on schedule and everything proceeds according to plan until the team learns that the asteroid is not entirely what it seems – it's actually *comprised* of naquadah! Destroying the asteroid would cause it to explode with the force of a small nova, incinerating the Earth. Since naquadah does not naturally occur in Earth's solar system, SG-1 deduces that the asteroid was likely sent by the Goa'uld in an effort to circumvent the Protected Planets Treaty *(see page 18-19)*.

O'Neill and Teal'c are able to successfully disarm the bomb brought with them but a meteor shower damages their transport, slowing repairs and preventing SG-1 from contacting Earth for help. The point of no return rapidly approaches and few options are available to the team.

Major Carter theorizes another wild plan to save the day, this time extending the vessel's hyperdrive field to encompass the entire asteroid, in essence allowing them to pass *through* the Earth. Carter's seat-of-the-pants thinking works – the asteroid passes harmlessly through the Earth. SG-1 is recovered from the asteroid by a Tok'ra vessel soon after their narrow victory.

The Warrior

The Jaffa resistance continues to grow, fueled by the leadership of a particularly charismatic warrior, K'tano. After observing him firsthand, both Master Bra'tac and Teal'c recommend that the Tauri forge an alliance with K'tano's rebel Jaffa. General Hammond agrees and authorizes the release of food and medical supplies, as well as a small contingent of weapons.



Transporting to the planet Cal Mah – "sanctuary" – SG-1 is introduced as the greatest of all Tauri warriors and taken to K'tano. The former First Prime to Imhotep, a Goa'uld who never achieved any great power, K'tano came to recognize the Goa'uld as false gods and overthrew Imhotep, working to raise an army to lead attacks against the System Lords. K'tano's warriors believe deeply in him and are aggressive fighters – too aggressive for O'Neill's taste. Inspired by the presence of the Tauri, K'tano says that the two groups will bond in battle – a strike is prepared for the following day against a battalion of Nirrti's warriors.

The next day, off world, SG-1 and K'tano's troops prepare to ambush Nirrti's forces. But before combat can begin, K'tano reveals himself to his foes, calling for the Jaffa to lower their weapons. Swayed by his words, the Jaffa surrender to K'tano's cause.

Back on Cal Mah, O'Neill is less than impressed with the victory, fearing that K'tano's boldness could lead to unnecessary deaths. However, the strike is profitable, yielding supplies of naquadah and zat guns for the army's use. K'tano prepares to send his warriors though the Stargate to strike against Nirrti's warriors. Among them is Tara'c, who carries a naquadah bomb strapped to his chest. Realizing that K'tano intends to send his men on a suicide mission, O'Neill attempts to intervene but is told that if the Tauri do not agree with K'tano's methods they are welcome to leave. Teal'c and Bra'tac return with K'tano back to camp.

K'tano's next bold plan is to send a group of warriors to attack Yu's homeworld, which struggles following the attack by Osiris at the Summit with the System Lords. Teal'c is asked to lead this attack. Fearing for his friend's safety, O'Neill tells Teal'c that there will be no alliance with the Jaffa – K'tano's methods are too extreme. Teal'c will not be dissuaded from his mission and departs. All is not as it seems, however, as Teal'c and K'tano's warriors are easily captured. It seems that Yu has set a trap to destroy Cal Mah after squashing the failed rebel attack. Yu spares Teal'c's life and reveals devastating information about the Jaffa's new "leader," K'tano.

Returning to Cal Mah, an enraged Teal'c challenges K'tano to *Joma Secu* – the right of leadership. K'tano's seemingly superior skill translates into a quick victory, but before he can kill Teal'c, K'tano's reveals himself as the Goa'uld Imhotep. Teal'c kills K'tano, claiming the right to leadership as Yu's forces attack. Their base discovered, the Jaffa must flee into the Stargate and begin anew.

MENACE

Arriving on a world ravaged by cataclysm, SG-1 detects a faint energy reading and the body of what appears to be a young woman. In fact she is a nearly perfect android, deactivated for an unknown period of time. After receiving permission from General Hammond, the team returns to the SGC with the android in tow.

On Earth, Major Carter confirms that she can activate the android, perhaps learning more from it and what happened on the planet. The android is activated and identifies herself as Reese. Although she appears as a young woman her mind is like that of a child; all she can say is that a danger came to her planet and her father told her to go to sleep. After investigating the planet further, O'Neill is alarmed to find bits of Replicator blocks.

Daniel manages to befriend Reese and tries to convince her that she is an artificial life form. Reese responds with angry denial, and eventually throws Daniel across the room. Preferring to play as a child would, she then shows Daniel a toy she created – a Replicator. Reese's android form has the ability to use nanobots to reorder matter on a microscopic level, converting them into Replicator blocks. He tries to explain to Reese the danger that the Replicators represent, but she doesn't believe him and is instead convinced that SG-1 only wishes to hurt her and her "toys."

The SGC soon becomes infested with Replicators, and O'Neill and Hammond lead an assault to retake the base. Reese goes to the gate room, controlling the Replicators by thought, and tries to leave Earth, but she is prevented.

With a showdown on their hands and the SGC set to self-destruct, Daniel tries to reason with Reese to stop her toys. O'Neill breaks into the gate room and shoots Reese, deactivating her and causing all the Replicators to become inert. Daniel had nearly convinced Reese to surrender, however, and regards O'Neill's hasty action with dismay. He may have destroyed their only source of information for stopping the other Replicators in the universe.

MERIDIAN

On P2S-4C3, SG-1 makes the acquaintance of the Kelownans, one of three major superpowers on their world and controllers of their planet's sole Stargate. With technology somewhat less advanced than that of Earth, the Kelownans discovered an unusual element found in abundance on their planet called naquadria – a highly unstable and radioactive variation of naquadah with an energy potential several times greater than weapons grade naquadah. Major Carter believes naquadria has the energy potential to make hyperspace travel possible. Significant deposits of naquadria on the planet and Goa'uld writings in temples lead SG-1 to believe that perhaps weapon experiments some 10,000 years ago led to the Goa'uld's destruction on the world.

JONAS QUINN

The Kelownans are receptive to friendly relations but negotiations take a turn for the worse when Daniel Jackson is accused of sabotage after being exposed to deadly levels of radiation. In truth, Daniel saved the Kelownans from destruction at the risk of his own life. Infuriated, O'Neill refuses to accept Daniel's guilt and is willing to throw away relations to maintain his friend's honor. A Kelownan scientist, Jonas Quinn, reveals the truth – that Daniel saved them all and that Jonas' government is merely trying to protect itself. Quinn then defects to Earth, leaving his world behind and bringing a sample of naquadria with him.

Daniel's condition is terminal; even a Tok'ra symbiote cannot save him. He grows progressively worse before finally succumbing to the radiation's effects. However, at the moment of his death, he is able to ascend to a higher plane of existence, helped in part by the Oma Desala, who shows him the way. He bids farewell to his friends and moves on to a new state of being.

Revelations

In the aftermath of Dr. Jackson's death, SG-1 remains on duty, now needed more than ever. The arrival of the Asgard Freyr brings more bad news for the team – Thor has been killed by the Goa'uld while protecting an Asgard planet. Freyr further explains that Thor was guarding a hidden Asgard research facility and that recovery of the information it held is vital. With the Goa'uld able to overcome Asgard technology and the war with the Replicators still raging on, the Asgard require the Tauri's help to maintain the line.

Approaching the planet, SG-1 finds two Goa'uld motherships in orbit. Using its ship's cloaking ability, SG-1 lands undetected and transports into the facility, meeting Heimdall, an Asgard scientist. Heimdall explains that an escape pod was launched after Thor's ship was destroyed and captured by the Goa'uld – Thor is alive and held captive by the Goa'uld! O'Neill speaks with Thor using Asgard holographic technology, and the fleet commander insists that O'Neill get Heimdall and the Asgard research away safely and not try to rescue him – the research is too important. O'Neill, however, is not about to leave his friend behind.

Heimdall confesses that the Asgard research is key to their race's very survival. The Asgard reproduce exclusively through cloning, unable to achieve sexual reproduction. A lack of genetic diversity has led to basic cell deterioration and new genetic material is required for the species to continue through future generations.

In order to rescue Thor, O'Neill and Teal'c must ring up to the mothership when its shields are lowered. The vessel will be alerted to their presence so they will have to move quickly. Major Carter will stay behind and monitor the situation from Heimdall's lab while they prepare to leave.

On the mothership, Anubis arrives and begins to question Thor, wishing to unlock the secrets of Asgard technology. Thor refuses to say anything but Anubis plans to simply connect Thor to the ship's computer and download all his knowledge.

O'Neill and Teal'c don't get very far before they're captured and placed in holding cells. Back on the planet, Heimdall is ready to leave, but the Major is unwilling to abandon the rest of SG-1, and returns to the lab. Meanwhile Thor speaks to O'Neill and Teal'c over the intercom system. It seems that Thor's consciousness is now in the ship's computer, giving him access to the security protocols and unlocking their cells. O'Neill and Teal'c promptly contact Carter and find out how to lower the vessel's shields, allowing them to transport back to their ship. Escaping in the nick of time and with Thor in tow, O'Neill and Teal'c then rescue Carter from the Osiris' clutches on the planet.

SG-1's victory is short-lived, however, as Anubis escapes and quickly disables their ship. But before the System Lord can act, three Asgard vessels arrive, inviting Anubis to engage them at his peril. Thinking better of the situation, Anubis withdraws and SG-1 returns to Earth.

Season Six

Redemption

Three months after the death of Daniel Jackson, SG-1 continues to operate without a fourth team member, although Jonas Quinn is eager to offer his services. O'Neill warily refuses, stating that SG-1 doesn't need a new member (they've gone through nine candidates already). When Bra'tac arrives with news that Teal'c's wife, Drey'auc, is sick, Teal'c requests permission to leave to see her.

After Teal'c leaves the Stargate is activated but no incoming traveler comes through. After the 38 minute window passes it is determined that microscopic amounts of radiation are building just beyond the event horizon – the Earth is under attack. Not knowing the source of the attack, the SGC sends SG-1 and Jonas Quinn to Area 51 to retrieve the X-302, the first human-built craft capable of space travel. Colonel O'Neill and Major Carter will use the X-302 to fly to Abydos and then dial to the Asgard for help. Unfortunately the hyperspace engine is still experimental and fails to operate, leaving them with few options.

Upon arrival Teal'c is saddened to find his wife dead. His son, Rya'c blames him and his campaign against the Goa'uld for her death. Teal'c consoles his son until news arrives that the Tauri are under attack from Anubis!

Back on Earth, an image of Anubis appears, claiming responsibility for the assault; his efforts are aimed at destroying the Stargate, which will result in the entire planet being laid to ruin. As the SGC considers how best to proceed, Dr. McKay returns, offering his own crazy solution to deactivate Anubis' weapon – send an EM pulse back through the Stargate and disrupt the weapon on the other side. It's a long shot but that's all the people of Earth have left. The plan is put into motion...and fails.

Teal'c and Bra'tac, however, know the location of several of Anubis' worlds, one of which cannot be located by the Stargate; it must be the one from which the attack on Earth is launched. Teal'c, Bra'tac, Rya'c, and another Jaffa named Shaq'rel take a transport to the planet but are attacked. Shaq'rel stays on board as the others ring down to find the source of Anubis' weapon. Teal'c and Bra'tac discover the weapon being used against the Tauri – a device of the Ancients. If they can destroy it, Anubis probably won't be able to repair it. Unfortunately their attempt at sabotage fails and they are caught, leaving Rya'c behind.

Back on Earth Carter, with a little help from Quinn, devises a new plan: if the Stargate cannot be shut down, it can be removed. The Stargate is hoisted out of the complex and onto the X-302 where it will be carried into orbit. But the X-302 does not have enough power to break free, requiring Colonel O'Neill to engage the hyperdrive. The Stargate and X-302 are destroyed several million miles away and Earth is saved, although the status of the Stargate Program is in serious doubt.

Captured by Anubis' forces, Teal'c and Bra'tac are surprised when Rya'c frees them, flying a death glider and attacking Anubis' weapon, destroying it. As the SGC prepares to close down a transmission is received from orbit: Teal'c, Bra'tac, and Rya'c arrive with news that Anubis' weapon has been destroyed. Earth is again safe. After negotiations with the Russians the SGC takes possession of the Russian gate and SG-1 prepares to undergo their next mission with a new member, Jonas Quinn.

Frozen

Back at the site in Antarctica where the second Earth Stargate was found several years ago, a research team makes an astonishing discovery: the perfectly frozen remains of a woman in ice dated over 3 million years old.

When SG-1 arrives with Dr. Fraiser they decide to thaw out the woman. Amazingly her body shows signs of a cortical response and brain activity. Working quickly to revive the woman they find that she has unusual healing properties; her heart begins to beat and she regains consciousness.

Dubbed Ayiana, she seems to predate the human species by millions of years. SG-1 theorizes that she could be one of the Ancients, noting that her brain activity is similar to that of Colonel O'Neill when he was affected by the Ancients' learning device. Jonas Quinn strikes up a friendship with the woman and she begins to understand and communicate with the team.

Shortly thereafter members of the scientific team start to become ill, showing signs of cerebral spinal meningitis. Something in the ice which encased Ayiana is contagious and infects them all. Without treatment they will all die within a matter of days. The outlook is grim, but Ayiana surprises them all by placing her hands on the affected scientists and healing them. The process is draining to Ayiana, physically weakening her. Unfortunately now the members of SG-1 and Dr. Fraiser are infected as well. Later that evening Ayiana risks her life to save the other personnel, healing all of them save O'Neill. In the morning SG-1 finds Ayiana collapsed on the floor, unconscious.

Back at the SGC Ayiana recovers but only long enough to tell Jonas that she is sorry. She dies soon thereafter. O'Neill's situation is dire and he is not expected to survive unless a symbiote can be implanted in him. The Tok'ra offer one of their own, Kanan, who holds valuable intelligence that the Tok'ra require. Kanan is even willing to forfeit his life and leave O'Neill if another host can not be found. O'Neill, near death, agrees and is transported to the Tok'ra base for implantation.

Abyss

Blended with the Tok'ra symbiote Kanan, O'Neill returns to health, but he disappears shortly thereafter. At the SGC the Tok'ra Thoran blames O'Neill for stealing Kanan while SG-1 place the blame on Kanan for controlling O'Neill. In any event, SG-1 has no idea where O'Neill/Kanan are and requests details from the Tok'ra on Kanan's last series of missions. Thoran refuses, forcing General Hammond to confine the visiting Tok'ra to the SGC.

Unbeknownst to the SGC or the Tok'ra, O'Neill has been captured by the System Lord Ba'al. Stripped of Kanan (who left him immediately prior to his capture) O'Neill is ruthlessly interrogated by Ba'al. When the Goa'uld is unable to extract any information, he kills O'Neill and then revives him with a sarcophagus, placing him in a cell. There the Ascended Daniel Jackson visits him. O'Neill asks for Daniel's help in escaping but Daniel explains that he is forbidden to interfere; Jack is on his own.

Ba'al continues his questioning and torture, forcing O'Neill to remember fragments of his blending. After being killed and revived again, Jack confides to Daniel that he can't take much more of this; eventually he will break. O'Neill asks Daniel to make it stop – make it so Ba'al can't bring him back. Daniel refuses and tells Jack that the only way for him to escape is to Ascend himself. Unfortunately, O'Neill is too tied to this world for such a plan to work.

Meanwhile, Thoran agrees to provide details as to the last mission of Kanan, revealing that Kanan worked with Ba'al's personal slave – a woman – in order to retrieve secret information. Theorizing that after O'Neill was blended with Kanan that the symbiote could not leave the slave behind, Kanan returned to Ba'al's fortress. It is too heavily guarded for any SG team to try a rescue but Teal'c offers an alternate plan: provide information as to Ba'al's location to his enemy Yu. In the resulting chaos O'Neill may have an opportunity to escape.

Power in the base fails and Daniel warns O'Neill of the coming attack. Jack escapes the cell and rescues the slave girl, Shallan, returning to Earth. Recovering in the SGC infirmary Daniel against pays Jack a visit to say goodbye one last time and O'Neill mutters a "thank you" to his friend.

Allegiance

After a Goa'uld attack, the Tok'ra are forced to retreat to the Tauri Alpha Site. Colonel O'Neill, worried that the location of the Alpha Site – the secret refuge of Earth in case of an attack – was compromised, is reassured by Jacob/Selmak that no one saw him dial the Stargate address. The tension on the planet soon rises, however, as the Tok'ra clash with the rebel Jaffa (who have lost their base on Cal Mah and are residing in a makeshift camp at the Alpha Site).

After the bickering dies down, one of the Tok'ra, Ocker, is found dead, apparently killed by the Jaffa, Artok. Artok is questioned and taken into custody, more for his own safety than any other reason. The precautions are for naught and Artok is found murdered inside his cell. Shortly thereafter, Major Carter discovers a case of sabotage at the base which could lead to the destruction of the Alpha Site. Convinced that an assassin is in their ranks, O'Neill orders the Stargate guarded; no one can be allowed to leave and transmit the planet's location to outsiders.

Search teams are organized in groups of three: One SG member, Tok'ra, and Jaffa per team. The teams spread out in hopes of capturing the ashrak in their midst. It isn't easy. The killer attacks without warning; casualties are high and even Master Bra'tac goes down in combat. Withdrawing to the Stargate, O'Neill is determined to make a last stand there.

Major Carter comes up with a clever plan (a regular occurrence during her tenure with SG-1) to make the ashrak visible. By modifying the wave output of a naquadah reactor to generate a high frequency electromagnetic field she intends to excite the phase particles of the ashrak enough to make him visible.

The ashrak attacks but the SG teams, Tok'ra, and Jaffa hold their ranks and Carter successfully makes the ashrak visible for a moment. The ashrak attacks again, however, and it looks as if little can be done to stop him. He is finally bought down by the timely arrival of Master Bra'tac; not so wounded as we were led to believe.

At the Alpha Site Bra'tac addresses those assembled, conveying that while they stand together as one – Tauri, Tok'ra, and Jaffa – the Goa'uld do not stand a chance.

Cure

On the world of Pangar, SG-1 meets a friendly civilization willing to share valuable medical knowledge in exchange for information on how to use their Stargate. The Pangarans have discovered a treatment they call tretonin that affords a long and sickness-free lifespan through regular injections. SG-1 is naturally interested and has no problems teaching the locals how to operate the gate.

While researching how tretonin is manufactured, Jonas Quinn and Teal'c enter a processing facility and find it full of Goa'uld symbiotes! The healing properties of tretonin come from the amazing healing properties of the parasites. They openly wonder how so many symbiotes exist on a world with only a recently functioning Stargate. The Pangarans show SG-1 the source of their symbiotes: a Goa'uld queen. They found the queen in the ruins of a Goa'uld temple in stasis and were able to develop tretonin after studying her larvae.

Back at the ruins, Jonas Quinn and Teal'c help find another discovery: the tomb where the queen was sealed belonged to Egeria, sentenced 2,000 years ago by Ra into imprisonment. The queen is not Goa'uld, but the founder and mother of the Tok'ra!

SG-1 contacts the Tok'ra, who demand the release of their queen. They consider her captivity an affront to them and everything the Tok'ra stand for. The Pangarans are sorry for their part, having no idea who the queen was or the Tok'ra, however their people are now dependent upon the tretonin to survive. Unless a cure can be found for those that take tretonin, ending their supply will condemn a large number of Pangarans to death.

The Tok'ra are sympathetic but are unable to find an effective cure to the baffling problem. As a last resort, the Tok'ra Kelmaa sacrifices her own life, her symbiote leaving the host in order to provide a new host for their queen. Egeria is freed, but is herself gravely ill and perishes soon thereafter. Before doing so, she confesses that it was she that introduced the genetic anomaly that made the Pangarans dependent upon the drug tretonin. Given an opportunity to address Egeria, the Pangarans apologize for all that they have done. As her dying act, Egeria provides the information to reverse the effects of tretonin and expresses her pride in the accomplishments of her people and their battle against the Goa'uld. The Tok'ra then carry the body of their dead queen back through the Stargate to be honored.

Unnatural Selection

While on board the *Prometheus*, Earth's first full-scale hyperdrive-capable starship, SG-1 is contacted by the Asgard to assist in the final confrontation with the Replicators. The Replicators have reached the Asgard homeworld and overrun it, but the Asgard have laid a trap – a temporal device designed to contain the Replicators and provide the Asgard with enough time to research a solution. The only problem is that the trap has yet to be sprung and Earth's decidedly "low tech" *Prometheus* is the only ship capable of reaching the Asgard homeworld without being detected by the pesky robotic bugs.

SG-1 lands on the Asgard homeworld, finding themselves on the surface of Replicator blocks which stretch in all directions. It is an eerie sensation. Inside they find the

temporal device, but no sign of the Replicators... yet. Five apparent humanoids approach SG-1 with Replicators in tow. The team puts up little resistance as the humanoids seem wholly impervious to bullets. It turns out that these being are themselves Replicators, who had uncovered the deactivated android Reese, and incorporated her form into their design. Worse yet, with physical contact the Replicators are able to read the minds of their victims, disseminating information nearly at will. SG-1 is interrogated in a most terrifying manner.

Awakening back on the *Prometheus* the team realizes they're in deeper than they thought. Even the destruction of the *Prometheus* will not make so much as a dent against the Replicators. Invited to "dinner," SG-1 has little choice to accept. These new humanoid Replicators are fascinated by the team and want to learn more from them... by violating their minds and taking what information they desire. Sensing that one of the Replicators, Fifth, is more than he seems, Carter volunteers to share herself with him. With the two linked, she is able to convince Fifth that he is unlike the others; he has the ability to be much more than simply a tool for destruction. If Fifth helps SG-1 fix the temporal device and trap the other Replicators he can escape with SG-1.

Colonel O'Neill isn't pleased with the plan, and throws a wrench into the works. Carter sets the temporal device but changes the delay on O'Neill's orders. There's only enough time for SG-1 to escape – Fifth will be trapped with the others. O'Neill isn't about to let a super-advanced Replicator escape on his watch. Returning to the *Prometheus,* SG-1 prepares to leave while the Replicators confront Fifth. Realizing that he has been betrayed by Carter, Fifth tries to stop the device – to no avail. The Replicators are frozen in time, their threat abated.

Full Circle

An Ascended Daniel Jackson pays O'Neill a visit, announcing that he needs SG-1's help in defeating the latest plan of Anubis. Anubis seeks the Eyes of the Gods, specifically the Eye of Ra, believed to be hidden in Ra's temple on Abydos. With it, Anubis will become unstoppable, even by the other System Lords.

SG-1 mounts an expedition to Abydos, and reunites with Skaara and the other Abydonians who have also been visited by Daniel. Thinking that their friend is himself a god, the Abydonians vow to stand by SG-1's side against the forces of Anubis no matter what the cost.

Anubis arrives with his armies and attacks en masse. Legions of Jaffa warriors storm the temple and the Stargate is activated, forcing a retreat into the catacombs. There O'Neill, Carter, and Jonas Quinn search for signs of a secret chamber that may store the Eye of Ra. Frustrated with the lack of help, O'Neill demands that Daniel stop being all mysterious and actually do something. Daniel admits that even his great power has limits – he is unable to interfere in mortal affairs. Despite that, he feels compelled to take a stance, and helps SG-1 find the hidden chamber and the Eye of Ra.

Their defenses overrun, SG-1 holds the Eye hostage in exchange for safe passage and the safety of Abydos. On Anubis' massive mothership, Daniel confronts the powerful System Lord and threatens action should Anubis attack. Seemingly unfazed, Anubis reveals his own true nature – a being of part flesh and part Ascended – caught in between two states of existence. His condition is the source of his enormous powers, but nevertheless, Daniel extracts a promise from Anubis to refrain from attacking Abydos.

On the planet, Skaara finally succumbs to his wounds... only to ascend before SG-1's unbelieving eyes. Another surprise comes when Daniel returns and explains the situation with Anubis. O'Neill balks at the plan until he learns that Abydos also contains a tablet that outlines the Lost City of the Ancients. If SG-1 can escape and find this lost city Daniel is certain that its secrets will allow them to defeat Anubis and the other System Lords.

As SG-1 secretly secures the tablet, Lord Yu and a combined fleet of ha'taks arrive to challenge Anubis for the Eye. Ever defiant, Anubis scoffs at their attacks and a colossal battle begins. The System Lords' fleet is no match for Anubis' ship, and the partially-Ascended Goa'uld destroys them with ease. With the Eye of Ra now in his possession, Anubis turns his attention to Abydos...

Before the System Lord can attack, Daniel returns to enforce their bargain – the people of Abydos must not be harmed. As the two Ascended beings prepare to do battle, Daniel is whisked away at the last moment, seemingly by Oma Desala. Anubis activates his weapon on Abydos, destroying the surface of the world, the Stargate, and all of its inhabitants. SG-1 narrowly escapes through the Stargate before Abydos is hit, unsure of what has just happened. After repeated attempts to return to the planet, the SGC is finally able to redial the world. The team finds everything as it was before the battle – no signs of the conflict. Skaara appears and confides in SG-1 that everything is all right; they are beyond the reach of Anubis now. With a wave the people and the Great Pyramid disappear: the people of Abydos have all Ascended. Skaara explains that after SG-1 leaves the Stargate, Abydos will disappear forever.

The season ends with Abydos destroyed and Anubis clearly in control over the other System Lords, his might without peer. But with the clues they were able to salvage from Ra's temple SG-1 can locate the Lost City of the Ancients and counter Anubis' threat once and for all...

CHAPTER TWO: THE STARGATE PROGRAM

The part of *Stargate SG-1*'s formula that makes it so functional as a roleplaying game is the command structure that control's Earth's Stargate and the teams who go through it. This structure – the Stargate Command, or SGC – provides a ready-made reason for the Stargate's existence and the need for small, highly-specialized teams to travel through it in the pursuit of a broader goal. Depending on the campaign, that goal may encompass anything from exploration and discovery to all-out conflict with an alien menace such as the Goa'uld. The Stargate Program helps facilitate these missions and lets the GM more easily guide the players through the campaign.

The SGC is not required in a *Stargate SG-1* campaign, but it's highly recommended, as it supports the TV show's commonly-seen trappings and provides a structure upon which the players may rely to support their vision of the setting. This chapter offers a complete overview of the SGC, its organization, its SG teams, their mission assignments and details, and the Cheyenne Mountain Complex's layout.

STARGATE COMMAND

Created in 1997 under the directive of the President of the United States and the Joint Chiefs of Staff, the Stargate Command – or SGC – was formed with the directive to seek out and recover intelligence and technology to assist Earth in its defense against alien threats, establish friendly trade relations with off-world species, discover new medical and energy technologies, and chart new, uninhabited worlds suitable for colonization. The Stargate Command oversees the operation of all forces using the Stargate and possesses operational authority over all missions undertaken by those forces. More than anything else, the SGC is the Earth's first line of defense against any alien species that may seek to do it harm, those species intending to utilize the gate or another means to attack the planet. The SGC's exposure to new technology and heretofore unheard-of cultures makes them the foremost authorities on dangers from beyond the stars. In the event of a disaster so dire that the future of humanity is held in the balance, the SGC is also ready to ensure the continued existence of our people. Special off-world bases exist so that human survivors may escape this world and start anew.

Contacting the ancient people of Earth remains a top priority as well. In ancient times, the Goa'uld and other races abducted and "seeded" humans on different planets all across the galaxy. The SGC seeks to reestablish relations with these long-lost brethren; though many are still primitive, they may provide powerful insight as to the history of Earth's people or even additional information on the Goa'uld threat.

Through the SGC, several key advances in technology have already been made, and attacks against the Earth repelled. Today is the dawning of a new age of understanding about the universe and our place in it. The scope of Stargate Command is so much more than simply a vessel to use the Stargate – it represents the best that humanity has to offer and stands at the forefront or our persistent dream of traveling beyond the stars of our own solar system.

Organization

The SGC is classified Top Secret by the Joint Chiefs and known to only a select few in the military and civilian sectors. It reports directly to the Office of the President, and maintains strict measures to ensure that the existence of the Stargate remains a secret to the population at large.

The SGC operates under the auspices of the United States Air Force due to the technical nature of the Stargate Program and the large pool of astrophysicists and technical personnel with its ranks. Initially the SGC was to be a subset of the Air Force Special Operations Command (AFSOC), but the logistics of keeping it tightly under wraps and preventing exposure to unnecessary personnel necessitated that the organization be granted Major Command (MAJCOM) status to operate on its own. NASA was initially considered to head up the Stargate Project but was dismissed for security reasons. For a project of the Stargate Program's potential scope and magnitude, a military branch seemed best suited to carry out the necessary administrative, technical, and security requirements.

For all of its secrecy, the SGC actually has a very visible profile, located in the Cheyenne Mountain Air Force Station (CMAFS) in Colorado. The CMAFS – or Cheyenne Mountain Complex – is home to five commands: the North American Aerospace Defense Command (NORAD), United States Northern Command (USNORTHCOM), United States Strategic Command (USSTRATCOM), the Air Force Space Command (AFSPC), and the Stargate Command (SGC). The location of the SGC within the same facility as NORAD and other high-profile military operations provides a ready explanation for activities around the site and plausible deniability to defend against inquiries about the SGC.

The SGC has a yearly operational budget of $12.6 billion dollars (versus its original budget of $7.4 billion in 1997), funded through the Senate Appropriations Committee. As with most "black bag" operations, the money comes from a number of secondary innocuous and legitimate sources, preventing any direct accounting in the national budget. Only few ties link this appropriation of funds to the SGC, classified as "Area 52." The majority of the money goes to scientific research into the Stargate's technologies, operation of the Cheyenne Mountain Complex, and the acquisition of military and supply gear for use both on and off the Earth. In recent years, the budget has also been used to develop new hybrid technologies, comprised of both alien and terrestrial design. They include the X-302 Interceptor and the X-303 space vessel *Prometheus*, both made possible via the Stargate and the cultures that lie beyond.

The SGC's operational orders come from either the Office of the President or through the Joint Chiefs of Staff. A liaison officer is stationed in Washington, D.C. to represent the SGC and pass along the latest intelligence gathered by personnel in the field. This officer interfaces directly between the Joint Chiefs and the SGC's command staff. In the event of an emergency, a direct line connects the SGC to the President, the Joint Chiefs, and the Strategic Air Command (SAC).

Charter of the SGC

"In the interests of defending the planet Earth from the aggression of alien species that would seek to do us harm, and in light of conclusive evidence that the history of mankind has been filled with the enslavement of our race by a non-terrestrial species,

"Furthermore as advised by the Joint Chiefs of Staff and assembled scientific advisors who have examined and found evidence to support these claims,

"Furthermore as the existence of a functional device known as a Stargate provides a doorway to seemingly limitless number of worlds inhabited by both allies and aggressors,

"Furthermore knowing that the ability exists for an aggressive species to visit the Earth again with or without the use of a Stargate,

"I hereby mandate into existence the Office of the Stargate Command (SGC) with the mission to seek out and recover intelligence and technology to assist Earth in its defense against these aggressors.

"So signed by my hand, this 22nd day of February in the Year Nineteen Hundred and Ninety-Seven,

The President of the United States."

Command Staff

The SGC's command staff represents only a small portion of the personnel assigned to the Cheyenne Mountain complex, yet these characters make most of the decisions that affect the organization's operation and approve nearly all uses of the Stargate, abiding by the rules and operational procedures set down by the President and the Joint Chiefs. The SGC's command staff delegates duties and ensures that everyone adheres to official operational policies, making sure the Stargate Program and facility run smoothly.

All command staff members are officers or enlisted personnel in the military, typically the Air Force.

Base Commander

The head of the Stargate Command is the SGC Commander. For purposes of national security, the SGC Commander's orders may only be overridden by an order from the President or the Joint Chiefs of Staff. The SGC Commander is responsible for a variety of tasks, including prioritization of SGC missions, approval and assignment of SG personnel and SG teams, clearance of all SG personnel, review of senior SG personnel, reporting of all SGC activities to the Joint Chiefs, and execution of the SGC's directives as mandated by the President.

The SGC Commander has final authority over all SG missions, as well as all access to the base and the Stargate and the implementation of security procedures in the event of a hostile attack. Such measures may include the authorization of deadly force, the withholding of personnel deemed to pose a security risk to the Program, facility, or the United States/Earth, and the ability to lock down the mountain complex and initiate its self-destruct sequence. As such, the SGC Commander's position is of paramount importance and candidates are drawn exclusively from a pool of the Air Force's top generals, selected by the Joint Chiefs and approved by the President.

General George Hammond

The SGC Commander has a staff aide that sees to all the SGC's mundane business dealings and general operation, bringing any noteworthy items to the Base Commander's attention. The aide is selected by the Commander at his posting and, security clearance permitting, may have been with that officer at some prior posting in an equivalent position. The current SGC Commander is also its first: General George Hammond of the U.S. Air Force *(see Appendix 2 for more about General Hammond).*

Duty Officer

The SGC's closest thing to a second-in-command officer is its Duty Officer, a position filled by the Mountain Complex's watch rotation. The Duty Officer conducts SGC operations in the Base Commander's stead. He's always stationed on level 28 in the gate room and may authorize travelers through the Stargate. In most cases, the Base Commander oversees these functions while the Duty Officer records all inbound and outbound activity, and coordinates the SG team mission assignments.

Other Command Staff

Additional command staff conduct the SGC's day-to-day operations, filing reports, administrating personnel, and procuring and disbursing gear. Outside the Base Commander and Duty Officer, the SGC's command staff consists of both officers and enlisted personnel fulfilling a variety of tasks from the mundane up to operating the Stargate's dialing computer.

Most administrative staff are stationed on the SGC's upper levels (11 and above). Their jobs require the utmost secrecy and a high security clearance, even though a great many have no knowledge of the SGC's true operations or the Stargate's existence. Nearly all administrative and command staff belong to the military, the majority of them enlisted.

SG Teams

The bulk of SGC personnel are assigned to SG teams, who travel through the Stargate and conduct various missions. The standard SG team member is an officer in the Air Force with Top Secret clearance, a record with no reprimands or administrative action, several years of distinguished service – preferably in one of the Special Forces branches of the Air Force or another military command – and no attachments. In some circumstances, enlisted or civilian personnel may be assigned to an SG team.

Each SG team member serves at the SGC in one year increments, or tours of duty. Each team member has a duty rotation of nine weeks on, one week off, with one personal day per week, during which time he's on standby alert. SG team members may exit the facility while on leave, but must submit a pre-approved itinerary of his location and contact information in case of emergency. As with all military personnel, an SG team member may be recalled at any time for any reason.

Serving on an SG team is considered a privilege by most SGC personnel. While many staff members have some tie with the Stargate, few ever get to actually see the gate or travel through it. SG teams are admired for their skill and willingness to put their lives on the line in the name of humanity. An SG team member rarely transfers between units, since team commanders dislike altering their operational chemistry. Notable exceptions include when a team suffers a large number of casualties or is re-tasked to a new assignment. SG team commanders have final authority over all personnel on their team and are responsible for each of their subordinate's actions, save when overridden by the Base Commander.

All SG team commanders are officers, most with distinguished backgrounds, several having seen combat in a variety of theaters (scientific and diplomatic ops team commanders being notable exceptions). Most team commanders hold the rank of Major in the Air Force, though a few Lieutenant Colonels and Colonels lead seasoned teams. An SG team has a chain of command like all military organizations, with team members deferring to higher-ranked members. A team's second-in-command typically holds the rank of Captain, while most other team members are Lieutenants. A civilian or enlisted team member is expected to follow the orders of all higher-ranked personnel and has no authority to conduct SG team missions.

A standard SG team consists of four to six members, varying on its assignment and current mission detail. For specialized missions, an SG team member may be attached to another team for a temporary duration, as needed to complete a mission objective and at the discretion of the team commander or the Base Commander.

Unfortunately, SG teams also have a high injury and mortality rate. As such, all team members are required to keep their personal affairs in strict order while on active duty, since their significant others (when applicable) cannot be informed of the nature of their service with the SGC. This devotion to duty helps foster a level of camaraderie that only the most hardened Special Forces units would understand – SG teams never willingly leave one of their own behind.

Before every mission, SG team members are also screened for infectious diseases or sickness that might prove fatal to an alien species. If a member is not cleared to undertake his assigned mission, an alternate is selected or the mission is scrubbed. After every mission, SG team members must submit to a medical inspection at the base infirmary. Every member also undergoes regular medical checkups and psychological evaluations to monitor their reaction to stress and gate travel.

Team Positions

Each SG team contains one or more of the following positions. The requirements and criteria for a typical candidate vary and should be used to establish the baseline *guide* for each character's class, skills, feats, and other options, rather than a rigid standard of what he *must* possess to fulfill his duty assignment.

Team Commander

The team commander is the highest-ranking authority on an SG team and makes all operational and command decisions. Team commanders are responsible for selecting their team members and maintaining team readiness and training, as well as administering disciplinary action when called for.

In the field, the team commander has perhaps the most difficult job, making decisions that will affect the lives of his subordinates. Given the nature of the SGC's mission, a team commander is often called upon to place his team in harm's way for the benefit of the SGC and the Earth. A team commander also has ultimate responsibility for his team's conduct and actions.

The majority of team commanders have a distinguished military career, usually in the Marines or a branch of the Special Forces. The typical team commander possesses the rank of Major, although some units are commanded by a Captain when demanded by the situation. A team commander must have a thorough understanding of SGC operations, strong interpersonal skills, and the ability to make decisions quickly and with limited data.

Heavy Weapons Expert

A team's heavy weapons expert is, as the name implies, an expert in almost all weapons employed by the SGC. The heavy weapons expert must be comfortable with any personal firearm and proficient with both the MP5 and the SAW. Most have basic demolitions training and are qualified marksmen as well. Most heavy weapons personnel come are drawn from the Marines or Special Forces, where they learn many of these skills.

As with most military personnel, a heavy weapons expert must be in good physical condition and able to effectively maneuver while carrying a heavy ordinance load. Most serve on combat or covert ops teams and are called upon when hostile engagements are expected.

Intelligence/Communications Officer

On most teams, the intelligence or communications officer is the unit's second in command. Should the team be split up, this officer may find himself leading a handful of its personnel. The intelligence officer is a military officer, typically from the Air Force or Army with limited combat exposure. As the position name implies, this officer must become familiar with all relevant intelligence data acquired during a mission and advise the team commander on its best course of action. He may also serve as the communications officer, interfacing with the SGC and helping to coordinate the actions of several SG field units.

Most intelligence and communications officers hold the rank of Captain or Lieutenant and are being groomed for their own SG command. These officers must possess a quick grasp for detail, an understanding of logistics, command, and control, and a strong sense of basic intelligence-gathering procedures.

Lingual/Cultural Expert

One of the few positions filled almost exclusively by non-military personnel, the lingual or cultural expert provides on-site analysis of alien dialects and relics discovered in the field. All SG exploration teams include a lingual/cultural expert. Most of these experts are drawn from academic backgrounds, though a few are officers in the military with linguistics and/or cultural study degrees.

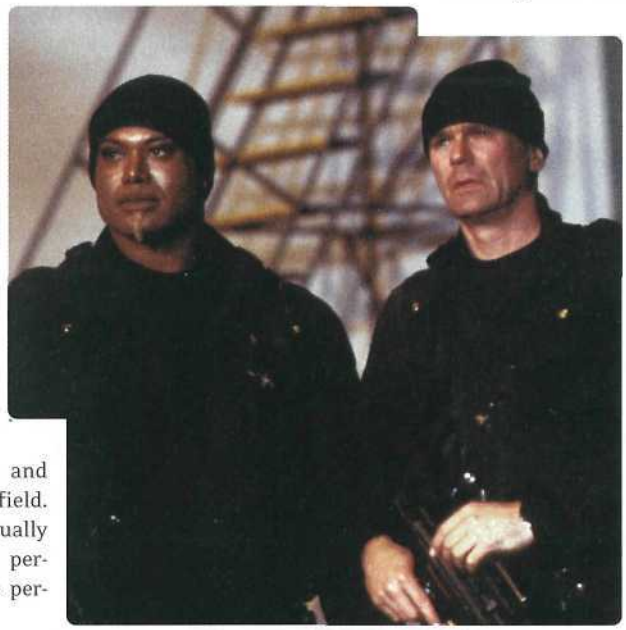
Most linguistics experts speak at least three languages, one of which must be either Ancient Egyptian or Goa'uld, and preferably both. A cultural expert typically possesses a doctorate in either anthropology or archaeology, although in some cases previous field experience may suffice.

Most lingual/cultural experts are recruited by their peers into the SGC training program. Because of their specialized knowledge, most tend to be intelligent and highly inquisitive, taking copious notes at every turn.

Mission Specialist

The mission specialist is a catch-all position that refers to any number of technical or scientific personnel employed by an SG team. In most cases, a specialist has a military background but civilians also make up a noteworthy percentage of their numbers. Each specialists has at least one particular field of expertise, such as engineering, demolitions, or even covert operations. His training allows him to fill a variety of other roles, but his true talents lie with his particular specialty. Examples of a mission specialist include: demolitions expert, sniper, combat engineer, forward observer, scout, underwater demolitions expert, and paratrooper.

A technical specialist with a military background could be either an officer or an enlisted soldier; most are drawn from the Air Force, Army, or Marines. Depending on their area of specialty, the requirements for a mission specialist varies.



Medical Specialist

Similar to a mission specialist, a medical specialist is essentially a combat medic. He is always drawn from the ranks of the military and has one dedicated role – healing injuries and other damage inflicted in the field. Thus, a medical specialist is usually accompanied by other trained personnel to protect him while he performs his required tasks.

A medical specialist may possess some combat training, but few have actually seen any combat first-hand. Most are enlisted soldiers, save senior personnel and doctors. A medical specialist must be able to work quickly and under adverse conditions with little preparation and limited supplies. They must be able to make life-or-death decisions quickly, and diagnose injuries on the fly with little or no assistance.

Team Assignments

Not all teams and team members can be all things in all situations. Consequently, each SG team receives an assignment designation that dictates its standard mission detail and personnel. For example, a Marine combat unit has little need for a civilian anthropologist since its assignment focuses on combat-oriented operations. Conversely, a team tasked with exploration rarely relies heavily on firepower alone, and must possess some technical and/or scientific knowledge at all times.

Team assignments differ from mission details in that a mission detail changes from mission to mission; a team's assignment remains constant until re-tasked by the Base Commander. In some situations, an SG team may be recruited for a mission outside of its traditional assignment, but such situations are rare.

The SGC employs nine standard assignments, each of which is discussed in the following sections, along with the its typical mission profiles and details, personnel recommendations, and additional information.

Covert Ops

Covert Ops teams are trained to enter a target area quietly and with little warning. Their assignments frequently rely on the element of surprise and non-detection. As such, covert ops teams receive the riskiest assignments, heading into dangerous areas with little or no backup. A covert ops team's typical mission might involve infiltrating a Goa'uld facility to obtain intelligence, reconnoitering an off-world base to collect troop movement data, or gaining entry into a secure naquadah mining facility to plant explosives.

Next to Marine combat units, covert ops units are some of the SGC's deadliest tools; they are masters at working independently and efficiently for long periods of time with few supplies. Covert ops team members are the best of the best – experts at living off the land, remaining undetected, and improvising weapons as necessary.

Most covert ops missions involve the collection of intelligence. Since nearly all intelligence data is valuable only if the enemy doesn't know it's been compromised, a covert ops unit must always be careful to leave no trace of its presence. Thus, a covert ops assignment can last for several days – perhaps even weeks – before the mission is completed and the team returns to the SGC. All covert ops teams operate under radio silence and without back-up. In some special cases, a covert ops team works in conjunction with a Marine combat unit or search and rescue team, providing on-the-spot intelligence data or coordinating other SG team movements.

Currently, only two covert ops teams exist within the SGC. Fortunately, their services are infrequently required. One of these covert ops teams is always on standby should the need arise.

Teams: SG-13, SG-19.

Suggested Personnel (4 to 6): Team commander, intelligence officer, heavy-weapons expert, mission support specialist (sniper, technical expert, demolitionist).

Member Requirements: Minimum 5 years experience with a branch of the Special Forces, jump certification (paratrooper), marksman certification, certified experience with all standard sidearms and Goa'uld weaponry, basic familiarity with Goa'uld/Jaffa languages and tactics.

Mission Profiles/Details: Defense (Escort detail, Patrol detail, Security detail), Emergency Aid (Aid detail, Evacuation detail, Liberation detail), Intelligence (Counter-Intelligence detail, Insertion detail), Military Operations (Sabotage detail, Tactical Operation detail).

Diplomatic Ops

Diplomatic teams make contact and negotiate with off-world aliens and governments on a variety of critical missions: hostage negotiations, mining rights, first contact, treaties, and extradition requests to name a few. Since the potential for violence or misunderstandings exists in any of these situations, each diplomatic team member must possess a basic understanding of weapons and off-world protocol. During missions in which tensions run high, it's often necessary for a diplomatic team to be accompanied by an exploration or Marine combat unit in case negotiations take a turn for the worse.

Next to scientific teams, diplomatic teams include the highest number of civilian members, notably linguists and those with a judicial background. An understanding of the rules of law and the principles to apply them in a foreign culture is an important skill here. Not surprisingly, diplomatic team members tend to be outgoing and friendly, a byproduct of their assignment's basic nature.

At this time, only one diplomatic team is employed by the SGC, although additional teams may be added in the future. Other SG teams are also known to ferry civilian negotiators to sensitive situations, filling in when SG-9 is unavailable or fielded elsewhere.

Teams: SG-9.

Suggested Personnel (4): Team commander, chief negotiator, lingual/cultural expert, mission specialist.

Member Requirements: Varies by mission, but includes Masters or Doctorate degrees in law, world affairs, economics, or prior judicial experience.

Mission Profiles/Details: Diplomacy (Arbitration detail, Envoy detail, First Contact detail), Exploration (Scouting detail), Trade (Bartering detail).

Engineering Corps

The SGC's engineering corps takes part in off-world missions to set up long-term bases of operation, build temporary structures, and clear structures with demolitions. Engineering teams frequently work in conjunction with scientific teams to establish the bases of operation for research missions.

Personnel assigned to an engineering team are familiar with a wide variety of structural and engineering principles as well as heavy and/or specialized equipment use – both in and out of combat zones.

Occasionally, an engineering team finds itself under fire. When sent to worlds where hostile forces are expected, an engineering team is usually accompanied by a combat or support team.

The National Intelligence Department

Little is known of the NID's mysterious "men in black" or their secret agenda. Presumably, the NID is a legitimate organization financed by the government to provide vital civilian oversight of Top Secret military operations. In this case, the NID takes great interest in monitoring the SGC's activities and personnel.

It's unclear to whom the NID reports to or how one becomes affiliated with the organization, though most NID agents are known to possess prior military backgrounds and familiarity with spycraft and espionage. Even more alarming is their penchant to go "rogue" and operate beyond the scope of their authority. In the past several years, NID agents have orchestrated unauthorized uses of the Stargate, stolen alien technology from Earth's allies, blackmailed senior SGC personnel, and even conspired with the Goa'uld to further their own seemingly nefarious ends.

The NID insists they further the best interests of the Earth and the United States, but their methods and apparent disregard for proper procedures make them dangerous opponents.

The NID undoubtedly possess a number of spies within the SGC. In the past, NID operatives have even been discovered working on SG teams, following their own covert orders. In time, enough information on the NID may be acquired to finally shut the organization down or hold them accountable for their actions, but for now, they remain an elusive irritant that frequently explodes into a dangerous and direct enemy.

NID Operatives

Whether operating openly or not, an NID operative is created as described in Chapter 5 *(see page 144)*. From time to time, an NID operative may be called upon to perform a service contrary to the SGC's wishes or those of his team's mission assignment. NID characters are bound to secrecy and suffer legitimate consequences if uncovered during play. While you may conduct things as you wish, we recommend that any "test of loyalty" pitting a character between the SGC and the NID directs the character to make a serious, heartfelt decision, and that no such conflict pits a player directly against the rest of the team unless everyone is prepared to handle the consequences.

Engineering teams contain few civilians; most are comprised of trained combat engineers drawn either the Air Force or some other branch of military service.

Teams: SG-11.

Suggested Personnel (6): Team commander, communications officer, mission specialist ×4 (heavy equipment operator, demolitions, structural engineer, mechanical engineer, electrical engineer).

Member Requirements: At minimum, a Masters engineering degree, demolitions training by assignment.

Mission Profiles/Details: Emergency Aid (Aid detail, Evacuation detail), Scientific Operations (Survey detail).

Exploration

Most SG teams have this assignment, which is most suitable for a variety of the SGC's mission details. No two exploration team missions are alike – most involve travel to newly-discovered worlds and the search for any indigenous signs of civilization – past or present. Exploration teams also take part in first contact missions, escort diplomatic and engineering teams to critical mission locales, and assist Marine combat units during battle. They also participate during many other military missions, as their skill sets and experience warrant.

Because of the flexible nature of an exploration team's assignments, its members must be well-rounded and well trained in a number of different fields. Most have military backgrounds, while a handful are civilian personnel who serve as cultural or linguistic experts. Few exploration teams have any in-depth technical knowledge and can take care of themselves during hostile encounters.

Unofficially (due to the order in which the teams were formed when the SGC was chartered), the lower an exploration team's SG number, the more prestigious the assignment. Competition to serve with an exploration unit is fierce, and only the finest, most proven personnel are placed on these multi-functional teams. Currently, the SGC employs seven exploration teams, with more undoubtedly on the way.

Teams: SG-1, SG-2, SG-4, SG-10, SG-14, SG-15, SG-17.

Suggested Personnel (4): Team commander, heavy weapons expert, lingual/cultural expert, mission specialist (technical).

Member Requirements: Team commanders must have a minimum 5 years' Special Forces experience, either with the Air Force or another military branch. Heavy weapons experts must be qualified with all common weapons (including Goa'uld armaments) and must have marksman certification. Cultural/lingual experts must be fluent in at least 3 languages (preferably Goa'uld, ancient Egyptian, or a Middle Eastern dialect) and have a Masters or Doctorate in anthropology and/or archaeology. Mission specialist requirements vary by assignment, but most should be combat trained and preferably possess a Masters or Doctorate in at least 2 technical fields of study.

Mission Profiles/Details: Defense (Escort detail, Patrol detail, Security detail), Diplomacy (Arbitration detail, Envoy detail, First Contact detail), Emergency Aid (Aid detail, Evacuation detail, Liberation detail), Exploration (Scouting detail), Intelligence (Intelligence Gathering detail, Counter-Intelligence detail, Insertion detail), Military Operations (Assault detail, Sabotage detail, Tactical Operation detail), Scientific Operations (Cultural detail, Survey detail), Trade (Bartering detail).

Marine Combat Unit

When conflict looms, Marine combat units are always in the thick of things. Specializing in all types of warfare across a variety of different theaters, the Marine combat unit is the most dangerous and well-trained unit in the SGC's arsenal. Unlike other teams, the Marine combat unit has very specific requirements and only the most qualified personnel are accepted into its ranks.

Marine combat units often find themselves on the front line of an assault against the Goa'uld, defending a Stargate from aggressors, or dug in alongside Tok'ra agents to repel enemy Jaffa. Any mission that is expected to encounter hostile forces merits the inclusion of a Marine combat unit.

In most cases, the Marine Combat unit lends itself to a support role, such as securing a Stargate or protecting a scientific team. In some cases, the unit may actually gain operational control, coordinating its efforts with other SG teams during an assault or rescue operation.

As the name suggests, all Marine combat units are comprised of U.S. Marines. Each team consists of six combat-ready personnel. Of the SGC's three Marine combat units, one is always on standby alert for immediate use.

Teams: SG-3, SG-5, SG-18.

Suggested Personnel (6): Team commander, intelligence officer, heavy-weapons expert ×2, mission specialist ×2 (sniper, demolitions, weapons expert).

Member Requirements: U.S. Marines and marksman and jump certification, as well as certification with all standard SGC weapons.

Mission Profiles/Details: Defense (Escort detail, Patrol detail, Security detail), Emergency Aid (Evacuation detail, Liberation detail), Intelligence (Counter-intelligence detail, Insertion detail), Military Operations (Assault detail, Sabotage detail, Tactical Operation detail).

Medical Unit

The struggle against Goa'uld necessitated the creation of a unit specialized in delivering medical care to teams beyond the Stargate. Each medical team consists of combat-trained personnel capable of administering both long and short-term aid to injured personnel on the battlefield. A medical team also engages in humanitarian missions, deploying food and medical supplies to off-world cultures and peoples. As such, medical personnel must be prepared to deal with a variety of emergencies, sometimes without the benefit of modern supplies. Likewise, a medical team must be ready to counter unknown bacterial and viral agents never seen on Earth.

In most cases, a medical unit enters a combat zone accompanied by one or more other SG units. Whenever possible, a medical team returns those with severe injuries to the SGC infirmary for treatment.

Those seeking an assignment to a medical team must possess a great deal of empathy, as well as the ability to distance their work from their personal feelings. Medical personnel are frequently called upon to treat alien species whose interests run counter to our own, including the Goa'uld. Such emergencies do not allow for one's personal beliefs to interfere with the mission at hand.

The SGC currently employs two medical teams, with one team always on standby for use in the event of an emergency.

Teams: SG-8, SG-12.

Suggested Personnel (4): Team commander/head physician, triage expert, medical specialist ×2.

Current SG Team Assignments

The SGC's initial creation resulted in the formation of nine SG teams, numbered SG-1 through SG-9. As the SGC expanded, the number of SG teams grew, first to twelve units, then fifteen, and finally its current twenty. The current disposition of each team follows, including its assignment and personnel. With the exception of SG-1, many of the teams outlined below are in a constant state of change or have never been discussed onscreen in the TV show. We've provided names and assignments for the purposes of completion, not as an intention to hamstring players. It's perfectly reasonable for you to change or remove these teams as needed, replacing them with new teams of your own creation. Being assigned to an SG team is a dangerous job and it's quite common for team compositions to change from episode to episode. You shouldn't feel constricted by canon when creating your own teams and assignments.

Team	Assignment	Personnel
SG-1	Exploration	Colonel O'Neill, Major Carter, Teal'c, Jonas Quinn
SG-2	Exploration	Major Griff, Major Coburn, Lieutenant Sands, Sergeant Bell
SG-3	Marine Combat Unit	Colonel Makepeace, Captain Kinsey, Lieutenant Myer, Lieutenant Phillips, Sergeant Walters, Private First Class Powers
SG-4	Exploration	Major Howe, Captain Marvin, Lieutenant Jentzsch, Dan Bseiso
SG-5	Marine Combat Unit	Major Castleman, Captain Soong, Lieutenant Baker, Lieutenant Davis, Lieutenant Anderson, Sergeant Russell
SG-6	Search and Rescue	Lieutenant Colonel Holmes, Major Erdmann, Lieutenant Burke, Lieutenant Miller, Sergeant Riley, Airman Sebring
SG-7	Scientific	Major Long, Captain Isaacs, Dr. David Evans, Dr. Mercedes Wynter, Dr. Karl Kreder, Specialist Adams
SG-8	Medical	Captain Strong, Lieutenant Palmer, Specialist Donavan, Specialist Tucker, Specialist Yip, Specialist Biggins
SG-9	Diplomatic	Major Stan Kovacek, Lieutenant Grogan, Sergeant Gross, Sergeant DePalma
SG-10	Exploration	Captain Moore, Lieutenant Colville, Lieutenant Seyler, Chief Warrant Officer Heinig
SG-11	Engineering	Colonel Winters, Captain Rathbone, Specialist Martine, Specialist Paris, Dr. Charles DeSoto
SG-12	Medical	Major Barrett, Lieutenant Smithers, Specialist Behunin, Specialist Green, Specialist Jones, Specialist Johnson
SG-13	Covert Ops	Major Waterhouse, Captain Deveraux, Lieutenant Sanderson, Lieutenant Cochrane, Master Sergeant Apone
SG-14	Exploration	Major Glassner, Captain Heffron, Lieutenant Wright, Dr. Sarah O'Neil
SG-15	Exploration	Major Pierce, Lieutenant Aston, Airman Dwight, Dr. Tom Kemp
SG-16	Scientific	Colonel Reynolds, Lieutenant Wolfe, Dr. Marcus Quinn, Dr. Kenneth Sardoni, Dr. Paul Cook, Specialist Chin
SG-17	Exploration	Major Thomas, Captain Behrens, Lieutenant Gallegos, Lieutenant Stanton, Frances Sullivan
SG-18	Marine Combat Unit	Lt. Colonel Reeves, Major Bond, Captain Sorenson, Lieutenant Summer, Master Sergeant Cutler, Sergeant Rosenberg
SG-19	Covert Ops	Major Brown, Captain Williams, Lieutenant Cheeks, Specialist Ryder
SG-20	Russian Unit	Colonel Chekov (liaison), Lieutenant Tolinev, remainder to be assigned

Member Requirements: Medical team commanders must be certified medical doctors in the Air Force or another branch of military service. Other personnel must be RNs or possess other suitable medical training. No civilians are permitted on medical SG teams.

Mission Profiles/Details: Emergency Aid (Aid detail, Evacuation detail, Liberation detail).

Russian Unit

In 2002, faced with mounting economic and political costs, Russia decided to discontinue its Stargate Program and made arrangements to transfer its DHD and Stargate to the US. In addition to an undisclosed financial sum and access to technological advances acquired by the SGC, Russia insisted on the creation of its own SG team.

Housed at the SGC, the Russian Unit is an unusual experiment for all concerned. A degree of tension between the Unit and other SG teams has been evident from the beginning, but most on both sides have put their differences aside and collaborated on a handful of missions.

Unlike other SGC personnel, members of the Russian Unit must reside on base at all times and report to a senior Russian officer who, in turn, reports back to his superiors in Moscow. All Russian unit missions must be approved by the SGC Base Commander and Russian Unit members must share all information and technology obtained while on assignment. This collaborative arrangement ensures that both the United States and the Russian government maintain full disclosure at all times.

While the Russian Unit does not report directly to the SGC Base Commander, team members must heed the commands of their superior officers, whether U.S. or Russian. The Russian Unit includes no civilian members.

Teams: SG-20.

Suggested Personnel (4 to 6): Base liaison, team commander, intelligence officer, heavy-weapons expert, cultural expert, mission specialist ×2.

Member Requirements: Russian military (preferably ex-Spetsnaz commando or other Special Forces), no blemishes or reprimands, English fluency.

Mission Profiles/Details: Defense (Escort detail, Patrol detail, Security detail), Diplomacy (Arbitration detail, Envoy detail, First Contact detail), Emergency Aid (Aid detail, Evacuation detail, Liberation detail), Exploration (Scouting detail), Intelligence (Intelligence Gathering detail, Counter-Intelligence detail, Insertion detail), Military Operations (Assault detail, Sabotage detail, Tactical Operation detail), Scientific Operations (Cultural detail, Survey detail), Trade (Bartering detail). The Russian Unit may be assigned to any mission profile/detail, though it may only participate in joint SGC operations permitted by the SGC Base Commander.

Scientific Ops

Scientific SG teams routinely travel off-world to investigate unusual mysteries and provide insight about Earth's history. A scientific team might find itself part of a larger expedition to a new world, tasked to participate in the dig of an ancient Goa'uld temple, or traveling to a small moon to help uncover potential new sources of energy. The posting to a scientific SG team is the crowning culmination of any scientist's career.

Most scientific teams consist of six individuals, and its team commander is commonly its only military personnel. A scientific team's diversity demands a large civilian presence. Technically, only its command personnel must remain constant – other personnel are rotated in and out of the roster to make room for appropriate specialists as needed. Scientific teams consequently swap out their personnel more frequently than any other SG team.

Scientific teams rarely take part on missions to worlds yet to be scouted or those where featuring expected threats. In most cases, a scientific team is accompanied by at least one other team, possibly an engineering or exploration unit. When absolutely necessary, a scientific mission may be assigned to a hostile world, always with one or more Marine combat units as protection.

After establishing its findings, a scientific team returns to the SGC to formally recommend whether a long-term presence is required. Such a recommendation may include additional scientific personnel and perhaps a permanent off-world base to conduct on-site surveys and tests. Most scientific teams remain off-world for up to a week at a time, at which point they must make a recommendation for a long-term mission assignment. In this role, the scientific team moves from world to world, evaluating the merits of a continued presence on each.

At this time, the SGC employs two scientific teams, with more slated for activation in the near future.

Teams: SG-7, SG-16.

Suggested Personnel (6): Team commander, head researcher, mission specialist ×4.

Member Requirements: The team commander must possess a military background, and preferably a Masters degree in a physical or space science field. Researchers and mission specialists must be acknowledged experts in their field with at least one professional accreditation; military backgrounds are preferred as well.

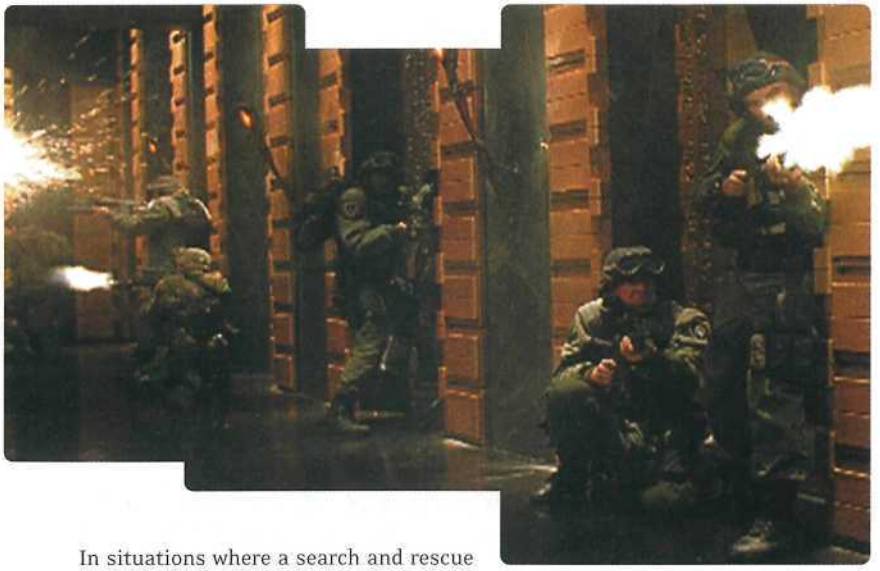
Mission Profiles/Assignments: Exploration (Scouting detail), Scientific Operations (Cultural detail, Survey detail).

Search and Rescue

Search and rescue teams enter potentially hostile locations to find and recover stranded SG personnel and other "friendlies". This might include rescuing a captured SG team from a Jaffa patrol, a deep incursion into Goa'uld territory to liberate a Tok'ra spy, or the recovery of a downed alien craft in order to capture important intelligence or technology.

Unlike covert ops teams, which can remain on station for an extended duration until their objective is complete, search and rescue teams are trained to move quickly and lightly, getting in and out as soon as possible. A search and rescue team is ill-equipped to deal with protracted enemy engagements, and is therefore frequently accompanied by one or more covert ops or Marine combat units when entering a hostile area. These support teams help maintain communications with the SGC and secure the Stargate.

Search and rescue missions typically require detailed analysis and intelligence, often gathered by an exploration or covert ops SG team. After intelligence is reviewed and a threat analysis is made, the Base Commander determines whether or not to authorize a search and rescue mission. Even after an S&R team has a go, it's not uncommon for its members to evaluate the intelligence and prepare mock-up drills for days in advance of the actual operation. The success or failure of a search and rescue operation hinges on this critical preparedness.



In situations where a search and rescue team is on assignment or the threat risk is deemed low, an exploration, covert ops, or Marine combat unit may also be tasked for a similar assignment. At this time, the SGC employs only one search and rescue team.

Teams: SG-6.

Suggested Personnel (6): Team commander, intelligence officer, heavy weapons expert, medical specialist, mission specialist x2 (sniper, technical, demolitions).

Member Requirements: All search and rescue team members must be military personnel with a minimum 5 years experience in the Special Forces. Intelligence officers must be certified with Goa'uld/Jaffa weapons and tactics. Heavy weapons experts must possess marksman certification with all SGC weapons (including Goa'uld armaments).

Mission Profiles/Assignments: Defense (Escort detail, Patrol detail, Security detail), Emergency Aid (Aid detail, Evacuation detail, Liberation detail).

Support Staff

The SGC's support staff is responsible for most of the facility's day-to-day operations. It maintains all equipment, generators, and computer systems, and even prepares meals for base personnel. Like administrative staff, all support personnel – regardless of their position – must possess Top Secret clearance, even when they aren't privy to the SGC's innermost workings and the Stargate.

The majority of the SGC's support staff are enlisted military personnel, specialists in their field of expertise. The most important positions, such as the base doctor, are staffed by Air Force officers.

Base Medical Officer

The SGC's chief medical officer sees to the well-being of all personnel and monitors SG teams who travel through the Stargate. The medical officer's expertise with diseases allows him to advise and, if necessary, override the Base Commander regarding the facility's medical health.

With justified evidence, the medical officer can initiate a quarantine of personnel, specific levels, or the entire Cheyenne Mountain Complex. Such quarantines are commonly intended to protect on-base staff, though some outbreaks pose a risk to the general public of Colorado or even the whole of the Earth if they escape the SGC.

The SGC's medical officer oversees a medical staff trained in triage and combat medicine, and prepares this staff to provide medical services even through the Stargate as necessary. This staff consists of three additional doctors and a wide array of equipment, laboratories, and observation/isolation chambers within which they review and study alien organisms.

Gate Technician/Operator

"Stargate technician" is not an official operational specialty, but rather denotes expertise with or a background in the theory and understanding of mechanical, electrical, and physical engineering, and the ability to support the Stargate's power and system requirements. Staff in this position maintains the base's computer system and dialing software, as well as the operation of the iris and the Stargate's diagnostic equipment.

A gate operator controls and dials the Stargate, entering glyph addresses into the dialing computer to generate a wormhole. He assigns and verifies iris codes and deploys gear and personnel through the Stargate. He also catalogues known Stargate addresses and provides weekly reports concerning newly-discovered worlds. While on assignment through the Stargate, an SG team frequently interfaces with a gate operator, who provides mission support and controls drones such as MALPs and UAVs.

Public Knowledge

The public at large is certainly aware of the Cheyenne Mountain Complex, found just outside Colorado Springs. Back in the early 1980s, the complex housed a missile silo and command and control bunker known to be readied for use in the event of a nuclear war. While its missiles were eventually decommissioned, the base is now publically known to study deep space stellar telemetry and as the high-profile headquarters for NORAD.

The SGC clandestinely operates as a subset of NORAD. Personnel residing at the SGC or within neighboring Colorado cities are allowed to acknowledge their affiliation with the complex, but not what goes on there. Funding is officially filtered through NORAD and several non-existent organizations, providing no paper trail.

The SGC's cover story states that it's a deep space stellar telemetry station for use by those military and political officers with "acceptable" security clearance. Only the highest levels of government are actually cleared for knowledge of the SGC's true purpose.

Recruitment

Life as a member of the SGC is dangerous and exciting. SGC personnel are sometimes lost in the course of their duties and must be replaced, requiring a specific set of rubric to identify potential candidates. The SGC's administrative offices are constantly on the lookout for potential recruits, and computers flag the files of any officers or enlisted personnel that fit a profile created by the Base Commander and his support staff.

Unless selected for their knowledge or credentials, all personnel assigned to the SGC – save the Russian Unit – possess a military background with the U.S. Air Force, Army, or Marines. Most SGC members earn their post either through meritorious military service or by entering into the SGC Training Program.

Once an initial selection is made, a standard series of security and background checks are made. Those individuals who pass these qualifying steps wind up on what is known as the "short list," which is then presented to the Base Commander and his aide, who review the files on a quarterly basis for potential recruits. Base administrative personnel make the initial selections; the Base Commander typically only reviews candidates for senior positions and SG team posts.

The secondmost selection protocol is a candidate's lack of any outside attachments. Like most military posts, an SGC assignment makes relationships difficult. Any external attachments – including those to parents, siblings, extended family, friends, and romantic partners – pose a high security risk. For example, a foreign power might use a significant other as leverage to force an SGC member to extort information regarding the program. This isn't to say that SGC personnel may have no outside contact – only that those with the fewest connections are favored.

A candidate's outside links must pass an extensive security investigation which includes all parties close to the individual, especially those with ties to foreign powers or in financial trouble. Such circumstances could easily mark the potential SGC member as a security risk and a danger to the program as a whole.

A candidate's specific military experience also has a bearing. Those who demonstrate leadership abilities above and beyond their peers frequently draw the notice of the SGC recruiters. A previous posting to a Special Forces branch – be it Air Force, Army, Navy, or Marines – is especially helpful; the strict requirements of these organizations help elevate members above other applicants, especially in the case of SG team candidates.

"Make sure you COME BACK if you start SPEAKING an alien language."

–Dr. Janet Fraiser

After the selections are made, a formal invitation goes out. This is always delivered in person by an Air Force officer, who for security purposes contacts the recruit directly – no telephone, e-mail, or letters are allowed. The recruit is only told that he's been selected to participate in a Top Secret project that's critical to national security. He is asked to either accept or decline based solely on this information – no additional details are given. If the offer is accepted, the recruit receives travel papers to Colorado, where he's picked up and taken to the facility for orientation.

Should the recruit decline, the SGC refuses to speak to him again; the candidate is permanently removed from the short list and loses all future recruiting opportunities within the SGC.

Existing Personnel

Those with an established military record have the best chance of obtaining a transfer to the SGC based on their previous experience and history. The foremost prerequisite is a record devoid of serious misconduct or security breaches – the SGC refuses to compromise its security, regardless of how spotless a person's record may appear.

A number of unfortunate incidents over the past few years has prompted the creation of a comprehensive psychological evaluation as part of the recruitment process. It's hoped that this procedure will minimize the number of personnel who falter when exposed to new and (literally) alien situations.

New Recruits

All new recruits are solicited through the offices of the Commandant of the Air Force Academy, in the same manner as existing personnel. The SGC's computers identify Air Force cadets nearing graduation who fulfill the necessary requirements for acceptance into the command. These recruits are then contacted much the same way as those identified by human resources – individually, on campus by a representative of the SGC and the Pentagon. The numbers of new recruits that enter the SGC via this method are small – less than a dozen a year – and even then nearly half wash out of the Training Program before its completion.

New recruits are considered a higher security risk because of their unproven record; as such, only officers are considered via the Academy and the same stringent security background checks take place. These new recruits do provide fresh knowledge and a unique outlook, however, which the program greatly prizes. Most are assigned to SG teams after they complete their training.

Making the Offer

The SGC commonly uses the following script when recruiting new personnel. You may alter it accordingly to use within your own game.

"Good afternoon, **<insert rank and name>**. I am Major **<insert rank and name>** from the Pentagon, sent here by the authority of the President of the United States and the Joint Chiefs of Staff. I am ordered to solicit your participation in a Top Secret project critical to the security of the nation. I am forbidden from discussing with you the nature of this project, its mission, or your potential involvement. I can only tell you that that I have in my possession papers authorizing your immediate transfer to this new command upon your acceptance. Your selection in this project is entirely voluntary and if you refuse this offer you will not be contacted again. Furthermore, you are ordered by your Commander In Chief to deny that this conversation took place, that I was ever here, or that you have been tendered this assignment. What say you?"

The SGC Training Program

A recent addition to the SGC's budget, the SGC Training Program was created to add new personnel to its ranks on an accelerated schedule. While the initial SG teams and base personnel come from the military's existing ranks, the SGC's growth makes this process impractical over the long haul. In response, they instigated this program to identify and train potential recruits.

The SGC's training facility lies just outside of Colorado Springs, Colorado, near the Cheyenne Mountain Complex. This restricted area hosts a number of roads, trails, and structures – large and small – to simulate the types of missions and engagements that one can expect through the Stargate. A proposed budget for the next fiscal year calls for the creation of an off-world training facility, lessening the SGC's exposure and enhancing the Training Program for new recruits.

For existing personnel, the training period lasts only 4 weeks, typically focusing on the use of a DHD, wormhole mechanics, and survival in truly alien environments. For new recruits, the process is more difficult – they're formed into 4-person teams to simulate an actual SG unit. A real SG team commander oversees each training squad and serves as a mentor. It is this mentor's responsibility to prepare the trainees for deployment to an actual SG team upon graduation. A trainee only passes with the recommendation of his team commander; there is no sliding scale.

A trainee commander is chosen from each training squad, based on his psychological record, leadership qualities, and decision-making abilities. This trainee commander leads his fellow recruits during the training period. Training exercises generally last 8 weeks serves and invariably bring the squad members closer together by pitting them against a series of adverse conditions.

All training is "live-fire," made possible by the use of *intars* – perfect replicas of actual weapons that fire a stun blast, disabling a combatant. All intars must be secured and verified to be in working order before and after every training exercise.

In addition to live exercises, trainees also attend classroom presentation and evaluations of the Goa'uld, SGC procedures, prior missions, and off-world encounters. At least one of these lectures includes a field trip through the Stargate to a secure world.

A recent addition to the program is a live training exercise within the SGC itself, placing the recruits in a real mission-like environment and subjecting them to realistic mission-like conditions. This exercise might simulate a foothold situation *(see page 64)*, lead an SG team through the Stargate for an off-world rescue operation, or test the recruits' character with a difficult command decision. The fact that the recruits are unaware that the situation is a test allows the SGC to gain the best possible understanding of how the recruits might handle a real situation under pressure.

Upon successful completion of the training Program, the Base Commander assigns each recruit is assigned to an SG team. Those who fail to pass the Training Program are given the option to repeat the entire program or wash out. A wash out (or "burn out" as they are commonly called) is removed from the SGC and returned to the Air Force Academy, disqualified from ever participating in the SGC in the future.

Leaving The SGC

Like most volunteer organizations, the SGC permits any of its members to decline active duty for a temporary duration, possibly to undergo medical evaluation for stress or fatigue. Those who find themselves unsuitable for the life with the SGC may also request a transfer to another command. Such a request is never taken lightly and even if withdrawn may damage one's career with the SGC.

Once approved, however, a transfer to another command ends a person's career with the SGC forever – they can never return. The person receives a suitable cover story to account for their work at the Cheyenne Mountain Complex as well as a new assignment, typically to a command of their choosing, if available.

Retirement from the SGC and active military service is also an option. As with most military retirements, the person undergoes an exit interview and is typically honorably discharged, again with a suitable cover story. Retirement is one of the few ways to leave the SGC that isn't one-way – a retired SGC member may be called back into duty at a later date, either voluntarily or involuntarily (failure to respond to a mustering order is a felony offense).

In any event, once an individual leaves the SGC, he must sign a number of iron-clad confidentiality agreements. Divulging any information about the SGC, the Stargate, or the Cheyenne Mountain Complex is also a felony offense, typically with the penalty of life imprisonment. During a time of war or national emergency, this punishment might even be elevated to death.

The Cheyenne Mountain Complex

Located just southwest of Colorado Springs, Colorado, the Cheyenne Mountain Complex has a standing staff of over 1,000 highly trained personnel, roughly 35% of whom are civilian. The base can support an additional 300 personnel for short periods of time during an emergency. Most Air Force personnel reside on the facility, though off-base housing is also available in neighboring cities.

The Cheyenne Mountain Complex is more widely-known as the home of NORAD, the North American Aerospace Defense Command. In truth, however, NORAD and the other four commands occupy of only a small portion of the Mountain Complex.

General Overview

The SGC consists of 28 levels, located some 1,000 meters underground, beneath Cheyenne Mountain. This affords security from most forms of conventional attack and makes it easy to secure the base should some disaster occur through the Stargate. The Complex is split up into two main sections – Levels 1 through 11 and Levels 12 through 28.

SGC Complex Main Elevator

Access

Access to the Cheyenne Mountain Complex is restricted. Only authorized personnel are allowed inside the base and the handful of administrative buildings on the surface. The mountain entrance consists of three defense perimeters and checkpoints, each of which requires authorization. Military personnel guard the entrance at all times, armed with assault rifles and authorized to shoot any would-be intruders. The road into the facility twists and turns, preventing any high-speed incursions past the checkpoints, and cement and steel barriers are deployed along the road to prevent unauthorized access into the tunnels. The area outside the Mountain Complex is guarded by two batteries of surface-to-air missiles, with support available from Peterson Air Force Base out of Colorado Springs.

Once access into the tunnel is achieved, the trip down to the primary staging area is 1/3 mile, with its own checkpoint security system. The access tunnel to this facility can be sealed with a 25-ton steel and concrete composite door, securing the base from the outside world. The main level covers 4.5 acres of cleared-out stone with steel-lined walls to protect the facility from an electromagnetic pulse (EMP). Air pressure sensors located at both the north and south tunnel entrances detect the presence of a nuclear detonation and automatically seal the mountain. Water is provided from an underground supply with a 4-reservoir, 1.5 million-gallon capacity. Air is drawn from the surface and screened through a system of chemical/biological/radiological (CBR) filters to remove harmful germs and/or radioactive and chemical particles.

Access Hatch

Movement through the facility takes place through elevators, stairwells, and access hatches located on most levels. Elevator use is the most expedient – access to any elevator requires an authorized key card, which also tracks personnel within the base and authorizes entry into critical areas. Unauthorized access to any vital location triggers the base security system, dispatching Marine combat units and SPs (military police).

Internal doors are of polycarbonate/steel manufacture and can withstand several rounds from a sidearm. They are also fire-rated for up to 45 minutes. Larger sliding access doors are composed of 1 in.-thick steel and must be welded through to bypass. Internal walls are concrete with steel reinforcement.

Levels 1-4

These levels comprise the bulk of the administrative areas for the SGC and NORAD, including personnel, payroll, and accounting. All requisitions and authorization orders are sent and received through here. These levels also include a waiting room where SGC visitors stay until they receive authorization to enter the rest of the facility or their escort arrives.

These administrative levels include all records and the SGC's secondary computer system, containing data non-critical to the base's operation. In the event of a systems failure, the base can transfer control between systems to operate the structure's facilities.

Level 1 hosts only a small staff presence and access point, and mostly contains the air flow system that pulls air from the surface and shunts it down into the facility, through a giant purification system. These ducts lead all the way to level 11, where a secondary air flow system further processes the air to additional levels as required. In the event of a system failure, either system can provide air flow for the entire facility.

Levels 3 and 4 house the SGC's accounting and records departments. Any records cycled out of date are transferred to the archives on level 24. A small mess is also found on level 4 (the main mess hall is located on level 22).

Armed guards cover all access points to the elevators or stairwells on level 1 at all times.

Levels 5–10

Levels 5, 6, and 7 consist entirely of massive storage areas, designed to hold equipment and supplies as required. These levels stand empty for the most part, but level 7 contains a number of specialized and non-perishable foodstuffs for use during lockdown. When properly outfitted and used sparingly, these levels can theoretically store enough food supplies to last the entire base's staff for a period of 3 months.

These levels can also serve as staging areas for refugees brought through the Stargate. Such displaced personnel receive temporary housing in the SGC until they can be relocated to another world. These levels can be transformed into functional (albeit simple) group accommodations, holding up to 120 personnel per level.

Levels 8 and 9 serve as the SGC's internal power generation plant, essentially the distribution grid for the base's entire electrical system. Power is generated through a small internal reactor during an emergency; most of the time, power is pulled from the surface and surrounding hydro-electric resources. Even when forced to rely upon emergency power, the SGC may operate indefinitely.

Level 10 consists largely of the complex's secondary air-processing plant, which helps to draw air from the primary generators on level 1 down into the lower levels. In the event of a failure of either system, these generators can provide limited air flow through the entire base until repairs can be initiated.

The rest of level 10 holds the upper portion of the water purification and storage tanks.

Level 11

Originally, the base's levels ended with level 11, but several years later, as the Cold War loomed, additional levels were added to house the expected growth of NORAD. This growth never occurred, however, and the lower levels remained vacant for many years until the creation of Project Giza.

The split on level 11 allows the segmentation of the SGC into two entities, but for all intents and purposes, they are referred to as one. The primary elevator shaft runs from level 1 to 11, where visitors must switch to an alternate elevator system past a security checkpoint. This provides an additional level of security to restrict access to the base's most sensitive areas.

Central Junction Corridor
[The main elevator is just inside the junction to the right.]

Another elevator shaft running the entire length of the base was recently added, granting access to all levels. It isn't normally (or easily) accessible from level 1.

Level 11 also contains the water purification and storage tanks, which share space on level 10. These giant storage units can provide several months' worth of drinking water when needed. A power substation on level 11 provides services to the upper levels (1 through 10).

SGC Complex Corridor

Levels 12–14

These levels consist entirely of on-base housing for upper level staff. Those housed here may elect to reside in off-base housing instead, but enough accommodations exist to cover the needs of all mission-critical personnel.

Most rooms here are double-occupancy for officers or 4- to 6-man berths for enlisted personnel. Civilians reside in additional rooms found on level 15.

A large cargo elevator runs from levels 12 through 28, bridging to a cargo elevator found on this level.

Level 15

Level 15 contains all on-base housing for SGC civilian personnel. Most civilians prefer to reside here as opposed to off-base, and bunk with other civilians in 2-person dorms. This level features communal restroom and shower facilities.

Level 16

Level 16 includes the secondary command bunker and security station, as well as a monitoring station that can keep tabs on the entire facility and operate the SGC in the event of emergency. Located in the heart of the SGC, the secondary command bunker includes a small control room with video cameras and communication equipment linked to all essential SGC functions. This command bunker can also communicate with outside resources and apprise the outside world of events within the SGC in case a major disaster erupts and standard communications channels are disrupted.

The base's main stockade is also located on level 16, equipped with a number of small holding cells. These vary from a utilitarian design equipped with a bed, work station, and monitoring camera to isolation cells with no appreciable amenities. Anyone considered a danger to the base is remanded to the stockade until he can be transferred to a more secure location. All security stations are guarded by 2 armed guards 24 hours a day.

This level also includes a number of small yet functional accommodations and a small mess hall for emergency purposes.

Level 17

This level is currently undeveloped, set aside for future use. As necessary, level 17 may be used as a storage facility, makeshift triage center, or indoor firing range. On one occasion, portions of this level were converted into a meeting area and secure briefing room for the purpose of holding delicate off-world negotiations.

In the future, this sub-level may be expanded to fit the SGC's ever-growing needs.

Level 18

Level 18 holds the majority of the small laboratories and offices used by senior civilian personnel located on base. These offices are something of a misnomer, being nothing more than converted storage and workrooms. Each is equipped with a private access code, restricting entry to approved personnel when required. In most situations, this level is a hive of activity, with civilian personnel working around-the-clock on a wide variety of projects, mainly focused on classifying new discoveries brought through the Stargate.

At the request of several civilian personnel stationed here, a small communal work area and lounge were recently added and now host their informal social gatherings.

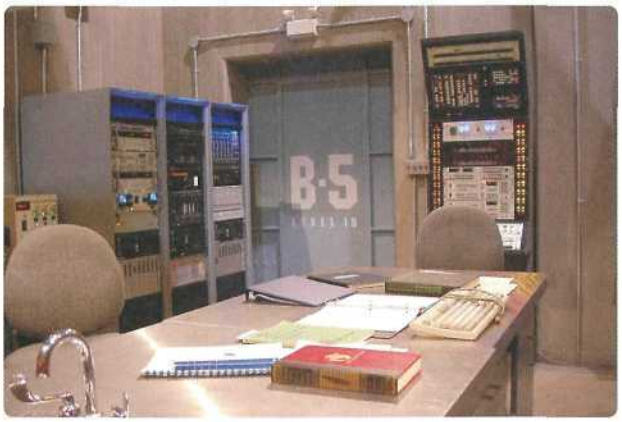
Level 19

The base examination and scientific laboratories comprise the bulk of this level. Each is equipped with a varying set of tools based on the needs of assigned personnel. The metallurgical lab, for example, contains a number of analysis and dating tools, while the experimentation labs include an EM field generator, isolation and observation deck, and an emergency hazmat station. In the event of a radiation or containment leak, level 19 may be quickly isolated to protect the rest of the base.

Level 19 also contains a series of observation and quarantine rooms, allowing the interaction and monitoring of items and personnel that may pose a health or security risk to the base.

Finally, the secondary base armory is located here, under heavy guard at all times. The armory holds sidearms and firearms for all the base's security personnel: enough to outfit a team of up to 50. A secure sub-armory contains access to explosives and restricted weapons, such as SAWs, claymores, and a small selection of captured alien weaponry.

All doors on this level are twice the standard thickness, and laboratory walls are reinforced with steel plating.



Science Lab

Level 20

This level contains additional laboratory facilities and the base's manufacturing services, which meet the needs of any specialized equipment required to support current study programs and missions (including welding, fabrication, and the assembly of custom equipment used within the base or off-world).

Level 21

The base's infirmary is located on level 21, consisting of a medical bay that can accommodate up to 8 patients and 3 operation/observation rooms. These rooms may also double as quarantine and isolation chambers in the event of a viral outbreak within the base.

An additional set of multi-function laboratories are found here, most used for medical studies and analysis. Like the laboratories on level 19, these labs are shielded against EM leakage and radiation.

Finally, the base's autopsy room and coroner's office are located on this level.

Level 22

The bulk of level 22 consists of the base's mess, which contains two main dining areas used during peak times and a smaller, more intimate dining area used for quick bites. In addition, a private mess and meeting area are stationed here for officers.

The main kitchen is also located on this level, near the cargo elevator and adjacent to the primary mess. Most food is pulled from the storage foodstuffs on upper levels and occasionally cycled through those on level 26.

Finally, a handful of private isolation quarters exist on level 22, used as meeting areas or containment facilities for a small groups as needed. Each of these accommodations includes folding bunks, a working area, and a lounge.

Level 23

This level contains the secondary and emergency engineering and power grids for the entire base. This equipment kicks in automatically in the event of a failover, pulling power from either outside the base or via the internal reactor. Until such time that a reactor startup may be initialized, the base is run on emergency battery power, also located on this level. This power is sufficient to keep the SGC functional for at least 6 hours, or up to 12 when used judiciously.

Level 24

This level rarely sees use and is reserved for future expansion. Currently, the sub-level stores the MALP and FRED drone bays and maintenance garages. These drone units are maintained and upgraded here, and their batteries recharged here between missions as well.

Infirmary

Level 24 also contains the SGC mainframe computer which is self-contained and under constant lockdown. No personnel may enter the computer facility without authorization from the Base Commander or the Duty Officer.

Level 25

Level 25 contains the quarters for all senior SGC staff, SG teams, team commanders, and the Base Commander. These quarters are either individual or 2-person affairs with private lavatories. The base's VIP quarters are also found on this level, each outfitted with a single or double bed, work surface, and private lavatory. For security purposes, all VIP quarters may be outfitted with monitoring equipment.

Base Commander's Office

SG team locker rooms and staging areas are also located here, where SG teams receive mission assignments. All equipment is provided by support personnel, save weapons (which must be checked out from the armory on level 28 prior to embarkation).

Level 26

This level is split into two sections – additional senior quarters and storage, the latter primarily used to house the base's food supply. All quarters located here are identical to those found on level 25.

Level 27

Level 27 is for the most part an extension of Level 28, with the exception of two key areas. The SGC's main briefing room is located on this level, with a large retractable window overlooking the gate room. Here, SGC personnel meet to discuss mission specifics, take part in mission debriefings, or meet with important delegations.

The briefing room contains a large table with seating for up to 10 and an audio/visual unit to display data. A security monitoring system records all events that take place here and a stairwell leads down to the Stargate monitoring room.

The Base Commander's office is attached to the briefing room and a transparent window from the Commander's office opens into the briefing room, along with a separate entrance from either the briefing room or neighboring hallway. The Commander's office has access to all key SGC systems, as well as a phone to the Joint Chiefs and a special hotline directly to the office of the President.

Just outside the Commander's office is the office of the Base Commander's aide and direct elevator access.

Level 28

The SGC's most important level – and its deepest – holds the Stargate and all key systems responsible for its function. The actual gate room, or embarkation room as it is sometimes called, spans two levels. The Stargate and its access ramp dominate the interior. Directly above the Stargate is an access shaft that runs the entire height of the SGC to the interior surface of the mountain.

Briefing Room

Access to the gate room is controlled by two doors on either side, kept locked and closed at all times. Security personnel guard both entrances, and a security force is on standby alert 24 hours a day to deal with unauthorized gate activity.

The base's primary armory lies on this level as well, also manned at all times by security personnel. SG teams requisition all weapons from this armory prior to mission embarkation and check in their weapons when they return. All unspent ordnance is returned and inventoried at the completion of each mission.

The Stargate operations and monitoring room overlooks the gate room and controls all Stargate functions. The SGC's main dialing computer is located in the operations room, along with a map of the known Stargate network. From here, the Stargate may be activated and dialed, the iris may be deployed and opened, and incoming MALPs and other drone telemetry may be monitored. An access door leads to a hallway that connects with the gate room, and a stairwell from within the operations room leads up to level 27 and the briefing room.

A communications array located in the gate room provides an uplink with SGC personnel through the Stargate as well as the validation for each received iris code *(see page 57 for more)*. Access to the iris is controlled by a hand authorization unit or computer control. A number of multipurpose monitors in the operations room provide continuous data about the Stargate's operation, as well as a feed from any drones currently deployed.

Mounted in the embarkation room's ceiling is the SGC's missile launcher, which can be lowered to stand just in front of the Stargate and fire two AGM-65 "Maverick" air-to-ground guided missiles through the Stargate. Twin .50 caliber machineguns flank the stargate as well.

The Stargate

Brief History

The Stargate is an advanced piece of technological hardware developed by an alien culture, linking planets together across the vastness of space and providing instantaneous travel. The Earth's Stargate was first discovered in 1928 in Giza by Professor Paul Langford, noted archaeologist. For the next several decades scientists worked to unlock its secrets, successfully established a wormhole to another world for the second time in the mid-1990s *(see page 12 for details about the first time)*. Afterwards, the Stargate was decommissioned and the project shut down, until 1997 when the first Goa'uld incursion emerged from the gate and the SGC was established to deal with the new threat.

A second Stargate with a dial home device (DHD) was later discovered in Antarctica during that same year. This second gate was supposedly placed in storage and sent to Area 51 for safekeeping, but dissident government forces used it to conduct covert operations *(see page 21)*.

The original gate was thought destroyed in late 1999 following a disaster in orbit (the gate endured unprotected reentry into Earth's atmosphere). In reality, the Russian government found and salvaged the gate, and used it to begin its own Stargate Program in 2000. At this point, the SGC removed the Antarctic Stargate from storage and employed it as its primary gate.

The following year, the SGC borrowed the Russians' DHD in order to save the life of a trapped SG team member *(see page 28)*. A backlash destroyed the DHD, leaving the Earth with no functional DHDs for its primary gate.

In 2002, the forces of Anubis mounted an attack against Earth and its Stargate. In order to save the planet, the gate was sent into space and exploded some 2 million miles from Earth. After tense negotiations, the Russians agreed to loan their Stargate – the original gate discovered in Giza in 1928 – to the SGC so that the United States could continue its program.

Origins and Composition

To this day, no one fully understands who created the Stargates or the Stargate network *(see page 53)*. Originally, the SGC believed that the Goa'uld were responsible, but it soon became apparent that the Goa'uld had little more than a basic understanding of the gates' function. Subsequent evidence now suggests that the Stargates were in fact created by a race known as the Ancients. One of four great races that seeded the galaxy with life, the Ancients created the gate network to allow instant travel across the stars without clumsy spacecraft or long flights. The network allows travelers to reach any intended destination in a matter of moments by merely walking through its wormhole.

The Stargates themselves are created from refined naquadah ore, similar to quartz. Naquadah is a stable mineral with a half-life of 150 years, capable of many applications and uses, including the creation of weapons of mass destruction and the generation of seemingly limitless amounts of clean energy. In its refined state, a Stargate's naquadah only reacts with neutrinos – an electrically neutral particle – converting and storing energy as a large superconductor. Neutrinos are not affected by the electromagnetic forces that act on electrons and are thus able to pass through great distances and through matter without noticeable effect. This energy is stored within a crystalline lattice structure built into each Stargate.

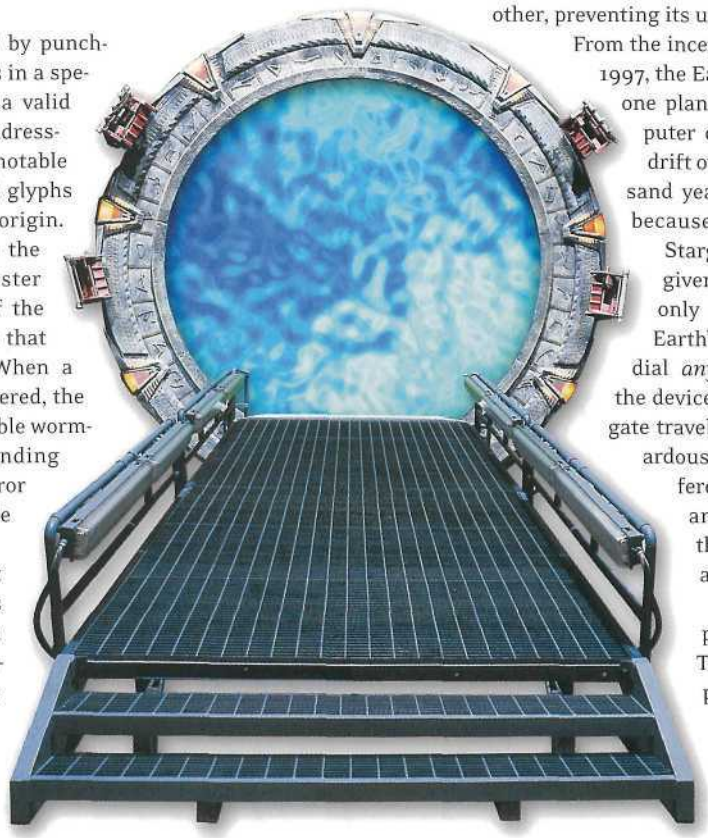
Each Stargate is a perfectly circular device, approximately ten meters in diameter and comprised of two sets of rings and nine "chevrons" placed equidistant along its

outer circumference. The second ring – the inner ring – is placed inside the larger outer ring, and moves independently of its larger "housing." The chevrons are used to denote and "lock" onto a symbol or glyph on the inner ring's surface. When used in a particular order, these glyphs form a gate address and "dial" the Stargate *(see Glyphs, pages 54-55, and Dialing, below).*

Each Stargate weighs 64,000 pounds and all are identical in appearance with the exception of one glyph on the inner circle, representing that Stargate's point-of-origin. Most Stargates are also found in the presence of a "Dial Home Device," or DHD. Also comprised of naquadah and control crystals, the DHD is the "brains" that make a Stargate function. It gives commands to the Stargate and completes the dialing procedure. Without a working DHD, a Stargate must be manually manipulated and dialed. A DHD also contains a small naquadah power source that sends a charge through the Stargate powerful enough to generate a wormhole.

Dialing

A Stargate is dialed by punching a sequence of glyphs in a specific sequence to yield a valid gate address. All gate addresses (save a handful of notable exceptions) consist of 6 glyphs and a unique point-of-origin. The final step requires the activation of the master crystal in the center of the DHD to send the charge that forms the wormhole. When a valid gate address is entered, the Stargate generates a stable wormhole to the corresponding world. Otherwise, an error results and no wormhole is formed.



A Stargate cannot dial an address that's already in use (i.e. dial a world to which a functional wormhole is already active). Such an address simply fails to dial, essentially receiving a "busy signal." A currently engaged gate can't initiate a dialing sequence. Thus, one could dial a Stargate and intentionally keep it open in order to prevent the other side from dialing out to any other address. The Goa'uld commonly employ this tactic when planning an attack on a planet with a Stargate, preventing anyone from escaping.

In some rare cases, a DHD may be non-functional, destroyed, or simply missing. In these cases, the Stargate may still be dialed and activated, although doing so is dangerous. First, a charge must be delivered into the Stargate, *powering its energy crystals. The easiest way of doing this* involves using an electrical current, from either a man-made or a natural source (such as lightning). However, if the Stargate's energy-absorption capacity is exceeded, its naquadah could become saturated and explode with a tremendous blast – 2,000-3,000 megatons – enough to wipe out all life on the planet. After a gate is charged, an address may be manually dialed by hand, engaging each of the seven chevrons in order.

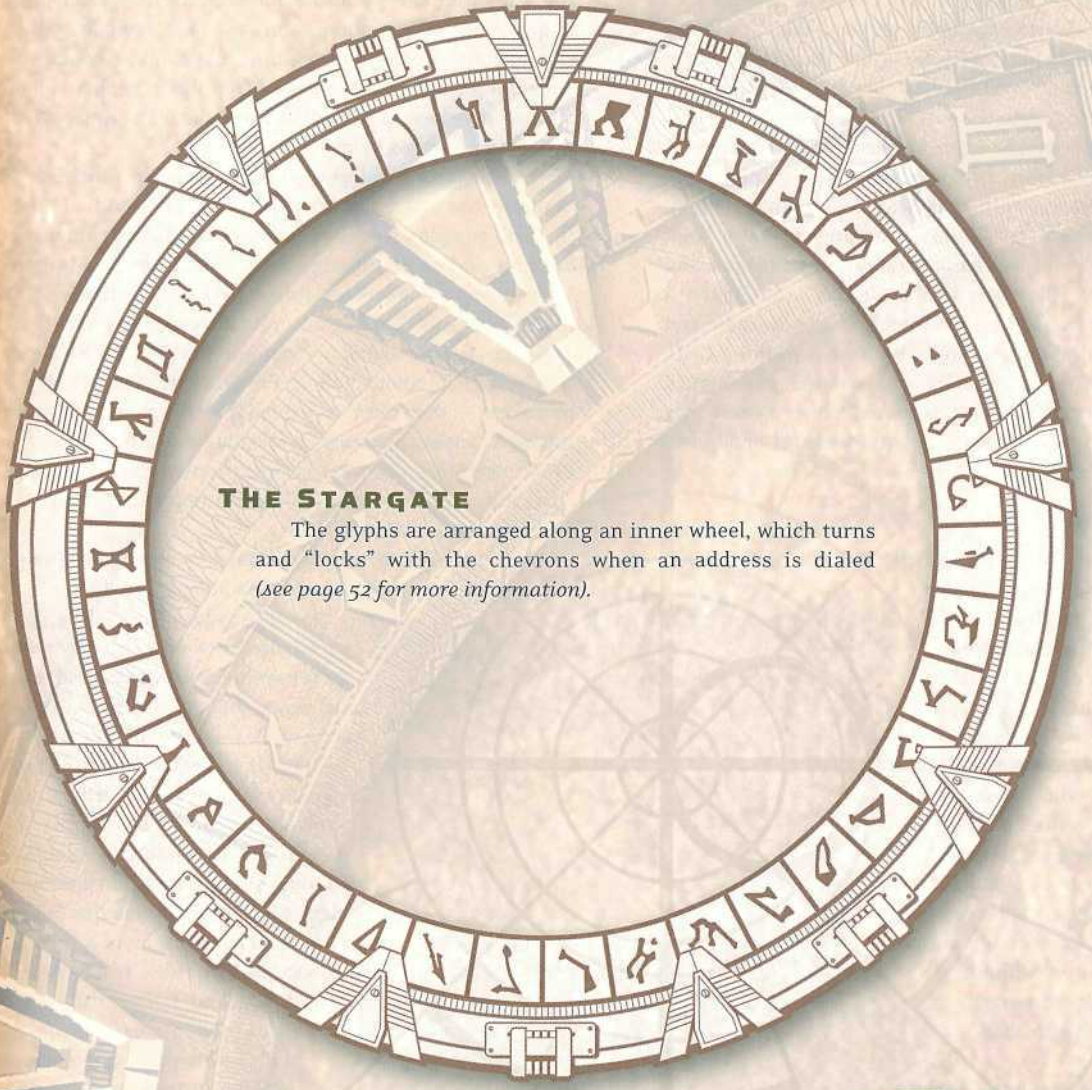
Except for a handful of specific instances, the Earth's Stargate has not been operated with a functional DHD. Instead, complex software activates a "dialing computer," sending and receiving signals to and from the Stargate. This stop-gap measure has its own risks, as the Earth's dialing computer is never as accurate or responsive as a DHD, and takes longer to dial a wormhole. Further, the SGC may only recognize about half of the Stargate's 400 feedback impulses – the "data" provided by the gate to prevent mishaps, potential power overloads, and other disasters. When two Stargates were in operation on Earth *(see page 23)*, the presence of a DHD allowed one gate to "trump" the other, preventing its use.

From the inception of Project Giza through 1997, the Earth's Stargate could only dial one planet: Abydos. The dialing computer could not account for stellar drift over the course of several thousand years, and Abydos only worked because it was the planet with a Stargate closest to Earth. In fact, given eventual stellar drift, it was only a matter of time until the Earth's Stargate would be unable to dial *any* other world. Furthermore, the device was so primitive that initial gate travel was something of a haphazardous "bumpy ride;" travelers suffered strong temperature variances and disorientation as their matter was reintegrated at their destination.

Eventually, both of these problems were corrected. Today, the Earth's dialing computer – while still no substitute for a functional DHD – accounts for stellar drift and provides a much more pleasant traveling experience.

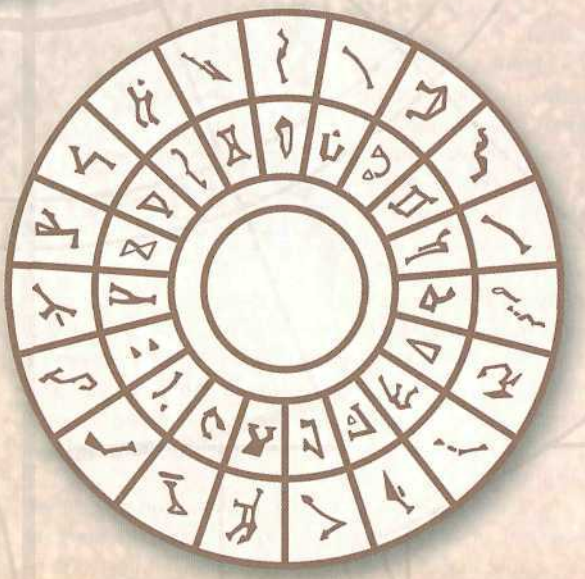
The Stargate Network

With a total of 39 glyphs on a Stargate, each capable of being used only once in conjunction with a unique point-of-origin, one can calculate that there are 1.9 billion possible combinations. When you take into account the number of worlds that have already been mapped and the thousands of valid gate addresses that already exist, you can see the potential vastness of the Stargate Network.



The Stargate

The glyphs are arranged along an inner wheel, which turns and "locks" with the chevrons when an address is dialed *(see page 52 for more information).*



The Dial Home Device

The glyphs are arranged in the following pattern, and depressed in order to dial an address. The red crystal in the center is activated upon completion of the sequence, sending a charge that forms the wormhole *(see page 53 for more information).*

Glyph 1
Earth

Glyph 2
Crater

Glyph 3
Virgo

Glyph 4
Bootes

Glyph 5
Centaurus

Glyph 6
Libra

Glyph 7
Serpens Caput

Glyph 8
Norma

Glyph 9
Scorpio

Glyph 10
Cra

Glyph 11
Scutum

Glyph 12
Sagittarius

Glyph 13
Aquila

Glyph 14
Mic

Glyph 15
Capricorn

Glyph 16
Pisces Austrinus

Glyph 17
Equuleus

Glyph 18
Aquarius

Glyph 19
Pegasus

Glyph 20
Sculptor

Glyph 21
Pisces

Glyph 22
Andromeda

Glyph 23
Triangulum

Glyph 24
Aries

Glyph 25
Perseus

Glyph 26
Cetus

Glyph 27
Taurus

Glyph 28
Auriga

Glyph 29
Eridanus

Glyph 30
Orion

Glyph 31
Canis Minor

Glyph 32
Monoceros

Glyph 33
Gemini

Glyph 34
Hydra

Glyph 35
Lynx

Glyph 36
Cancer

Glyph 37
Sextans

Glyph 38
Leo Minor

Glyph 39
Leo

To further complicate matters, gate addresses with eight glyphs are known to exist, adding an additional "area code" to extend the gate network to other galaxies. This extends the network to 63 billion possible worlds. Hence, the formulation of the concept of a "Stargate network" – no one really knows how many possible worlds exist out there to be visited. Dialing these special eight glyph addresses is difficult – the Stargate requires more than ten times its normal power consumption to generate such a wormhole. Indeed, this action is currently beyond human ability and only one such valid address has been discovered.

To date, the Stargate network has been mapped out through three major sources: the Abydos map room, data left by the Ancients, and the addresses generated by the SGC computers.

The Abydonian map room, discovered by Dr. Daniel Jackson, provides the greatest number of gate addresses. However, many of these addresses lead to formerly Goa'uld-controlled worlds. Other addresses are not responsive, suggesting that the Stargates there have been destroyed, removed, or buried. In addition, the majority of these gate addresses are also known to the Goa'uld, and lead to Goa'uld-occupied worlds, or worse.

Addresses provided by the Ancients were actually transcribed by Colonel Jack O'Neill, who for a short time had the knowledge of the Ancients "downloaded" into his brain. This included a number of new Stargate addresses, including one unique address comprised of 8 glyphs. Col. O'Neill no longer has access to this information, but the addresses he provided are recorded in the SGC's computers. These addresses are beneficial since many of them are not found on the Abydonian cartouche and therefore unknown to the Goa'uld. *(The Alpha Site, described on page 80, is one such planet.)*

The final method of gate address acquisition comes from the SGC's computer system. By cross-referencing stellar charts with possible iterations of the glyphs, potentially valid gate addresses are generated. Given the 1.9 billion combinations and the processing power required to compare each 6-glyph sequence against the SGC's star charts, this method yields only 2 to 4 new Stargate addresses each month.

Wormhole Physics

Even the world's acknowledged Stargate experts only understand a fraction of the science behind these strange devices. In many cases, Earth's information about the Stargates and how they operate has come through trial-and-error or other parties such as the Asgard or Tok'ra.

At the most basic level, the Stargate is a giant superconductor that creates an artificial wormhole, transferring an energized matter stream in one direction along an extra-dimensional conduit. Wormholes serve as the extra-dimensional conduit, folding space so that two points, regardless of the distance in-between, is brought together, allowing matter or energy to be transferred instantaneously between the points. The Stargate creates this energized matter stream by converting matter into energy, shunting it through the wormhole, and then reintegrating the energy back into its original form on the other side.

To facilitate this reintegration, the Stargate contains a memory buffer, much like today's modern computers. This buffer is crystalline in nature, the contents of every Stargate transfer written to it each time the Stargate is used. Once a wormhole is generated the buffer is cleared for the next transfer. The buffer allows the Stargate to reintegrate lost patterns into their original form, even if the matter stream is disrupted in mid-transfer *(see 48 Hours, page 28, for an example of this process).*

The Event Horizon

Every time the Stargate generates a wormhole, it also generates an event horizon, a flat plane of energy that resides scant microns above the surface of the Stargate. An event horizon appears as a shimmering and malleable field of energy.

An object entering (passing through) the event horizon is converted into energy and reintegrated through the event horizon on the other side. Objects that only partially pass through the event horizon are not converted until their mass is sufficiently relocated to draw the object through. Hence, one can place one's hand in the event horizon and then remove it with no ill-effects. The Stargate has the ability to use density, molecular structure, and the amount of force being exerted on the event horizon to determine whether something is trying to pass through.

The generation of the event horizon is described as the "funnel effect;" the event horizon actually extends itself over 10 feet in both directions once the fabric of space is ruptured. Anything caught in this funnel is instantaneously destroyed (it is possible to prevent the generation of an event horizon or a wormhole, as discussed later).

Transport through the Stargate and across the event horizon is one-way only. Matter that enters from one side (the dialing side) must reintegrate and exit on the other side (the destination side). While a wormhole is in effect, matter that attempts to enter the event horizon from the

destination side is destroyed. This appears to be one of the few limitations to gate travel. An exception to this rule, however, is low-frequency energy waves, such as radio waves, which can cross both ways across an event horizon, regardless of which side generated the wormhole. This allows real-time communication and reception of telemetry data through a Stargate to another world.

As previously stated, a Stargate generates its initial charge through a power source on the dialing side. Each Stargate possesses only enough energy to maintain a stable wormhole for a maximum of 38 minutes. At the end of this period, the wormhole collapses and the Stargate disengages. A new wormhole may be created by redialing, and in some instances a Stargate can remain open for longer periods of time, specifically when a suitable power source exists on the destination side. In such a case, the wormhole could theoretically remain open indefinitely until the power source is depleted or removed.

A Stargate is also automatically disengaged if nothing travels through it for a period of time. This can be prevented and the gate kept open by sending radio waves through. Also, in the case of a gate with a DHD, the master control crystal may be used to prematurely deactivate a gate.

Moving

The technology of the Stargates is unusual in that the gates themselves do not necessarily need to be in one specific position on a planet to function – a Stargate may be moved on or around a world and still access the rest of the network without hazard. The glyph addresses account for any such movement factoring it into stellar drift, and compensates accordingly. A Stargate may not be used when moving at faster-than-light speeds, however.

A Stargate in transit, such as on a moving vessel or floating in space, may still maintain a stable wormhole, though it is not understood exactly how. Also unknown is the range of "error" in the glyphs address system (i.e. the point at which a Stargate removed from its point-of-origin ceases to function). Theoretically (and for purposes of game play), this range is slightly less than one astronomical unit (AU), or roughly 100 million miles. Any further and the gate ceases to function. It may be possible to take an established wormhole and move it beyond this point, but no concrete evidence exists to support this theory.

On planets where more than one Stargate exist, one gate is automatically selected as the primary entry point to which all inbound wormholes connect. If one of the gates lacks a functional DHD, it becomes the "secondary" gate as long as the remaining DHD functions *(this situation allowed the Russian government to operate their Stargate Program covertly and concurrently with that of the SGC – see page 23 for more).*

Dangers

Perhaps the most significant danger when operating a Stargate is the inability to determine the source of an incoming wormhole or the person or persons on the other side. The Stargate contains no way to refuse an incoming wormhole or to identify its source, even with access to a DHD.

Two solutions exist to prevent unauthorized gate travel: the introduction of an iris barrier or burying the Stargate.

An iris is a solid barrier placed just 3 micrometers above the surface of a Stargate's event horizon. When an iris is positioned this close, the gate may be activated and energy transmitted but the energy may not be reintegrated – matter attempting to cross through a Stargate protected by an iris is immediately destroyed on the other side, disbursed as harmless energy. Only subatomic particles are small enough to reintegrate in the presence of the iris, forming just between the event horizon and the barrier. Such energy heats up the iris' surface, making it possible to destroy the iris or even overload the Stargate itself, causing it to explode.

The iris employed by the SGC is comprised of titanium reinforced by trinium, making it significantly stronger than any Earth-based metal. To prevent unauthorized entry through the gate, a correct "iris code" must be received by the SGC (transmitted before the traveler steps through). All SG teams carry a GDO with which they may transmit an iris code to SGC headquarters *(see page 62 for more about this item).*

The second way to prevent unauthorized gate travel is to prevent the event horizon from forming at all, thus preventing the generation of a wormhole. This can be accomplished by simply burying the Stargate. On some worlds, the indigenous life forms rebelled against Goa'uld control and subsequently buried their Stargates, preventing the Goa'uld's return through the gate. Earth was one such planet – the ancient Egyptians buried their own Stargate thousands of years ago.

Burying and unearthing a Stargate has no adverse affects on the device; its resilience allows it to function even after thousands of years under earth and stone.

Mission Profiles

As previously discussed *(see pages 40-45),* all SG teams have mission assignments which dictate the typical missions they undertake. These assignments also help determine the team's personnel and strengths. When used in conjunction with mission profiles and details, they can determine the best team to undertake any particular mission. In many cases, team assignments and mission profiles are obvious – sending a Marine combat unit to conduct a survey of archeological ruins is clearly not an efficient use of its resources.

It is not entirely unheard of for a team to undertake a mission profile totally outside the scope of its normal purview – unusual circumstances do sometimes call for unusual measures. These missions are rare and usually only occur when a large number of teams are off-world or a mission must be mounted with little time to prepare.

Each mission profile is broken into one or more mission details (the actual operations undertaken by SG teams). The following section outlines these profiles and details, recommended gear for each, and the types of teams that are normally assigned to them (ranked from most to least appropriate).

Special Note: Russian units are not included here as they might potentially be involved in any mission profile or assigned any mission detail as dictated by their superiors in Moscow.

Defense

The defense mission profile involves patrolling or escorting personnel and supplies through hostile target areas where conflict is anticipated. During a defense mission, SG personnel remains on the lookout for hostiles and prepared to engage in combat if necessary.

The defense mission profile includes three details – escort, patrol, and security – as follows.

- An escort detail might involve making sure that refugees reach an intended destination or ferrying vital supplies to distant locales.
- A patrol detail continually observes a specified area for suspicious or enemy activity and takes action when signs of incursion are discovered. Patrolling a Tok'ra base during a particularly sensitive mission or summit is one example of a patrol detail.
- A security detail guards a specific site or area, such as a planet's Stargate or an off-world base. Until relieved or given different orders, a security detail holds its ground at all costs.

While defense missions revolve around the possibility of conflict, not all of them necessarily *result* in conflict. A team heading out on a defense mission is typically well-armed and prepared for serious conflict, but in some cases may encounter little or no trouble. In others, they might be overrun and require reinforcements. All defensive missions hope for the best, but prepare for the worst.

Mission Details: Escort, Patrol, Security.

Team Assignments: Marine Combat Unit, Covert Ops, Exploration, Search and Rescue.

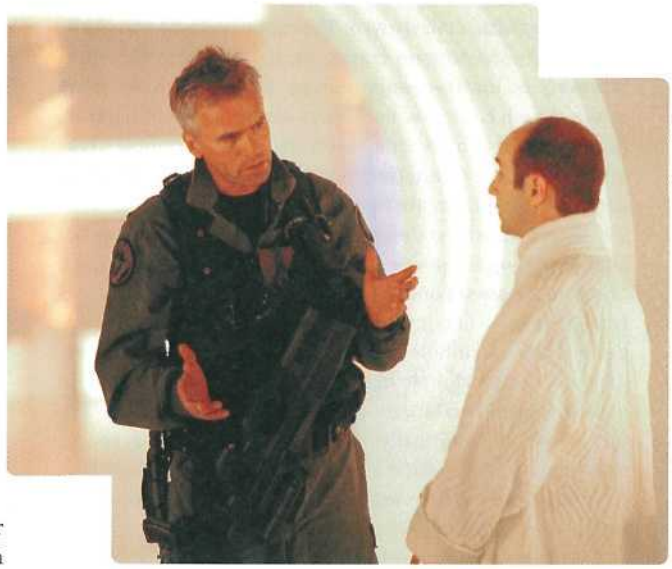
Typical Gear: SG team bundle, FN P-90/Colt M16A3, bodyguard, defense, or demolitions bundle.

Diplomacy

Most diplomatic missions take place on other worlds and are devoid of potential conflict. In most cases, a preliminary survey of the area has already taken place and at least basic intelligence is already available. When necessary, other SG teams may provide backup against possible hostilities.

The diplomacy mission profile includes three details – arbitration, envoy, and first contact – as follows.

- An arbitration detail involves the diplomatic team bartering for some service, commodity, or favor. The mission rarely involves conflict beyond verbal exchanges.
- An envoy detail typically takes place as a precursor to deeper diplomatic relations. It may include transporting a government official or representative from outside the SGC to an off-world location – in this case, the SG team accompanies the representative and provides operational support, although the envoy himself may have command.



- A first contact or "meet 'n greet" detail requires the team to actually make friendly contact with another species or culture in the hopes of establishing further diplomatic ties. Based on intelligence, such a mission might have the potential to escalate into open conflict. When this happens, an exploration team is typically assigned the mission. First contact missions are potentially some of the most dangerous that a diplomatic team can face.

Most teams assigned to diplomatic missions carry standard sidearms or reduced ordnance in order to make a friendly first impression. The team commander can overrule such practices with sufficient reason.

Mission Details: Arbitration, Envoy, First Contact.

Team Assignments: Diplomatic Ops, Exploration.

Typical Gear: SG team bundle, S&W Model 10/H&K MP5A3, diplomacy, diversion, or set up base bundle.

Emergency Aid

This mission profile serves as a catch-all, since an emergency is the one mission that you can't plan for. In most cases, an emergency aid mission must be formulated and activated very quickly, perhaps with little reliable intelligence. Emergency aid missions are the most common type during which a team finds itself tasked outside its normal assignment.

The emergency aid mission profile includes three details – aid, evacuation, and liberation – as follows.

- An aid detail involves rendering assistance, either military or medical, to another party or SG team. This detail nearly always involves conflict and requires a support team to accompany medical personnel. In the case of military aid, where the SG team is coming to help an ally under attack, any available team, regardless of its typical assignment, may be asked to participate with little or no notice.
- An evacuation detail requires immediate response to withdraw personnel and equipment from an off-world facility. Conflict may not necessarily take place,

though the team should prepare for the worst. An evacuation detail may also involve a natural disaster that can't be overcome. In nearly every case, the evacuation of personnel takes precedence over the evacuation property, though notable exceptions may arise based on the situation (for example, weapons grade naquadah should never be left behind to potentially fall into the wrong hands). An evacuation detail may require one or more specialized teams to destroy SGC property that can't be removed in time.

- A liberation detail nearly always involves a search and rescue team. Some liberation details require extensive planning to minimize loss of life, and often necessitate accurate intelligence from a variety of sources. Depending on the mission's scope and size, additional SG teams may need to render assistance as well.

Weapons are recommended during all emergency aid missions on hostile worlds. Evacuation and liberation details may also involve specialized equipment, such as demolitions.

Mission Details: Aid, Evacuation, Liberation.

Team Assignments: Search and Rescue, Exploration, Medical Unit with Covert Ops or Marine Combat Unit, Engineering Corp with Covert Ops or Marine Combat Unit.

Typical Gear: SG team bundle, FN P90/H&K MP5A3, disaster relief, medic, or rescue bundle.

Exploration

Exploration missions typically deal with the unknown, as an SG team heads off to a newly discovered alien world. While the team may have some preliminary data from a MALP probe, nothing entirely prepares them for what might be found on a new planet across the galaxy.

For the safety of all team members, exploration missions have fixed lengths and required check-in points. By contacting the SGC via the Stargate, an exploration team updates the Base Commander on its status and establish further check-in times based on current conditions.

The exploration mission profile includes only one detail – scouting – as follows.

- A scouting detail involves obtaining data on the area of a world surrounding its Stargate. This usually includes searching for intelligent life and culture (including the remains of any now-extinct culture) as well as new technology. An exploration team conducts a standard search of the surrounding area and then returns to the SGC to make a recommendation as to the next course of action and whether any subsequent SG teams should be sent to the world.

The nature of an exploration mission makes preparation difficult – in most cases, only a standard gear compliment is requisitioned, along with specialized equipment necessary for the expected environment.

Mission Details: Scouting.

Team Assignments: Exploration, Scientific Ops, Diplomatic Ops.

Typical Gear: SG team bundle, FN P90/H&K MP5A3, scouting, search, or surveyor bundle.

Intelligence

Some of the most dangerous and rewarding missions are included in the intelligence profile, including the recovery of Goa'uld secrets, information about troop movements, and the destruction of an enemy base. All intelligence missions are highly-classified and immensely beneficial to the SGC and its cause.

The intelligence mission profile includes three details – intelligence gathering, counter-intelligence, and insertion – as follows.

- An intelligence gathering detail differs from the exploration profile's scouting detail in that enemy forces are already *known* to exist. A team sent on an intelligence detail is provided a specific target and mission objective, such as determining the strength of Jaffa troop movements, the location of a Top Secret naquadah mining facility, or the number of vessels currently in orbit planning an assault on a Tok'ra base. The most important objective during an intelligence detail is to remain undetected – if the team is compromised, any intelligence they gather likely becomes useless.

- A counter-intelligence detail tasks an SG team with either misinforming or disrupting an enemy's intelligence-gathering capabilities. This might involve the destruction of an enemy's surveillance network, capturing a known spy or an off-world location, or even the monitoring a friendly base to determine if SGC security has been compromised. Counter-intelligence details tend to be quick and silent affairs, hopefully with the enemy never learning of the SGC's involvement.

- An infiltration detail is typically messy, requiring an SG team to penetrate an enemy's defenses to fulfill some specific deeper purpose, perhaps to aid a prisoner's escape, recover sensitive intelligence, or even assassinate a high-ranking enemy operative. The result of an infiltration detail is never known until the team returns to Earth, as radio silence is essential. Because of the open-ended nature of an infiltration detail, teams in the field might go for days or even weeks without contacting the SGC.

Intelligence missions always require specialized gear; the typical compliment below is representative of most "standard" intelligence missions that a team might expect to undertake, and may include additional equipment depending on the particular circumstances.

Mission Details: Intelligence, counter-intelligence, Infiltration.

Team Assignments: Covert Ops, Exploration, Marine Combat Unit.

Typical Gear: SG team bundle, FN P90/H&K MP5A3, counter-intelligence bundle, infiltration bundle, or investigation bundle.

Military Operations

Military operations counter hostile aliens and other enemy groups and secure the SGC and Earth from potential attacks. All military operations presume that combat is inevitable, and prepare accordingly to keep the loss of life to a minimum.

The military operations mission profile includes three details – assault, sabotage, and tactical operation – as follows.

- An assault detail is a straightforward attack, typically *en masse*, against one specific target. An assault detail sometimes occurs in tandem with one or more other details, using the assault as a decoy to fulfill another objective (such as a rescue). Personnel undertaking an assault mission are authorized to use deadly force. More often than not, several SG teams work in tandem during an assault detail – sometimes, *all* available SG teams work in tandem.
- A sabotage detail also has a specific objective, though in this case it's something that must be destroyed or disabled. Combat isn't necessarily a forgone conclusion here – the team might be able to breach the enemy's defenses without a frontal assault, gaining the element of surprise. A sabotage detail, such as destroying the hyperdrive of a Goa'uld mothership, typically requires extensive planning and preparation as well as specialized ordnance. Sabotage details nearly always adhere to a strict timetable, making their success or failure easily identifiable.
- All other military operations details are classified as tactical operations – missions that defy the use of any specific category. Most tactical operations involve several simultaneous missions, such as an assault on a Jaffa barracks while a sabotage mission takes out a planetary defense battery and a rescue operation frees important prisoners. In these cases, a tactical operation requires extensive planning and precise timing.

Military missions typically utilize the latest available weaponry and sometimes require more specialized gear based on their conditions. Due to the basic nature of these missions, they are only undertaken by military personnel.

Mission Details: Assault, Sabotage, Tactical Operation.

Team Assignments: Marine Combat Unit, Covert Ops, Exploration.

Typical Gear: SG team bundle, Colt M16A3, Ithaca MAG-10 Roadblocker, demolitions, patrol, or raid bundle.

Scientific Operations

Scientific missions represent some of the most critical and diverse assignments that an SG team may undertake. A scientific mission may require a team to investigate the murky depths of ancient Goa'uld caves in search of fossils and naquadah deposits, or send them into the arid climate of an alien moon to unravel the mysteries of an ancient civilization that existed thousands of years ago.

SGC scientific missions are short-term assignments, typically lasting one week or less. While the dissemination of new data may take considerably longer, scientific missions are mainly launched to determine the validity of long-term research, allowing the SGC to efficiently allocate its resources in the future.

The scientific operations mission profile includes two details – cultural and survey – as follows.

- A cultural detail involves anthropological or archaeological study, often with the added challenge of unraveling a mystery decades, centuries, or even millennia old. Cultural details provide new insight about mankind's history and how the Tauri were seeded throughout the galaxy, as well as possible connections with the Goa'uld and the Ancients. This detail also helps the SGC learn more about potentially friendly (and hostile) alien cultures, and perhaps find new allies against the System Lords.
- A survey detail relies more upon empirical data than speculation and hypothesis. A team assigned to this detail might try to measure the presence of naquadah on a geologically unstable planet or the presence of another new and valuable form of energy. Alternately, they might be ordered to discover and catalogue new life forms to determine if a newly-discovered world is suitable for an off-world base or other endeavor.

"I don't suppose this is the best time to bring up my problem with heights."

–Daniel Jackson

In the event that a scientific operations team finds that a detail has merit, it can make a recommendation for a longer-term mission, typically undertaken by specialized scientists brought in exclusively for the new project. These new teams establish their own off-world base of operations and maintain routine communications with the SGC. The original SG scientific teams then return to base, free to continue their "first pass" details and evaluate additional worlds for suitability.

Scientific missions frequently call for specialized gear as part of their standard compliment, depending upon the mission's specifics. Equipment that's particularly large or difficult to procure (such as EM field generators and the like) may require additional time to requisition and transport off-world. Likewise, scientific forward outposts typically require up to 3 weeks to establish, depending on the engineering corps' current schedule.

Mission Details: Cultural, Survey.

Team Assignments: Scientific Ops, Exploration, Engineering Corps.

Typical Gear: SG team bundle, FN P90/H&K MP5A3, archaeologist, surveillance, or trail leader bundle.

TRADE

Even after the SGC has successfully made contact with a world and established diplomatic relations, it sometimes becomes necessary to establish trade relations or other "second tier" connections.

The trade mission profile includes only one detail – bartering – as follows.

- A bartering detail is sensitive in nature and requires the concerted efforts of many SGC resources to reach fruition. Since the SGC puts a high priority on the procurement of new technologies, bartering details are considered significantly important and are taken very seriously. The extent to which the SGC can offer items for trade is proportional to the potential benefits they stand to gain, as recommended by the team commander. For example, the SGC once made arrangements to trade significant amounts of "heavy water" – deuterium – in exchange for energy and weapon technology from the Eurondans... until they learned that the Eurondan government openly practiced genocide against the other peoples of its planet.

All negotiations with foreign powers are subject to approval by the Base Commander, the Joint Chiefs, and the President, although an SG team commander has a fair degree of latitude during negotiations.

Mission Details: Bartering.

Team Assignments: Diplomatic Ops, Exploration.

Typical Gear: SG team bundle, Glock 17/H&K MP5A3, advisor, overseer, or test bundle.

SGC OPERATIONAL PROCEDURES

In order to safeguard lives, the SGC has established a number of operational procedures to guide team members in the completion of their duties. These procedures have been refined based on the experience of SG teams and mission reports. In most cases all SG teams will strictly adhere to these procedures as part of standing SGC policy, though they may be relaxed at the discretion of the Base Commander as necessary. Upon joining the SGC, all personnel must become familiar with these procedures.

WORLD DISCOVERY

The discovery of a new world via the Stargate typically happens in one of two ways: A new address is found through intelligence gathering means or the SGC base computer calculates a new valid address, cross-referencing against the Abydos map room and data from the Ancients. In either event, once a new gate address has been calculated and verified, a number of stipulated procedures take place.

PLOTTING

A new world is plotted on the SGC computers and its location calculated using the stellar constellations in conjunction with the world's address. The SGC then cross-references the location of the world against any stellar data or information obtained from the Tok'ra, Ancients, Asgard, or even from stolen Goa'uld sources.

The plotting of a gate address allows personnel to make sure that the world is not near any known stellar anomalies (such as a pulsar or black hole) in which case establishing a wormhole between the two points could prove dangerous *(see Wormhole Physics on page 56 for more details).* Also a number of worlds have been classified as off limits by the base computer for a variety of reasons (usually based on intelligence data, Tok'ra information, or consultation with additional sources). These worlds may lead to potentially hostile situations or pose a direct risk to the safety of the Earth.

Once it has been determined that the position of the world relative to other known worlds possesses no inherent danger, the next step is initiated.

ESTABLISH WORMHOLE

At this point SGC personnel actually dial the gate address (all dialings to this point have been simulated to see if the Stargate generates an error code and to ensure the address's validity). Once a wormhole is established (with the iris closed) background radio signals and EM field levels (among others) are recorded. Provided that all levels appear normal a radio transmission is sent through the Stargate to the other side to see if there is any sign of civilization that may pick up the signals. This process is repeated twice more at one- and two-day intervals to ensure the planet remains in proper alignment, that radiation levels are not transient, etc. In some cases it could be weeks before the next stage is initiated.

MALP DEPLOYMENT

After a wormhole has been successfully established at least three times and there has been no response from radio signals, a MALP probe then travels through the gate *(see Chapter 9).* The MALP provides the first hard data on the atmosphere, temperature, pressure, and a visual record of the other side of the wormhole.

Visual telemetry is one of the most important aspects of sending a MALP through. Even if all other environmental conditions check out, an SG team will not be sent on a mission to the new world unless the MALP can confirm the presence of a functional DHD. The MALP also provides visual records of the Stargate on the other side, filming all 39 glyphs. This step helps establish the correct address to dial home, since every planet has a unique point-of-origin glyph.

If the sensor data shows an environment that can support human life (with or without environmental gear) then the return Stargate address is calculated. Once everything checks out a briefing packet is assembled for a new world exploration mission profile.

MISSION BRIEFING

At this point the planet has checked out as suitable for human life and a functional DHD has been identified on the other side, as well as a valid Stargate address to return

home. The Base Commander then assigns the mission packet to a SG team, organizing a briefing with the team members. At the briefing the team goes over the collected data and discusses the actual mission. Provided the team commander has no objections, the mission to the world is cleared and a departure time set. The team then preps for embarkation.

Embarkation

Prior to leaving on a mission, several additional steps take place – behind the scenes – that ensure a mission's success. Without these steps an SG team might walk into a hazardous situation ill-prepared to protect themselves.

Pre-Departure Meeting

All SG teams have a private pre-departure meeting prior to going off-world, typically held in the SG team's locker room or just after the mission briefing with the Base Commander. Three important items are reviewed:

- Confirmation of the team's GDO code
- Confirmation of the team's return gate address
- Confirmation of the team's rally point or alternate gate address

The first of these, the confirmation of the team's iris code *(see page 64)* is perhaps the most important. Every team has a unique GDO code which, when transmitted, opens the iris on the Earth's Stargate. Traveling through the Stargate with the iris closed results in the matter stream dispersing as subatomic particles – instant death. The GDO code is never written down or pre-programmed for security purposes; every team member must memorize the code and repeat it from memory. Since codes are periodically changed for security purposes this step takes place prior to each and every mission.

The next step, confirmation of the return Stargate address, might actually hold greater importance than the iris code. Without the proper gate address the team cannot dial back to Earth. When possible, SGC personnel use the MALP telemetry images to identify the unique point-of-origin glyph, and verify the placement of all the glyphs on the DHD, allowing team members to be prepared in the event they must dial home quickly. All members memorize the return address to Earth and may not write the address down.

The final step is the confirmation of a rally point in case the team becomes separated and a check-in schedule. Should the team be split up and lose contact, they will meet at a specific time and place in order to rally together – usually the Stargate or some other nearby structure found on the MALP. In some rare circumstance the rally point may actually be on another planet. This typically happens on a world without indigenous life or limited resources such as oxygen. As such the rally point is on another pre-determined planet of a neutral nature.

All team members synchronize their watches against the base chronometer before preparing for the next step.

Equipping

The SG team prepares for departure by selecting their "uniform of the day" and any required personnel supplies. This includes filling canteens, procuring emergency rations, and confirming working radio communications.

The team then proceeds to the armory to check out any weapons or ordnance required on the mission. The briefing *(see above)* outlined any equipment required, subject to approval by the team and Base Commander. Unapproved equipment will not be disbursed from the armory without the permission of the Base Commander or Duty Officer.

Team members are responsible for making any last-minute checks of their equipment and other team members, ensuring that everything appears to be in working order. Once satisfied the team leaves for the embarkation room.

Departure

The pre-departure and equipping meetings typically take place 30 minutes prior to scheduled mission departure. At this point the SG team arrives at the embarkation room ready for deployment. If not done already, the destination address is dialed and the Stargate activated. On particularly sensitive or important missions the Base Commander may personally see the team off, confirming any last-minute operational orders.

Currently, the SG team steps through the Stargate and travels to their designated destination across the galaxy.

Arrival

Prior to the recalibration of the SGC dialing computer Stargate travel was a somewhat unpleasant experience, sometimes imparting additional inertia as an object left the event horizon. While this no longer happens, it can be somewhat disorienting for a first-time traveler. Hopefully, if the team studied their intelligence ahead of time, there are no surprises.

The first priority upon coming through the gate is to identify any life forms or alien personnel near the structure and secure the Stargate itself. The team generally sets up a perimeter around the gate, verifying that no unauthorized personnel are in the area and no immediate threats exist. If the Stargate remains open the team commander can contact the SGC to verify that everything is "five by five."

A secondary but equally important concern is to leave the area immediately in front of the gate in the event that another incoming wormhole is established. Matter caught in front of the gate during the generation of the wormhole vortex is vaporized on contact.

Once the team has secured the perimeter, the acquisition and verification of a functional DHD takes top priority. If the master control crystal remains in place and the DHD appears to be functional, then the team can continue with their mission.

Mission

The actual scope of a mission through the Stargate varies based on the mission profile as discussed earlier. In most cases the first visitors through a Stargate consist of an exploration team tasked to survey the surrounding area, check for any signs of life or civilization, and conduct a basic reconnoiter. This process can take anywhere from six to ten hours on most worlds.

Returning to Earth

After the completion of a mission and at the appointed time, the SG team returns to the Stargate to dial Earth. In the event that the team has not had an opportunity to complete their mission it is within the purview of the team commander to extend the mission. In such instances the team commander should make reasonable efforts to dial the gate and contact the SGC, advising them of the delay and their new arrival time.

In most exploration missions, however, the mission is easily completed in the appointed time and the team returns to Earth. Personnel must inventory and return with all equipment they took with them on assignment unless authorized by their team commander to leave it behind. As strange as it may sound, this includes any trash and other discarded materials so as not to leave any signs of SG team activity.

On most worlds the Stargate is a central structure along a major thoroughfare or well-known to local inhabitants (if any). As such, returning to the Stargate may sometimes prove difficult if the gate is under guard. Depending on the circumstances at hand a distraction may be called for to allow access to the gate.

Dialing the Stargate

As outlined earlier in this chapter, the dialing of a Stargate is a simple process but also somewhat time consuming. Provided the Stargate is not active and the DHD is functional, dialing of the gate can take as little as 35 seconds. This time can be shortened if the operator is intimately familiar with the glyph placement on the DHD and the destination address, usually as short as 22 seconds.

Use of Force

The SGC has always been reluctant to authorize the use of force, but leaves such actions in the hands of their team commanders. While the use of force on a mission is regrettable, sometimes it becomes necessary in order to safeguard the lives of SG personnel, property, or innocents. In the event that deadly force is used, all SG team members must give a full accounting of their actions after the mission and are interviewed in debriefing to determine if the use of force was justified. In nearly all cases team members exhausted all other options available to them prior to using deadly force.

Also upon returning to base from an off-world mission, the SGC inventories all equipment, including the number of spent rounds. In the event of any discrepancies the SG team members must submit a report to account for the variances.

The unauthorized use of force by an SG team member when deemed unnecessary by the team commander can result in relieving a team member from active duty until an investigation can take place. If the member is found to have exceeded his authority, he may face formal charges up to and including a court martial and dismal from the SGC. Civilians can face similar charges.

Typically, one SG team member dials the address while the other team members cover the unit, taking flanking positions to either side. It is the responsibility of the team member that dialed the gate address to be prepared with the GDO to enter the correct iris code. Once the team member gives the signal the team is then free to enter the Stargate back to Earth.

Return of Personnel

In the event that additional non-SGC personnel accompany a team back to Earth, the team must notify the SGC via radio communications that such personnel are in transit. If unable to do so, then an SG team member should be the first through the Stargate and provide verbal and visual indication that the personnel immediately behind him are in fact authorized. In the event of a security breach the armed response units in the embarkation room are authorized to shoot any non-SGC personnel on sight.

Should the team return through the Stargate under fire, the rapid deployment of the iris may be required. In such cases the SG team can give orders from the floor of the embarkation room to close the iris although the final decision rests in the hands of the Base Commander (if present) or Duty Officer. In most cases these personnel defer to returning SG team members.

Once the iris is deployed, the personnel recovered, and the Stargate shut down, armed response units stand down.

Mission Debriefing

Depending on the nature of the mission a debriefing takes place immediately, or after the SG team has had a chance to be checked out in the base's infirmary. In either event the SG team must exit to the armory to return all remaining ordnance.

If the briefing is scheduled immediately then the SG team provides the Base Commander or Duty Officer with a verbal account of the mission in their own words. This briefing is recorded as a matter of legal record should it become necessary. Personnel must also submit an after-mission log report within twelve hours of returning to the SGC. These files go directly to the Duty Officer and are reviewed by the Base Commander. For security purposes the team commander may not review the reports of other team members or alter their accounts.

Team members may be asked to return for a second debriefing to go into further detail about their reports or explain any discrepancies with other team member reports. Should any injuries or casualties occur on a mission, a mandatory review of all SG team member reports is required as well as a private interview with the team commander.

Immediately after the briefing (or prior if the briefing is scheduled for a later time) all SG team members must report to the base infirmary for an after-mission medical evaluation. These tests duplicate those taken prior to the mission departure and include a complete body scan for any new scars or potential Goa'uld symbiote entry points, blood work analysis, and reflex tests. The base doctor has authorization to hold any or all SG members in quarantine until satisfied with their medical results.

After these steps have been completed the team stands down and begins preparations for their next mission.

Foothold Condition

In the event that an alien aggressor compromises SGC security, a Foothold situation is initiated. This unlikely condition is a direct response to the threat of the Reetou who gained entry to the SGC in 1998 through the Stargate and potential access to the surface. A Foothold situation denotes that the SGC has been compromised and that SGC personnel may be collaborating with aliens, possessed, or even duplicated. As such, until the Foothold situation has been resolved all SGC personnel – or anyone whom SGC personnel have contacted – may be affected.

Once word of a Foothold situation reaches sources outside the SGC or if enough evidence suggests that the SGC may be in the midst of a Foothold, the alert condition can be given. Similar to a quarantine condition, the entire Mountain Facility is sealed and a military containment team dispatched. The containment team seals the surface entrances and guards all possible methods of egress from the base. They close down all roads to and from the Mountain Facility and roadblocks check all identification.

After the base has been sealed orders may be given to retake control of the facility once the nature of the Foothold is determined. In most cases this requires the containment team to enter the base and proceed from level to level, securing the facility. The use of deadly force is authorized and, if necessary, the containment teams may shoot SGC personnel that resist.

To date only one Foothold condition has taken place and the situation resolved thanks to the quick thinking of SGC personnel who were able to contact help.

SGC Alert Conditions

The following alert conditions are used to place the SGC in a state of readiness at a moment's notice.

Code One: Security breach, all personnel must show identification to security personnel when moving from area to area on the base.

Code Two: As a Code One except that additional guards are activated for roving patrols and all weapons are removed from their safety condition. The armory is secured and a threat response team stands by in the Embarkation room.

Code Three: Heightened state of internal alert, all elevator shafts are locked down and guards posted at the stairwells. Roving patrols move through all spaces searching for any possible intruders. All non-essential personnel are confined to quarters.

Code Four: A Code Four alert is a base quarantine condition. All methods of egress from the base are sealed, including the main blast doors at the surface. Guard checkpoints at the surface are closed down to prevent access to the Mountain Facility and a military containment team activated.

Code Five: As a Code Four. The base is placed under lockdown alert; any personnel attempting to leave are shot on sight.

Code Six: Unauthorized Stargate activity or off-world activation. Level 28 is sealed and a threat response team is dispatched to the Embarkation room. The iris is closed automatically.

Code Seven: Unauthorized base access. As a Code Five except the base is considered under attack and must prepare to repel invaders from the surface and/or through the Stargate. All SG teams are activated and all off-world teams recalled to Earth (if possible). Internal roving patrols are outfitted with weapons and body armor and are authorized to shoot any non-SGC personnel on sight. Explosive charges placed in the elevator shafts may be detonated to seal access to the lower levels and the Stargate (or to keep the lower levels isolated).

Code Eight: As a Code Seven except the base's self-destruct sequence is activated, the countdown interval determined by the Base Commander.

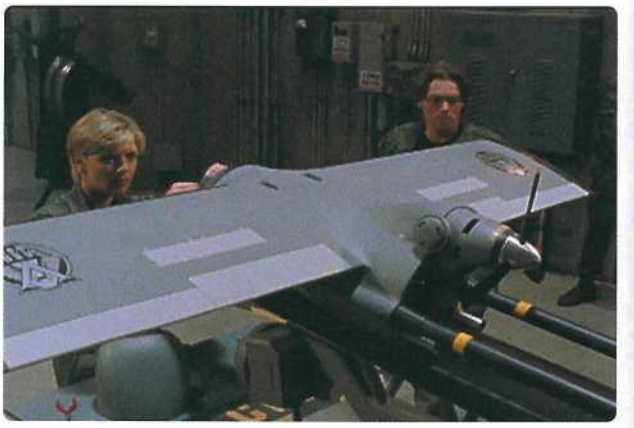
Code Nine: The highest state of readiness, a Code Nine alert condition signals the prelude to alien invasion. The base is shut down as per a Code Four and all SG teams activated. The Pentagon is notified of the possibility of alien attack. At the recommendation of the Base Commander the nation's DEFCON status can be set to condition One. The Alpha Site personnel go to standby alert in case an off-world evacuation is authorized.

Base Quarantine

The nature of exploration through the Stargate exposes SGC personnel to any number of alien bacterial or viral infections. After every mission an SG team must report to the infirmary for a checkup and blood work analysis. If the base doctor has reason to suspect that one or more team members may be infected, he may initiate quarantine for all the team members.

If after quarantine the base doctor feels that any potential contamination has been averted the base may continue to function as normal. In some instances, however, a highly contagious or infectious pathogen may require an entire level or the base itself to be sealed off. In most cases, in the interest of public safety, the Base Commander will err on the side of caution and initiate Alert Code Four if the potential spread of the contaminate threatens those beyond the base.

In those rare instances when a particularly deadly contaminant poses a threat to the surrounding area, nation, or planet, the Base Commander can authorize Alert Code Five. In such a case the base is sealed and personnel within must resolve the quarantine with only the personnel and equipment on hand unless the Base Commander authorizes the use of the Stargate. If the situation cannot be resolved then the Mountain Facility will be permanently sealed. This may also lead to a Wildfire condition.



Wildfire Directive

In the event of the escape of any infected personnel from the SGC (i.e., potential carriers of an infectious pathogen), a Wildfire condition may be set. The Wildfire condition requires the total destruction of personnel and property through incineration.

If a Wildfire directive is initiated from within the SGC then signs of containment failure outside the base trigger the Wildfire condition. The base automatically activates its self-destruct mechanism, incinerating the SGC and its contents, destroying the pathogen. This condition of the Wildfire directive may not be disabled from within and requires authorization from the surface to deactivate.

CHAPTER THREE:
THROUGH THE GATE

The worlds that lie *beyond the Stargate represent* only a fraction of the number of possible destinations that await us. In reality the Stargate opens the eyes of humanity and shows us what lies beyond our horizon – that we are but a small portion of an infinite chain of inhabited worlds. The Stargates, created by the Ancients, help populate many of these words, seeding the universe with the descendants of humanity.

The teams of the SGC have visited several hundred worlds but countless more remain for us to explore. This section contains details on a few key worlds that have helped define the landscape of *Stargate SG-1* and played a pivotal role in the SGC's adventures.

PRIMARY WORLDS

ABYDOS

Considered one of the first worlds seeded with humans by the Goa'uld, Abydos plays an integral part in the development of mankind. Its strategic nature made it the centerpiece of conflict for many years, as well as a close ally with the people of Earth. It is on Abydos that some of the first descendants of people from Earth were freed from their oppression, ushering in a new era of conflict against the Goa'uld.

TERRAIN

The planet of Abydos consists of two major land masses, the continents of Desh'retts and Khemhelt. Less than 40% of the planet is covered in water, making the entire surface of the world arid, even near the polar regions. The climate of Abydos is subject to great change, primarily the presence of mighty earthquakes and torrential sandstorms. Most of these natural occurrences are due to Abydos' three moons, which exert great tidal forces against the planet and make subtle alterations in the magnetic field. The end result is the shifting of great tectonic plates and large storms of wind and dust that generate powerful static fields.

The southernmost continent, Desh'retts, is by far the worst. Large volcanic eruptions lead to an ever-changing landscape and harsh temperatures that few forms of life can endure. Over the past several thousand years this caused a steady migration of most indigenous species to the somewhat cooler northern continent. On Desh'retts dark clouds of basalt ash are kicked up into the lower atmosphere, providing a dark, almost murky red glow to the southern regions of the planet.

Fortunately the Stargate and a great many of Abydos' indigenous life forms are located on the continent of Khemhelt to the north. Here the temperatures range from the somewhat tolerable lower 120's to the mid 70's in the winter time. The predominate terrain of Khemhelt consists of great stretches of sands and dunes, extending across the surface of the continent in all directions. On the easternmost edges of Khemhelt lie the great mountains, a lingering reminder of the two continents' early history. After millions of years the continents drifted apart and shifted, leaving the mountains that stand today.

A great lake resides in the center of Khemhelt, a natural depression that has formed over the centuries from what little rainfall has accumulated. Here the wildlife of Abydos flourishes and the climate is quite temperate, with small forests of plant growth teeming for several miles around the water's edge.

Abydos' Stargate lies to the west of this great lake, surrounded by a vast desert for hundreds of miles in all directions. This desert also holds some of the oldest and original formations of rock on Abydos, uprooted from the depths and uncovered by blowing sands. These small mountains of rock are rich in mineral deposits of *naquadah* – the most prized mineral in the universe. Both the Ancients (who built the Stargate) and the Goa'uld (who exploit it) used naquadah in the creation of their advanced technology. For all of Abydos' failings, the presence of naquadah marks it as a remarkable treasure.

Abydos orbits one sun, Nut, a spectral class G4 main sequence star. The Abydonian day lasts 36 hours and an orbit of the sun (a calendar year) takes 242 days. Abydos' three moons are Edfu, Nuturo, and Dja'Net.

Brief History

Over 15,000 years ago the Goa'uld stumbled across Abydos through the Stargate. The land was harsh and lacked any great tactical value. However they shortly discovered the presence of naquadah on the planet, turning it into a hotly contested commodity. A brief battle for control took place among the System Lords, until the Sun God Ra claimed the world for his own, naming it Abydos.

To plunder the planets' resources Ra required a vast army of slaves. Initially, all that he brought to Abydos perished in the harshness of the climate, thwarting his attempts to claim its riches. Then he discovered the world of the Tauri – Earth. Here Ra found a hardy species that could survive in most any climate. They were primitive in comparison to the Goa'uld, willing to accept the aliens as gods, and would readily multiply in great quantities. Ra took these people from their homeworld, Earth, and brought them to Abydos. From here he instructed them to mine the naquadah for his own use.

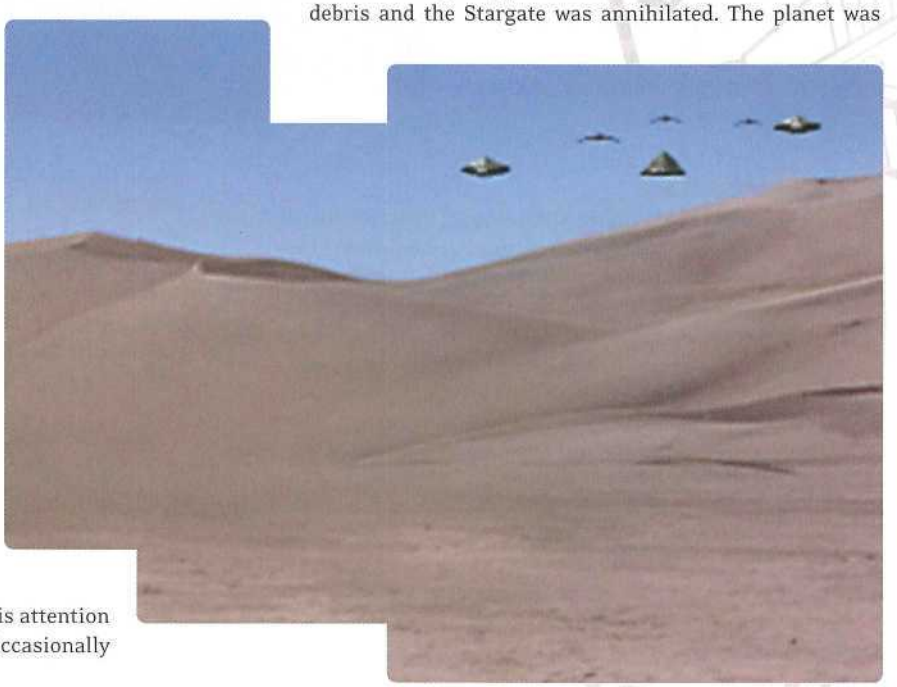
Several centuries passed, until at last the mines of Abydos began to flow with riches for Ra and the System Lords. During this time the planet of the Tauri was lost in a great uprising – the Earth humans overthrew the Goa'uld and buried their Stargate. Fearing that a similar rebellion could happen on Abydos, Ra tightened his control, installing his own Jaffa warriors and outlawing all reading and writing. He cast the people of Abydos into an eternal Dark Ages in the desert. Ra then turned his attention to the other worlds of his domain. Occasionally he would return to collect his tribute of naquadah – even the smallest amounts took years to mine – and underscore his authority over the people there. Thus became the way of life for the people of Abydos for ten millennia.

With all technology and knowledge forbidden to them, the natives had no idea what the Stargate was or how it was used. Then, one day, the gate became active and people emerged. They came from Earth returned after ten thousand years to meet with their ancient brethren. Initially these visitors were considered emissaries of Ra but in time the people came to understand that they were ordinary mortals like themselves. The visitors showed the people how to understand their history and where they came from; that the planet Earth was once their home too.

Then Ra returned. His anger was terrible, striking down the people of Abydos for their failure and weakness. The Tauri, however, stood against him, engaging Ra in battle. The Abydonians realized that their "god" was nothing more than a fraud, the people of Abydos rose up against him, fighting alongside their new allies until Ra was overthrown.

Since the destruction of their deity the Abydonians have lived as a free people. Reading and writing was no longer forbidden and no longer did they spend every day working in the mines, expecting nothing more in life than to die there. It was a time of prosperity but sadness as well. The Goa'uld returned several times, taking interest in the planet and the naquadah resources it could provide. But each time, the Abydonians endured and continued to enjoy their newfound freedom. That is, until the dread System Lord Anubis took an interest in their planet.

Anubis brought his terrible might to Abydos seeking the Eye of Ra – a legendary artifact of great power wielded by Ra himself. Anubis would stop at nothing to gain the Eye and when he recovered it he unleashed the awesome might of his space fleet against Abydos, destroying the world. The land was laid waste, the mines ignited and the people burned. The great pyramid of Ra exploded in a shower of debris and the Stargate was annihilated. The planet was



left scarred beyond recognition. And yet, miraculously, the people were spared this unholy fate. Pure of heart and soul, victims of countless centuries of oppression, they were saved by the forces of the Ancients, leaving their mortal bodies behind and Ascending to a new plane of existence.

In their stead lies Abydos, the Burning Planet. No signs of civilization remain now, only ash and waste.

Notable Features

For all its desolation and harsh landscape, a number of noteworthy features dot Abydos' surface. They are provided here for campaigns set before the attack of Anubis, or should the characters somehow repopulate the world.

Water comes primarily from only two sources: underground springs and wells. The yearly rainfall is so minor on Abydos that it defies most measurements. A few springs flow from the planet's small mountain ranges. Here, ancient caves can be found that provide shelter from the sandstorms and the oppressive desert heat. Often these caverns lead to underground pockets of water that the people could gather and store.

Animal and plant life has had to adjust to the harsh climate remain viable. Few plants exist; most horticulture takes place in controlled environments in private dwellings and gardens. Nearly all the native creatures are nocturnal and sleep during the day, burying themselves in the desert sand. The most notable exception is the mastadge – a giant lumbering creature that resembles a cross between a large horse and a camel. The mastadge is the primary beast of burden for the inhabitants of Abydos and distinguishable by its long, shaggy hair that provides protection from the elements. The mastadge is well suited for the desert climate, only requiring water once every seven to ten days. It can run great distances and haul heavy loads without growing tired. Its heavy hair traps sweat moisture near the skin, allowing the creature to recycle its own fluids and remain cool.

Pyramid of Ra

The largest structure on all of Abydos, the great Temple of Ra is (or was) a giant pyramid, nearly identical in every way to the pyramids of Giza found on Earth. This is no accident – the humans of Earth first learned the secrets of pyramid building from Ra and the other Goa'uld. After transplanting humans to Abydos Ra had them erect a great Temple in his name. This process took several generations, and the people endured great hardships to build it.

Ra's temple stood 460 feet high, comprised of nearly 90 million cubic feet of internal volume; each of the four corners of the pyramid pointed in one of the cardinal directions. The angle of each side was exactly 51 degrees and each side had a surface area just shy of six acres. Inside the pyramid stood a number of catacombs and chambers dedicated to Ra, filled with vast treasures and precious metals. Among them was a secret chamber holding the collection of all of Ra's wealth for use in the other divine realms. Great Abydonian servants of Ra would be buried here so that one day they might serve him in the afterlife. Among these valuable prizes was the legendary Eye of Ra, hidden away in a secret chamber.

Located just outside the pyramid stood the Grand Entrance, a large five story structure that served as the entrance tunnels to the pyramid. Two large stone towers pointed in solemn salute to the greatness of Ra. This entrance led into an open antechamber to receive visitors to Ra's court. The *chaapa'ai,* or the Stargate, lay a short distance from this chamber. The Stargate was a holy relic to Ra and until the Abydonians overthrew him to gaze upon it was considered a great sin.

The Lost City of Nagada

The largest city on all of Abydos, Nagada was actually the home to nearly all the inhabitants of the planet. A few smaller settlements existed, most next to the naquadah mines, but the city of Nagada remained constant.

The city housed some 5,000 inhabitants, its unremarkable adobe structures blending in against the sand of the desert. Nagada was surrounded by large 20-ft. tall walls, comprised of wood and adobe with a large gate, used to protect the city from the fierce sandstorms that plague the world. In Nagada every family resided in their *hewetis* or private dwelling. These ancestral homes were passed down from generation to generation, housing anywhere from two to twelve inhabitants. These structures were multi-leveled as was most of the city. A series of rope and wood bridges made a second level accessible, crossing up and down along the streets. Since portions of Nagada were built on the slope of a small mountain, some buildings towered over others.

Part of the reason Nagada stood for so long was the plentiful wells that resided underneath it. They provided ample water supply to the citizens, allowing them to maintain livestock and small crops of fresh vegetables. While there was no shortage or starvation in the walls of Nagada, its inhabitants learned to make their supplies last for as long as possible.

Underneath Nagada lay the ancient caves – precursor to the buildings of the city. Originally the populace lived in these caves, hidden from the surface and the elements. In the intervening centuries, knowledge of these caves was all but forgotten, save by a small number of Abydonians. They held the original written records of the planet's history, detailing the people's arrival on Abydos and the planet from where they came. After the outlawing of reading and writing, the original people of Abydos recorded the events that transpired, hoping that someday their descendants would learn the truth. In that time many of the teachings were forgotten... until the people of the Tauri returned and showed the Abydonians how to reclaim their past.

The Caves of Kaleemah

These ancient caves were found several generations ago and served as a small encampment near one of the now-depleted naquadah mines. They may have survived the coming of Anubis, though none can say for certain. The caves are located just a few miles from the Temple of Ra, near Nagada. A small well still provides some water for travelers traversing the desert. In ancient times they were filled with tired miners, resting after a long day of work under the hot Abydonian sun. The caves were used by small groups of Abydonians during the uprising against Ra. Here the Tauri and their new allies plotted their attack on Ra and hid in relative safety. Now the caves are deserted... along with the rest of the planet.

The Map Room

Discovered by Dr. Daniel Jackson in the years after the fall of Ra, the map room on Abydos is perhaps the most significant find of all time, save possibly the Stargate itself. The map room represents a written Goa'uld record of the worlds accessible through the Stargate. A series of symbols line the walls of the map room – Stargate addresses known to the Goa'uld. How or why these symbols came to be recorded on Abydos is a mystery. Some believe that Ra placed the map room here as a "backup" should he somehow lose his base of power. The map room could serve as a record of the worlds that are available to the Goa'uld to plunder.

Since that time the contents of the map room have been recorded and returned to Earth for study. The information proved invaluable, responsible for the generation of several hundred valid Stargate addresses. Many of the worlds it catalogued are currently inhabited (or at one time were inhabited) by the Goa'uld. It is safe to assume that the Goa'uld know of all the addresses found in the map room, making every world represented in it a potential Goa'uld target. Any worlds visited that originate from the map room are treated with great caution. Those discovered without a reference in the map room are considered "new" worlds, outside the Goa'ulds' knowledge. Such gate addresses are highly prized.

It is not known whether the map room survived the destruction wrought by Anubis.

The Oasis of Repentance

This oasis is a mythical location said to exist by ancient pilgrims who wandered the desert in tribute to Ra. Should the Sun God find them worthy they would be guided to the oasis to live, otherwise they would perish at the hands of their god in the desert. Even in more enlightened times a few still undertook the pilgrimage, frequently after committing some great sin and desiring forgiveness. A handful over the centuries found the oasis and returned to the people with wondrous tales of a paradise unlike any they had ever seen: lush valleys of trees, wildlife that scurry about in the underbrush and a mass of water as large as a plain; enough to even immerse one in. Most considered such pilgrims sick from their time in the desert and quickly dismissed their claims.

The Mines of Aldbeth

Active during the final days of Ra, the mines of Aldbeth were one of the largest finds of naquadah in the last thousand years. These towering cliffs lay exposed by a great sandstorm nearly 500 years ago. After their discovery a small number of people began to mine there with little results. Only after several years was the first major discovery found and workers reassigned to Aldbeth. Since that period all mining took place there; several thousand workers mined there every day, making the several mile journey from Nagada in the morning and evening. A long human train passed down the ore to be sifted through and the pieces of naquadah removed. Giant mastadges cleared away the largest piles of rubble. All work was done by hand, since Ra refused to give the Abydonians any technology.

After the fall of Ra a small number of Abydonians continued to work in the mines, knowing little else what to do. Some were still convinced of Ra's divinity and foresaw the return of their god; they remained loyal subjects to the end. As the years went by, their numbers slowly dwindled to nothing. By the time Anubis arrived, the mines of Aldbeth lay empty, with only the howl of the wind echoing through their depths.

Chulak

The world of Chulak is more widely known as the homeworld of the Jaffa. While Jaffa now live on any number of Goa'uld-controlled worlds, their line originated on Chulak. The people of Chulak have served for thousands of years in perpetual enslavement, raised to believe the Goa'uld are gods. Several Goa'uld rule Chulak jointly, using these people as their shock troops and incubators for larval symbiotes. Without the Jaffa to make their armies or raise their symbiotes to maturity, the might of the System Lords would crumble. Thus, the planet of Chulak holds great strategic and tactical value in any fight against the Goa'uld.

Terrain

Chulak is a small world, almost 15% smaller than Earth, with a rotational period of only 21 hours. Chulak is located in a binary star system; its twin suns, Chaaporis and Dennal, orbit closely around a common point, their center of mass. Chulak orbits both in a very precise orbit causing the occasional double-lined solar eclipse. Chulak has only

one small distant moon, Jerbaas, which can be seen at night every tenth orbital rotation. Summers on Chulak are surprisingly mild – its relatively small axial tilt provides fairly constant weather throughout the year. As one moves further away from the equator the temperatures become progressively colder. The polar regions are quite large and consist of great caps of ice.

Chulak's exact age is unknown; however, the planet is free of any earthquakes, volcanic, or tectonic activity for the most part suggesting a fairly advanced geological age. Because of the lack of any technological advancement (enforced by the Goa'uld), very few areas beyond the major population settlements of the north have been explored. The SGC believes that Chulak is comprised of three continents, divided by a series of oceans and small island chains.

Legends speak of small pockets of Jaffa that have left the populated areas to migrate on their own, but few pay them any credence. Such groups – were they to head further to the north – would encounter harsh and cold climates, unsuitable for most life. To the west of the Stargate is a significant series of swamps and jungles contained in lowlands that eventually join the seas. Only to the east, beyond the mountains of Koer'all, is there said to be a lush land untouched by man or the Goa'uld.

The largest city on Chulak has the same name, located 3 miles from the Stargate in the rocky terrain of the High Cliffs *(see page 80).*

Brief History

Chulak is one of the oldest worlds controlled by the Goa'uld, seeded a matter of decades after the discovery of the Tauri on Earth. The System Lords wished to use the planet as a secondary breeding ground, raising Tauri for their own infernal uses. Here they experimented on the humans, at last perfecting their maturation process and creating the Jaffa. Jaffa legends told of the one world from which all life sprang, but the Goa'uld suppressed any such knowledge after the people of Earth revolted.

As with many other Goa'uld-controlled worlds the Jaffa civilization has been artificially suppressed for thousands of years. The System Lords have established themselves as divine, all-powerful beings, allowing them to control the entire Jaffa culture. From birth until death the Jaffa live in service to their gods.

Approximately 8,000 years ago an agreement was reached whereby Chulak became controlled by the System Lords as a whole, instead of any individual Goa'uld. This was a direct result of the Goa'uld's growing dependency on the Jaffa to serve as troops and incubate larval symbiotes. However, administration of Chulak has always been a matter of convenience, and during certain periods in history, individual System Lords have claimed ownership of Chulak (most recently Apophis). Such claims last for a handful of decades and are often used as bargaining positions amongst the System Lords. A clever System Lord will relinquish his "claim" on Chulak in exchange for some other favor.

The Jaffa have since spread to a great number of other Goa'uld-controlled worlds, used in the creation of the System Lords' various private armies. The dependence on Chulak has lessened but not abated entirely. Were the Goa'uld to suffer a massive loss of Jaffa for any reason, Chulak's prominence and existing population would become a prime target for conquest.

Notable Features

The immediate area surrounding Chulak's Stargate stand high above sea level and is heavily forested. A number of standing stones that spiral out in an expanding circular pattern around the Stargate. In part, they represent the spiritual significance of the Stargate – the gateway of the gods. The spiral pattern represents the precepts of spiritual and personal growth, or virtues. Each stone represents an individual virtue. The mastery of each virtue helps one to complete the path to the gateway of the gods. When one masters all of the virtues, he reaches *tel'hak'mokar* – enlightenment. Routinely the priests of the Jaffa will make spiritual pilgrimages to the Stargate and worship before it or place tributes there for the gods to accept. Such tributes are swept away by the Stargate's funnel effect, appearing to indicate the god's acceptance. *(In reality they are destroyed by the generation of a wormhole from the event horizon – see The Stargate, page 52, for more details.)*

Chulak buildings have a distinct Grecian appearance, influenced heavily by the first Goa'uld that brought the people there. Most Jaffa live in small houses and structures,

with several families bound together by marriage or heritage. Lineage is an important consideration in Jaffa society. Those who have performed some great service for their god may be granted better accommodations, such as a private house and a small parcel of land. These boons remain in the family of a Jaffa from generation to generation, kept forever unless a descendent offends the gods and loses his land as punishment.

The Jaffa have only the basic needs of fire and an aqueduct system. All food and supplies are crafted from the land and the working of metal is a prized skill among tradesmen. The Goa'uld supply all other necessary equipment, which go to a Jaffa only when he is called into the ranks of his Lord to serve. Until this time a Jaffa warrior trains only with practice weapons, such as the *bashaak*, a mock staff weapon, and other simple tools.

Temple of the Gods

The largest and most opulent building in all of Chulak, the Temple of the Gods is the residence of the Goa'uld while visiting there. The "temple" is really more akin to a palace, with a standing staff of 250 Jaffa, 42 bedrooms and accoutrements ornately crafted in gold and jewels. In every way the decadence of the Goa'uld stands in sharp contrast to the primitive society of the Jaffa, including private Goa'uld baths large enough to allow entire villages of Jaffa to bathe at once.

Here the Goa'uld want for nothing; System Lords and queens alike have stayed at this palace, waited upon by thousands of adoring worshippers. Potential hosts may also find themselves brought to the temple until such time as the Goa'uld can determine their suitability for implantation. Newly mature larval Goa'uld swim in the specially designed tanks that line the walls of the private chambers.

The lower levels of the temple contain holding cells for prisoners and potential hosts. Goa'uld that travel to Chulak may review the assembled prisoners – typically those held or kidnapped from other worlds – for use as hosts. Most prisoners that are not selected are then killed afterwards.

Within the upper levels of the temple stands the Room of Transference, where larval Goa'uld are implanted into their unwilling hosts. The Jaffa treat the room as a holy place; only priests and favored slaves may witness what transpires within. The process of transference – implantation – is swift but the priests bless the event and record the happenings with hushed reverence. The records then go to the Hall of Recording to be entered in the histories of the gods.

The Hall of Recording

Reading and writing is forbidden among the Jaffa except by the priesthood or a few special warriors (such as a Second or First Prime). The few existing records are kept within the Hall of Recording, which holds the written accounts of the gods on Chulak, their visitations, and their births. These records exist solely for the priesthood and are recorded in such a manner that deciphering their meaning can sometimes be impossible. The individual Jaffa priests skew the records with their own personal opinions, and the Goa'uld are invariably painted in an overwhelmingly positive light. Even the act of implantation into an unwilling host is recorded as a wondrous rebirth through the righteous exorcisms of the unworthy.

While the Jaffa priests make the recording and ensure the authenticity of the written record, a few Jaffa from outside the priesthood are allowed into the hall as well. They see to the building's maintenance, keep out intruders, and help catalog the chronicles through a simple visual system. Most importantly such keepers of the hall must be unable to read and write, although a small number manage to teach themselves after time.

The High Cliffs

The areas of the High Cliffs are part of the great stretch of plateau upon which the city of Chulak resides, overlooking the valleys and the Cord'ai Plains. The winding road up the High Cliffs contains deep ruts from centuries of use as Jaffa peasants take their goods into the markets of the city to trade for supplies. A series of waterfalls ring the outer edge of the High Cliffs, falling down into the low farmlands of the valley.

"The HELL with CULTURE."

–Col. Jack O'Neill

A number of smaller communities encompass the outer perimeter of the Great City. By tradition this area is also referred to as the High Cliffs. A Jaffa who "comes from the High Cliffs" was born in one of these small communities instead of the city itself.

A subterranean network of caves lies underneath the Great City, forged into the sides of the High Cliffs. They lead up into the city and out the lower base of the cliffs. Only a handful know of their existence, though the Jaffa priests still use them, and the Goa'uld sometimes move in and out of the city through them if necessary. The lower entrance is hidden among the rocks at the base of the breaking waterfalls.

The Cord'ai Plains

The plains of the Cord'ai constitute the fertile farmlands found in the valley just beyond the High Cliffs. A waterfall from those same cliffs leads into the valley and the winding Cord'ai River. A number of small farming communities can be found along the plains, handed down by families through the generations. Some of the smaller parcels of land hold the ancestral homes of former Jaffa warriors and First Primes who received great favor from the gods.

Most crops grown in the Cord'ai plains are vegetables with some melons and fruit as well. A large number of farms in the plains also maintain livestock, including beasts of burden and food-producing cattle. The Cord'ai plains extend for a length of 20 miles. The Cord'ai River continues off into the west, into the marshy lowlands.

The Morning Cham'ka Groves

Located on the eastern side of the High Cliffs, some three miles beyond the walls of the Great City, The Morning Cham'ka Groves have been meticulously maintained for the last five centuries and are considered the private gardens of the gods. The Jaffa priests oversee the groves, aided by the small village of Cham'ka whose inhabitants tend the trees exclusively. Each tree of borous fruit is actually tended to by one individual who devotes his entire life to it. Being born in Cham'ka and anointed to the maintenance of the groves is a sign of great favor – a large number of Jaffa who eventually enter the priesthood come from Cham'ka.

Cham'ka trees require large amounts of water and are subject to the sometimes fickle temperatures of Chulak. The failure of a Jaffa to care for his tree is a great affront, and usually results in banishment to another province. Those that skillfully tend their borous tree for at least five seasons are often invited to the Temple of the Gods to enter the formal service of the Goa'uld. Only the protectors of the grove may pick the borous fruit, and only the gods may eat them; their pleasures are not meant for mortal lips.

Cimmeria

Cimmeria is the home of an ancient human race, protected by the advanced aliens known as the Asgard. Several thousand years ago, the Asgard journeyed to Earth and in an effort to protect some small portion of humanity, transferred them to P3X-974. There they allowed the Cimmerians to progress on their own, away from Goa'uld interference. Eventually the Goa'uld did discover Cimmeria but the Asgard then took further steps to protect the planet's inhabitants. Since that time Cimmeria has become a safe haven for those attempting to flee Goa'uld tyranny.

Cimmeria has one moon and orbits a main sequence yellow star, with an annual rotation of 372 days. Each day on Cimmeria is 23 hours long. The planet's orbit is slightly irregular, causing usually harsh winters and temperate summers.

Terrain

Cimmeria has a varied climate, with 65% of the planet's surface covered with salt-water oceans and inland freshwater seas. The local Stargate is fixed in a mountainous region covered with evergreen forests, approximately 150 miles from the nearest freshwater lake, at an altitude of 9000 ft. above sea level. The local population has cleared portions of the surrounding forest for agriculture and pasture, but at higher altitudes, deep forest and tundra persist. The Cimmerians take care to protect themselves during the winter months, when violent blizzards occur in the vicinity of the Stargate.

From the mountains flow fresh water that the Cimmerians use to tend their crops and maintain their livelihood. Large stone aqueducts – built by the Asgard – provide adequate dispersal methods, and ensure that the Cimmerians can continue their agrarian lifestyle.

Brief History

The Asgard transported the local population of humans from Earth to Cimmeria in an effort to protect them from Goa'uld conquerors who the Cimmerians refer to as "ettins." The Asgard feared that the Goa'uld would return one day to reclaim the Earth and wished to preserve some element of humanity, whom they felt had potential. The primitive humans arrived on Cimmeria sometime between 100 BC and 500 AD, and have retained many of the characteristics of Bronze Age Viking culture. Much of their activity centers around hunting, trade and agriculture, although they often go a-viking (wandering) far from home in search of work if there is little local trade. The Asgard built aqueducts in the mountains, to allow transport of water across the surface, but other than that no real tech-

nology exists. Most of the inhabitants live in thatched houses and dwellings are arranged in patterns similar to medieval villages.

The Cimmerians have no "kings" as such. Some occasionally claim that title, but they are elected by their war councils and can be replaced by majority rule. Kings share power with local councils, war chiefs, and shamans, and can be women as well as men. The Cimmerians have an egalitarian society based upon individual ability as warriors and strategists. Their myths still speak of Midgard (Earth) as their ancient home, and they maintain an active belief in the Norse gods. That thinking has recently begun to change but still dominates most of the populace.

The planet is protected directly by the Asgard, under the original Protected Planets Treaty. Under this agreement, no Goa'uld may ever set foot on the planet, and any who travel there face immediate death. For generations these measures kept the System Lords at bay and all Jaffa were required to learn the sequence to the Stargate to Cimmeria so that they would never dial it and endanger themselves or their masters. The presence of Thor's Hammer *(see below)*, coupled with the planet's proximity to Asgard space enforced the treaty quite effectively – a retaliation force can quickly counter any direct invasion.

Recently, however, Thor's Hammer suffered a breakdown, leading to a Goa'uld invasion by the System Lord Heru-ur. When they realized what had happened, SG-1 returned to the planet to help defend its populace. While they were not wholly successful, they did manage to contact the Asgard and inform them of the invasion in progress. The Asgard swiftly destroyed Heru-ur's forces and reinstated new protective measures. In the process, segments of the populace learned that the Asgard were not gods, but rather advanced (and benevolent) alien beings. This revelation has not spread widely, however, and many continue to see them as gods.

The SGC maintains friendly relations with the Cimmerians (Thor's Hammer was for some time the only known reliable method of removing a Goa'uld from a possessed individual) and hopes to form stronger ties in the future.

Notable Features

Because of the Cimmerians' low levels of technology, they have explored little beyond the mountains that frame the Stargate.

Thor's Hammer

The device known as Thor's Hammer is of Asgard design, some five yards in height and covered in stone embossed with the language of the Asgard. It is, in fact, a piece of highly-sophisticated technology, capable of protecting the inhabitants of Cimmeria from unwelcome Goa'uld visitors. It stands on the edge of the clearing containing the Stargate and activates upon detection of an incoming wormhole. All arriving travelers are scanned and any Jaffa or Goa'uld who come through are immediately transported to an underground labyrinth hidden in the High Mountains.

Goa'uld technology does not work inside the labyrinth and fish in a local pool are the only sources of food. Upon arrival, the Goa'uld is informed that he is in violation of the Protected Planets Treaty and will not be allowed to leave the Labyrinth alive. The only exit, the Hall of Mjollnir, is guarded by the other half of Thor's Hammer. The Hall will destroy any Goa'uld parasite that passes through it, but leaves the host alive and unharmed. The Goa'uld may try to eke out an existence within the labyrinth itself, but the beaming often weakens the symbiote's hold over its host, prompting many to make a run for the Hall of Mjollnir. The Asgard installed a password which opens the "back door" to the labyrinth, but only the local population knows it, not the Goa'uld.

The Hammer was temporarily damaged by SG-1, who destroyed it in an effort to free their companion Teal'c, but was reinstated a year later by the Asgard *(see pages 12 and 15)*.

Hall of Thor's Might

The Hall of Thor's Might, at first thought to be some kind of weapon left by the Asgard, is in fact a series of intellectual tests aimed at gauging the cultural and technological development of the native population. The Asgard left it there so that the Cimmerians could contact them when they had attained enough cultural sophistication to understand the true nature of their benefactors.

The tests are designed so that one may demonstrate the understandings of sacrifice, science, language, and mathematics. These schools of thought serve as the measuring stick for the Asgard to determine if the Cimmerians are ready to learn their true nature. Successful completion of the tests opens a direct communications link to Thor, Supreme Commander of the Asgard Fleet. During the invasion of Heru-ur, SG-1 used the Hall to contact the Asgard and ask for help. The act forced the Asgard to reveal their true nature to certain Cimmerians. To avoid undue misunderstandings, they have appointed a representative, Gairwyn, to speak for them.

Visitors can gain access to the Hall through a stone obelisk located in the forest of Thursar. Anyone touching the obelisk – and those in the immediate vicinity – is immediately transported to the Hall, sans weapons.

The Caves of Niflheim

For many centuries the caves of Niflheim, overlooking the plains of Rime, have been a dangerous area in which to venture. Long winding tunnels and sudden dropoffs have claimed a number of lives in their damp confines. Eventually a particularly harsh series of winters forced the inhabitants into the caves to seek protection. During that time, they explored many of the branches, compiling a series of maps for later use. Now the caves of Niflheim serve as a rallying point in the times of dire emergency. The caves allowed the Cimmerians to flee from the attack of the Goa'uld, giving them shelter from the invaders' powerful weapons. Over the years, the Cimmerians have stockpiled a dry store of grain, pelts, clothing, and simple weapons. An

underground stream lies deep beyond the entrance, providing a safe water supply for any inhabitants. If need be, the Cimmerians can remain there in modest comfort for quite some time.

Tollan/Tollana

The worlds of Tollan and Tollana were the homeworlds of the Tollan, a peaceful human species that evolved much more quickly than the Tauri. The Tollan had powerful technology and a strong moral code forbidding their interference in the affairs of others. Sadly the history of the Tollan and their two worlds is one of great tragedy, brought on by their own shortsightedness.

Tollan Terrain

The original Tollan homeworld – also called Tollan – was home to this humanoid species for thousands of years. It boasted plentiful resources, allowing the people to flourish and grow at an unprecedented rate. Tollan was very much like Earth; large continents teeming with life, vast oceans of water, and a carefully-balanced ecosystem. On the easternmost continent, located slightly below the equatorial range, stretched the only known and vast desert on Tollan; the remainder of the planet was temperate and inviting. Despite its pleasant climate, however, the planet still experienced occasional bouts of earthquake activity and volcanic eruptions. The natives' ability to partly control the climate of their world helped mitigate such problems.

Despite such wondrous technological advances, Tollan ultimately fell victim to overpopulation and years of neglect. In later centuries the Tollan attempted to reverse the damage that their aggressive technological advancements caused to the ecosystem. Unfortunately, the damage was already done; most native animals were all but wiped out, and those that survived were sickly and unable to propagate their species. The oceans of Tollan suffered an equally grim fate – centuries of waste put an end to many aquatic species.

Until the time of Remembrance, Tollan was a world in dire need of care and assistance, neglected for far too long. After the destruction of the neighboring world of Satira, the orbit and rotation of Tollan altered, causing a great geological upheaval that even the natives' technology could not prevent. The subtle shift in the orbit drastically altered the day and night cycle, leaving a large portion of the planet covered in darkness. The axial tilt caused wild fluctuations in the magnetic field, altering the tidal cycle and inflicting heavy damage on the atmosphere itself. Earthquakes became nearly constant and the volcanoes of Tollan erupted continuously. Black clouds of smoke and ash filled the sky, plunging the planet into an era of perpetual night. The waters were poisoned and became acidic, killing all remaining life on the planet.

Tollana Terrain

Tollana is another verdant world untouched by intelligent indigenous life. The Tollan ultimately resettled there following the destruction of their first homeworld. Tollana has benefited from the bitter lessons they learned. It suffers from none of the ill-effects seen on Tollan and, the Tollan permitting, will likely never do so. The dangers of the Tollan past and their level of technology provides them with clean energy resources, ample supplies of food and nutrients, and the ability to adjust the planetary climate to maintain an active and prosperous ecosystem.

Tollana has two moons, christened Onseem and Deril. The Tollan settled the largest continent on Tollana, named Vanell, and built their first great city among the rolling hills there. They extract water from a nearby ocean and surface streams, recycling and purifying all waste before returning it to the environment. The climate control system on Tollana maintains a near ideal temperature, occasionally providing thunderstorm activity to replenish the wildlife. Even without such alterations the climate of Tollana is naturally comfortable with predictable seasons and weather patterns.

The Tollan still have a number of off-world colonies, settled decades ago by explorers from their first homeworld. They have since renewed contact with many of these outposts and numerous colonists have traveled to Tollana to help rebuild their civilization.

Brief History

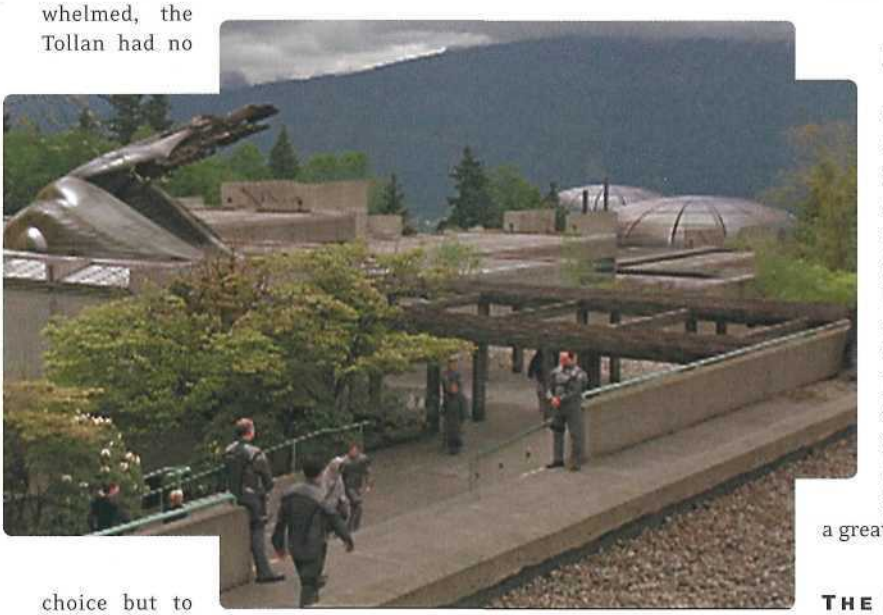
How exactly the Tollan settled their original world is unknown. Many suspect that they may have been a colony of the Ancients, since their world showed no signs of Goa'uld activity. Whatever the cause, their growing sophistication was untempered by forethought or planning. Tollan technological advancements over the ages, including their great flourishing industrial age, did not take into account the impact upon their world's natural resources. As a result the Tollan, secure in their own superiority and arrogance, did not take steps to maintain the natural balance of their homeworld. Once the effects were known it was too late to reverse the damage. Entire species were wiped out and the air became polluted to the point of toxicity. The Tollan technology made some progress in clean energy sources but it would take thousands of years for the planet to fully heal the damage inflicted.

As the population grew it became apparent that Tollan could not meet the needs of the populace. Space exploration, the next great accomplishment of the Tollan, allowed them to seek out other worlds for colonization. They were surprised to find one such world in their own solar system: Satira populated by an alien society of its own. The Tollan offered to provide assistance to the Satirans whose own technology was less advanced than theirs. The Tollan showed them the means to develop powerful energy generation and fusion, but the Satirans squandered this knowledge and used it to wage war. The resulting destruction of the planet shifted the orbital alignment of Tollan, plunging it into chaos.

Now the planet of Tollan is but a remnant of its former glory. The atmosphere is filled with burnt ash and all wildlife and planet life has died. Acidic rain falls from the sky and the rivers are polluted by sulfur and acid. Earthquakes take place regularly, and erupting volcanoes dot the surface. Even the Stargate has been destroyed, swept away by lava flows. Sulfur and dioxide pollute the atmosphere, turning the very air into poison. Tollan is unsuitable for any life.

Tollana's history is more brief; the Tollan settled there only a handful of years ago. However its history is equally as disturbing. With the assistance of the Nox, the Tollan uncovered the lush world, uninhabited and without a Stargate – safe from the Goa'uld. These first settlers, many rescued from Tollan by the Tauri, arrived and began the long process of rebuilding their society. Through their superior technology, they made rapid progress. New buildings soon rose as a testament to the Tollan ability to survive, and the lessons of the past were imparted with wisdom and humility. Now the people of Tollana lived with the environment, instead of against it. They realized that a gift as precious as a second chance on a new world should not be squandered.

Eventually the Goa'uld did find Tollana, but the natives' weapons were more than a match for the System Lords. This earned the ire of the Goa'uld who swore to return. When they did, their defenses were capable of withstanding a Tollan attack. The ruling Curia body of Tollan was blackmailed into providing weapons technology to the Goa'uld, who then planned to use it to destroy the planet. Their defenses overwhelmed, the Tollan had no choice but to flee their new world as the Goa'uld bombarded them with devastating weapons. Taking to flight in ships (the Stargate was destroyed), it is unknown how many Tollan were able to escape – if at any.



Notable Features

Prior to the Goa'uld attack, a number of unique structures were erected on Tollana that represented the height of their society. Some served as a reminder of the Tollan's past and the necessity to ensure that with great technological power also comes great responsibility. They are provided here for campaigns set before Tollana's destruction, or should the characters somehow restore the planet to its former glory.

Wall of Remembrance

The Wall of Remembrance was one of the first structures erected on Tollana. The large edifice stretches some 200 feet long and stands 10 feet high, found in the Gardens of Arduinna. The wall is made of a milky-white quartz material, polished smooth and reflective in the sun. The names of all who perished on Tollan are etched on either side of the wall. Each name is so small that they are illegible without the assistance of a projection device. Holographic projectors mounted inside the wall illuminate it from inside, projecting the names into the air, large enough to read. The emotional impact of the wall can be felt when one examines how many names fill just one small square inch of the surface. The lives lost due to unsound judgment serve as a reminder to every living Tollan.

The centerpiece of the wall is a declaration of the highest laws of the Tollan: the now-forbidden practice of providing advanced technology to any species that is not prepared to use it wisely. Most Tollan visit the wall on average once a week. Some Tollan also visit the wall to give prayer, asking for support and guidance to resolve any important issues that may reside in their lives.

Housing

All housing on Tollana is provided by the government. Most people reside in small private units, sparsely furnished; the Tollan have little care for personal belongings. Family units have larger multi-story accommodations. All housing includes basic entertainment and health accommodations, such as automated food preparation, hygiene facilities, a communal gathering area, and private sleeping quarters. Those who serve in the Tollan government have slightly larger housing closer to the Ministries and the office of the Curia. Serving in such a capacity is considered a great honor.

The Plaza of Ministries

The Plaza of the Ministries is the home to the four divisions of government that see to all matters of Tollana. They include the Ministry of Health, the Ministry of Science, the Ministry of Space, and the Ministry of Justice. Each of these ministries is located on one side of the plaza, overlooking the Gardens of Arduinna in the center and spanning several stories in height. Most are composed of a white sandstone or marble and each building is connected to the one next to it via a series of sky bridges; one can enter any ministry and easily walk to the next.

Each of these ministries fulfills an important task in the governing of Tollana. All ministries answer to the Office of the Curia, the planet's supreme ruling body. As there is little conflict within the Tollan political structure, there remains little leeway for legal interpretation.

The Ministry of Health oversees the medical and health needs of all the Tollan, as well as any visitors to their world. Every Tollan has a medical implant in his body that constantly monitors the subject's health and records the pertinent bio-readings into the main Tollan computer system. In the event of an emergency the system can dispatch medical officers to the scene immediately, typically under five minutes. Tollan medical technology is quite advanced, extending their lives and curing most ailments and disease. Most Tollan deaths are natural or accidental in nature; violent crime does not occur on Tollana.

The Ministry of Science is the largest ministry on all of Tollana, responsible for all scientific study and research. Its endeavors include the understanding of equilibrium physics, the Stargates, the alteration of matter and energy, and advanced fields far beyond the reach of current human civilization. The Ministry of Science is also involved in the creation of weapons for the Tollan society, but focuses solely on defensive measures such as the ion defense cannons. The building hosts all manner of experiments, allowing scientists to test important breakthroughs and develop new technologies to better Tollan society. The main Tollan computer system, linking all of Tollana together, is also located here.

As of late the Ministry of Space has become one of the most important aspects of the Tollan government. Tasked with exploring and colonizing other worlds, the ministry has begun the long process of rebuilding the space program. It seeks to identify and classify other inhabited worlds, careful not to intervene for fear of reproducing the events of Satira. The space ministry also sees to the support and continued prosperity of distant colonies, although this aspect has recently been downplayed with the settlement of Tollana.

The final ministry, the Ministry of Justice, acts as the judicial authority for all of Tollana. Here the archons debate the merits and inclusions of laws to be voted on by the Curia. In some cases the ministry may be called upon to interpret the law or develop new laws to govern the behavior of the populace. Tollan law currently consists of 1,382 different Conventions, each made up of a series of defined Procedures that can be used to help determine the proper course of action. Since there are no violent crimes on Tollana any breach of the Conventions is usually handled discreetly and fairly. Only the Convention of Responsibility – the Tollan's highest law that restricts the trade of technology with other cultures – requires the intervention of the Curia. The ministry also operates Tollana's security forces.

Office of the Curia

Whereas the Ministries of Tollana perform most day-to-day government operations, the office of the Curia houses the administrative ruling body. The office of the Curia stands on the hills overlooking the major city of Tollana and the Ministry buildings. There, the government makes all major decisions regarding the planet. The Curia is overseen by the High Chancellor, the supreme ruler of Tollana. He does not have absolute control, however; he merely enforces Tollan law and the wishes of the Curia. The Curia consists of six members, also known as the High Council. Any actions taken by the Curia require a unanimous decision from the Council. Thanks to the strict interpretation of the law by most Tollan and the Ministry and Justice, such unanimous decisions are not difficult to obtain.

The High Chancellor also has the power to negotiate treaties on behalf of the Tollan people, within the confines of the law. All meetings of the Curia are a matter of public record and the government keeps no secrets. In the event that members of the High Council object to the ruling principles of the Curia a formal protest may be entered in the record. Such protests then go to each of the Ministries for a ruling. This is one way in which the wishes of the Curia can be overruled.

The office of the Curia has a number of meeting areas, including the official judicature room used for holding Triads. There are waiting areas and internal security when circumstances dictate. In addition, the office of the Curia (and, in fact, nearly all public government buildings) has weapon sensors that can detect and temporarily disable any weapons found on persons.

Orbital Defense Batteries

Located at strategic points across the surface of the planet, the orbital defense batteries ensure that the people of Tollana remain safe from aggressors. These giant ion cannons fire charged ion particle blasts that can reach into orbit and strike a vessel there. In the past the ion cannons have had to protect Tollana from Goa'uld attacks, destroying a ha'tak vessel as well as several waves of death gliders.

The ion cannons have their own control systems that can operate either individually or in tandem. Each is powered by its own fusion generator and possesses its own target acquisition system. The cannons have slightly overlapping fields of coverage to provide additional protection should a unit be knocked out. The location of the defense batteries are a closely guarded secret.

Recently the Goa'uld discovered a way to defeat the ion cannons, rendering the defense system of Tollana ineffective. This allowed the Goa'uld to mount a devastating orbital bombardment of the world, inflicting heavy losses and essentially destroying their civilization again.

Kelowna

The planet Kelowna, also known as P2S-4C3, is an important world populated by a species currently embroiled in their own personal conflicts. The people of Kelowna control a vast and important resource, one that could change the course of the war with the Goa'uld. Sadly, their interest in waging war amongst themselves endangers their very futures should the original rulers of the planet – the Goa'uld – elect to return.

Terrain

Kelowna is similar to Earth in many respects, most notably in the variety of climates and terrain that dot its surface. The land mass consists of four continents: Sistoni, Secus, Leinad, and Bedal, all of which can be found on approximately the same half of the planet. Water covers over 78% the surface. Both Sistoni and Leinad are adjacent

to each other, bound near the equatorial band. The axial tilt of Kelowna is slightly less than that of Earth, resulting in less extreme variations of temperature and climate. Sistoni, located to the south, is marked by a series of low mountain ranges, dense forests, and multiple great lakes; it houses the current Kelowna Hierarchy and the ancient Goa'uld ruins.

Leinad to the north has a warmer temperate climate, full of jungles and swampy lowlands which thin as one moves closer to the equator before finally giving way to a large set of mountain ranges. These mountains are rich in mineral deposits as well as trace amounts of naquadria – a recently discovered resource of Kelowna.

The continent of Bedal lies across the ocean of Dethas and is the largest land mass on all of Kelowna. It also serves as the sole home of the Andari Federation. The majority of Bedal runs parallel to the equatorial belt or drops below it. The winters are quite extreme in these lower regions. The upper regions of Bedal flow into vast plains and grasslands stretching for hundreds of miles in all directions.

Separated by the Lentac Ocean is the much smaller continent of Secus, home to the Tirania Confederacy. Secus is entirely self-contained and the temperatures tend to be quite warm. The bulk of the land is covered in low hills, scrub and grasslands, becoming lush as one reaches the coast. Most major cities on Secus lie near the coast. For all intents Secus is entirely secluded, very much like a giant island. Early settlers arrived there after being blown off course, which fostered a belief that the people of Secus were in fact destined to live there. Coupled with their physical isolation, it makes them somewhat introverted.

A number of small island chains to the north of Bedal and Secus have been settled by small colonies from nearby governments, and every now and then one changes hands. The size of Bedal makes reaching Sistoni from Secus a difficult task. The oceanic expanse that covers the other half of the world between Sistoni and Secus is so daunting that no one has attempted to cross it – there are no known islands or intervening spots of land.

Kelowna's sun is Telnar, a main sequence star with a spectral classification of G3. The planet's orbit takes 380 days to complete and each day is 23 hours in length. Two moons orbit Kelowna – Persos and Valor – only one of which, Persos, is visible during the day. The size and distance of Valor makes it only visible from the southern hemisphere.

Brief History

The distant recorded past of the Kelownan people have been lost for over millennia. The origins of their people were once unknown, but as more information has been gleaned through the Stargate it has become readily apparent that like so many other human species, they originated from the planet Earth. How or why these people ended up on Kelowna remains unknown, but the discovery of a Goa'uld temple and technology – including the Stargate – provides some likely answers.

Perhaps the most astonishing discovery, dating back some 10,000 years (a date in keeping with the discovery and subsequent burying of Earth's Stargate) is the recorded writings that show that the Goa'uld may not have left Kelowna by choice; they may have destroyed themselves. Kelowna contains rich deposits of an element similar to naquadah but several times more powerful: naquadria. No one knows for certain, but the evidence suggests that Kelowna once served as a major source of naquadria for the Goa'uld. They apparently sought to turn it into some kind of "super weapon" which could unleash destructive power on a level scarcely imaginable. Luckily for the rest of the galaxy, the Goa'uld failed to properly safeguard their tests, destroying themselves in the process and burying the planet's Stargate. The few human slaves that survived the resulting explosion took several centuries to recover and begin the development of their own society; a society without the Goa'uld.

Development from that point progressed along an arc remarkably similar to that of Earth. The parallels between the two worlds are astonishing. For all the devastation and hardships the world has endured, their level of technology is only half a century behind Earth's. Those hardships included the rise and fall of the Kelowna Union, the planet's first major government which united all the people under one body. Unfortunately the Union only survived for about four decades before crumbling. A difference in philosophy caused a great rift in the populace, splitting the Union into three fractured governments: the Andari Federation, the Tirania Confederacy, and the Kelowna Hierarchy.

The philosophical dissent which caused the split centered around the disposition of the "genetically impure." The fallout of the original naquadria bombs polluted several pockets of the populace that, over the years, bred with one another. These resulted in subtle changes in genetic structure that manifested themselves as slight mutations. Over the next several thousand years this cross-breeding and genetic instability slowly corrected itself, resulting in a more "genetically pure" humanoid species. But occasionally, offshoots would crop up, manifesting as unusual mutations not easily explained: mental powers, precognition, or other abnormal developments. While genetic science was still a great unknown, many of these alterations could be easily traced through the histories of individuals and their ancestors. Thus it became possible to predict the next occurrence of a mutation and prevent it. This led to the persecution and violation of those belonging to "tainted" genetic lines. The government actively forbade the union of two or more individuals based on their previously recorded ancestral genetic history. Public outcry was immense.

Initially, the split was fairly amenable, with the various governments retreating back and establishing buffers and borders. Eventually, the generations that followed would escalate the original differences of opinion, attempting to impose their beliefs on their rivals and reunite the people of Kelowna under a new union; a union of their own design. Conflicts broke out, typically lasting only a handful of years, then dying down for a number of decades. In recent years the tensions have flared back up again. The Hierarchy began developing classified new weapons technology that could wipe out the other governments. Their efforts pushed the Andari Federation and the Tirania Confederacy into signing a non-aggression pact aimed at removing the Hierarchy and sweeping away the last remnants of the old union.

Notable Features

The surface of Kelowna, save the depression of the Goa'uld ruins *(see below)* is for the most part without note. The struggle between the three governments for control dominates most activity on the planet's surface. These governments all have varying agendas and seem determined to push their world to the brink of war.

Kelowna Hierarchy

The Kelowna Hierarchy is the ruling body of the Kelowna government, comprised of the Kelowna High Minister, the Chairman of the Defense Council, the Chairman of State Affairs, and the Chairman of Public Affairs. Each chairperson resides over larger administrative bodies and reports directly to the High Minister in an advisory role. The High Minister has the authority to make decisions and policies regarding Kelowna and its people.

The Chairman of the Defense Council is responsible for the administration of the defense and safety of the people of Kelowna. To this end he budgets and appropriates resources towards the standing armies and research into new defensive technologies. He also serves as the Commander-In-Chief of all Kelowna forces as commanded by the High Minister. The Chairman is currently one of the most influential and powerful members of the Kelowna government and his ministry receives the bulk of current funding in light of the conflicts between the Hierarchy and the planet's other powers.

The office of the Chairman of State Affairs sees to all internal and political government agencies, which in turn oversee medical benefits, power and transportation, and the appropriation of government resources and monies. The office of State Affairs for the most part runs the government and maintains the infrastructure that keeps the Hierarchy operating smoothly. The office of State Affairs also funds all government-sponsored research projects and negotiates treaties on behalf of the Kelowna government.

The office of Public Affairs controls all issues relating to the public interests, such as food and housing, education, and entertainment. It has lessened in importance over the past several years, since the increasing tensions between the Kelowna Hierarchy and her neighbors dictated different needs. Public Affairs, unless mandated by another office, also controls all public research and history projects related to the Kelowna people – save when security is of a concern. The initial discovery of the Kelowna Stargate initially fell under the auspices of Public Affairs during an archeological dig until the matter was transferred to the Defense Council.

The offices of the Hierarchy are located in the capital of Kelowna, Lorunis. The government buildings are some of the oldest and largest of the original Kelowna Union prior to the split several centuries ago.

Defense Council

The office of the Defense Council operates under the direction of the Chairman of that same office. This broad-reaching governmental agency oversees all aspects of the Kelownan military and research. The campuses of the defense agency are spread across a large number of military and government installations. Internal security is tight and the Defense Council controls all access to sensitive information. The largest project of the past two decades has been the discovery and analysis of the Stargate. Found in ancient ruins, the operation of this mysterious device has eluded scientists for a number of years. The presence of the Stargate is the greatest kept secret on the planet – only a handful of people know of its existence.

Concurrently the Defense Council oversees the exploration of new weapons that may put an end to the centuries of conflict between the three planetary powers. Experiments in naquadria bomb technology have led to the creation of the first super-warhead, capable of mass destruction. While several vocal opponents have expressed concerns, the Defense Council is determined to put an end to the combined threat of the Andari and Tirania governments. Right now the most significant weapon in the Kelowna arsenal is self-propelled rockets with long-range boosters, capable of reaching anywhere. The Hierarchy lacks any kind of air defense itself, however, and lags several years behind the other countries in most areas of air and ground power.

The main offices of the Defense Council are located with the remainder of the government, although most research is conducted in underground or hidden labs across the countryside.

Goa'uld Ruins

The discovery of the Goa'uld ruins took place quite by accident. The testing of the latest conventional Kelowna bomb roughly twenty years ago shifted the surrounding landscape and caused a massive sinkhole. Within it lay the buried remains of what appeared to be an alien civilization. In fact this proved to be an ancient Goa'uld temple, dedicated to a number of gods. The Hierarchy government

quickly moved in to secure the site; it remains closely guarded and word of it has not yet leaked out to the populace.

The temple contained a series of cuneiform writings unlike anyone had ever seen. In addition, buried under the rubble of a collapsed section of this temple was the Kelowna Stargate. Experiments and initial deciphering of text revealed the Stargate's purpose as a transportation device. Unfortunately Kelowna science, the equivalent to the mid-20th century of Earth, could not make the gate work. Then, some twenty years later, the gate itself activated and the people of Kelowna made contact with members of the SGC.

Of all this, perhaps the most significant and dangerous find within the temple was that of naquadria. The Kelowna Defense Council immediately began testing the feasibility of naquadria-enriched bombs to provide them with a significant advantage in the conflict... unaware of the element's severe instability. Currently several hundred pounds of naquadria have been removed from the Goa'uld temple – enough to cause widespread devastation, and perhaps even destroy the surface of Kelowna.

Andari Federation

The people of the Andari Federation were the first group of city-states to split off from the Kelowna Union some 500 years ago. In that time many of it member states have changed, been destroyed, or risen anew, but the threat of the Andari people has not relented at all. They have considerable issues with the Kelowna Hierarchy, most stemming from Kelowna's persecution of "impure" genetic offshoots. The Andari Federation considers itself a democratic state amassed of several independent yet equal voices but in reality the Federation is controlled by a handful of radical idealists whose ancestry and hatred for the Kelowna Union fuels their thirst for revenge.

The Federation maintains a huge standing army – some 670,000 strong spread throughout the western hemisphere and along the borders. To date the inability to move their troops or maintain any kind of technological superiority makes their numbers moot; the army is woefully ill-equipped and suffers from poor training.

While the initial split of the Andari Federation was over the genetic practices of the Kelowna Union, time and evolution have weeded out any remaining impurities in the species; members of the Kelowna, Andari, or Tirania governments are genetically identical in every way. Hardliners within these governments, particularly the Andari Federation, are unwilling to acknowledge this fact. Time has built up too many grievances to acknowledge such a common link, and the Andari are content to use the conflicts of the past to justify their own agendas.

Currently the Andari Federation has a non-aggression pact with the Tirania Confederacy allowing the Tirania military to make use of Andari airspace. With it, Tirania long-range aircraft can reach bombing targets in Kelowna.

Tirania Confederacy

Of the three powers, the Tirania Confederacy is the most technologically advanced. They have mastered the skies with air power unmatched by the forces of the Andari Federation or Kelowna Hierarchy. However their continent is distant and secluded, rendering their technology less effective than it might be. Tirania's strong air defenses make them a difficult target as well, although a handful of skirmishes have occurred over the years at sea or at a number of smaller colonies located on the neighboring continents.

The nation was founded by migrants who were originally shunned by the government of the Kelowna Union. They fled that country to the relatively unsettled continent Secus, located across the Lentac Ocean. Here they eventually established the Tirania Confederacy and lived in secluded harmony. Only several centuries later, after technology caught up and transcontinental communication became available, did they first learn of the propaganda from both Kelowna and Andari – propaganda which vilified and demonized them at every turn.

Relations with the Andari deteriorated quickly, and a handful of conflicts between the two powers erupted. The Kelowna Hierarchy was unwilling to lend assistance to either side, believing that the conflict stemmed from both countries' lack of proper genetic purity. A short time thereafter the Hierarchy was dragged into the conflict by the other two powers, forced to protect itself from "incidents" perpetrated by both sides.

"A WEAPON OF MASS DESTRUCTION CAN ONLY BE USED FOR ONE THING. NOW, YOU MIGHT THINK IT'LL ENSURE PEACE AND FREEDOM, BUT I GUARANTEE YOU, IT'LL NEVER HAVE THE EFFECT YOU'RE HOPING FOR UNTIL YOU USE IT, AT LEAST ONCE."

–COL. JACK O'NEILL

Members of the Tirania Confederacy are perhaps the most level-headed of all the three governments; for the most part they wish merely to be left alone. The insistence of the Andari Federation and the reports of the new destructive weapons being developed by the Hierarchy necessitated a reluctant alliance with their old adversaries. Now, the Confederacy stands more or less alongside the Andari, ready to repel any attack from the remnant of the Kelowna Union.

The ruling body of the Tirania is located in the capital city of Drivous, along the coast of the Lentac.

Alpha Site

The Alpha Site, so designated by the SGC, is the Top Secret off-world base used in case of a disaster on Earth. The Alpha Site also doubles as a secondary base of operations for SG teams in the field.

Access to the site is restricted: only a handful of non-SGC personnel know the Stargate address and only SG team commanders have knowledge of its location. Security is so closely guarded because the world is one of a handful found outside the Goa'uld's network. As such, the only way for the Goa'uld to learn its the location is through happenstance or interrogation.

Currently the Alpha Site serves as a temporary base of operations for the beleaguered shol'va Jaffa army whose base on Cal Mah was destroyed. In the past Tok'ra operatives have also used it as a temporary rallying point.

Terrain

Little is known about the world designated as P3X-984 but initial surveys found no sources of indigenous life or civilization. The area around the Stargate consists of low foothills leading up to small mountain ranges in a moderately temperate climate. The higher elevation surrounding the Stargate (and the Alpha Site) makes it somewhat cooler in the winter months. Plentiful drinking water can be found in the neighboring countryside.

A dense forest stands less than two miles away, dipping down into the valley where natural resources and wildlife can be found. To date the Alpha Site has relied entirely on supplies from Earth but, should the situation call for it, the base has access to indigenous food and supplies. The soil surrounding the established base is rocky and dry, unsuitable for farming. However, a series of lowlands, located some six miles to the south, holds nutrient-rich soil and several streams that feed in from the surrounding foothills and ridges. The SGC is currently in the process of evaluating horticulture studies to determine the feasibility of growing crops here.

P3X-984 is located in a system with at least one neighboring planet: a large gas giant that can be seen in the evening sky. P3X-984 itself has no detectable satellites in orbit, though the SGC hopes that the Tok'ra can eventually send a survey vessel to conduct more extensive investigations.

Rain showers in the spring and summer months are common on P3X-984 but brief. Fortunately the relatively constant temperatures allowed the Alpha Site to be deployed with minimal standing structures. The bulk of the site is comprised of tents and easily-camouflaged temporary facilities in the event of an attack.

Brief History

The Alpha Site was found and established in late 1997, the result of a gate address obtained outside of the traditional Stargate network. The discovery of P3X-984 and the fact that the Goa'uld knew nothing of its existence provided a valuable asset for the creation of an emergency facility to run the SGC in the event of a disaster.

Eventually the purpose of the Alpha Site expanded to include a "fallback point" should the Earth suffer some kind of calamity (such as an attack from the Goa'uld). In such an instance the Alpha Site would serve as the primary world for survivors of Earth to regroup. The Alpha Site now stands ready to receive numerous personnel at a moment's notice.

The site is staffed by a permanent base commander with on-station SG personnel at his command. This staff ensures the security and operation of the site on an ongoing rotation schedule with the SGC. Because the Alpha Site does not have an iris like the Earth's Stargate, P3X-984 remains exceptionally vulnerable to attack. To offset this, the Alpha Site carries a number of pieces of heavy artillery and captured Jaffa blast cannons to aid in its defense.

Recently the Alpha Site has served as a temporary base of operations for rogue Jaffa that fled their own world, Cal Mah. The Goa'uld Yu discovered Cal Mah and viciously attacked it, destroying much of the base and a number of the Jaffa. While the Earth remained an option for the displaced rebels, the SGC considered the Alpha Site a better solution in keeping with the cultural and military requirements of this small army (as well as helping to keep the alien Jaffa out of the public eye). The Alpha Site now houses a huge number of temporary tents and Jaffa facilities outlining the perimeter. Eventually, the SGC hopes to find a suitable planet for the Jaffa. Until then, they use the resources of P3X-984 to survive, as is their way.

A recent security breach at the Alpha Site resulted in increased effort to keep the location of the planet secret. A Goa'uld assassin, an ashrak, was able to infiltrate the base and cause significant casualties, even sabotaging a portable naquadah reactor to use as a bomb. As a result the Alpha Site now carries transphase eradication rods (TERs) to detect any invisible personnel that are out of phase.

Notable Features

Because the Alpha Site has only been in operation for a handful of years and the SGC has not had the opportunity to conduct many surveys of the surrounding countryside, much of P3X-984 remains a mystery. The base is constantly staffed by at least eight members of the SGC – all field personnel used on a rotating basis. Weapon emplacements guard the entrance of the Stargate, manned at all times by either SG personnel or Jaffa warriors. The site has a functional DHD but no iris, unlike the Stargate on Earth. An on-base MALP provides a permanent uplink with the SGC should communications be necessary.

The base receives power via a portable naquadah reactor, which is sufficient to serve all the needs of the Alpha Site for several years without difficulty. This power supplies lights, charges any equipment, and can be used to conduct any necessary scientific studies.

Infirmary

The base's infirmary is one of the few permanent structures, comprised of raised plywood floors, polycarbonate steel walls, and a sloped roof fashioned from sheet metal. Structural cross beams on the walls stabilize the building from high winds and poor weather conditions. The infirmary has electrical power and basic accommodations for three with a portable "clean room" that helps prevent the proliferation of bacteria and pollutants. This area can serve

as a makeshift operation theater if necessary but is clearly no substitute for the superior facilities of the SGC.

The infirmary also doubles as a temporary morgue. A small roof-mounted ventilation system helps circulate air through the facility with industrial-strength filters in place to remove any harmful chemicals. The building carries a small supply of pharmaceuticals, enough to handle periodic injuries and other treatments for about a month. All materials are kept under lock and key.

Command Bunker

The command bunker is also a temporary facility erected to serve as the command and control of the site. It holds the primary communication equipment as well as the office of the base commander. All personnel records, logs, and major decisions that control the operation of the facility are found here. The bunker also holds a map of the neighboring areas, and the duty and watch rotations.

A security and operations center stands just off of the command bunker in an adjoining shed. It includes a temporary security facility and holding cell to detain any prisoners and also serves as the weapons facility – a secure weapons locker holds the base's small arms, assault weapons, and explosives. In case of emergency the weapons in the locker may be employed to secure the safety of the Alpha Site.

Laboratory

The remaining structure on the compound is the laboratory. This building serves as the power generator for the entire Alpha Site as well as an electronics and mechanical bay for service and repairs. Basic electronic and survey equipment can be found here, ready to analyze or catalog any discoveries on P3X-984. The scientific equipment found in the laboratory varies based on the current personnel assigned to the Alpha Site and any ongoing missions. Recently a small greenhouse has been established here to perform horticulture tests on soil samples taken from several surrounding areas.

Additional Facilities

All other facilities at the Alpha Site are erected from tents, including the supply area, mess, and barracks. The supply tent consists of two large tents with surrounding sandbags to protect the equipment and supplies. For the most part these supplies are food and equipment necessary for the survival of personnel. Most weapons are locked up in the security and operations center.

Adjoining one of the supply tents is the common mess tent, where all the food is prepared for the Alpha Site. It also serves as the base's rally point and center of activities. Here the personnel of Alpha Site may assemble for a briefing or to hear the latest information from the SGC via the Stargate. A series of tables and benches line the mess tent and can accommodate up to 48 personnel comfortably. Rear access from the mess tent leads to the food supply tent nearby.

Two sets of barracks on the southern side of the camp provide housing for the base personnel. These enclosed tents provide limited protection from the outside elements but thankfully the weather of P3X-984 has been accommodating thus far. Because of the close proximity of personnel these facilities are non-gender specific and SG teams bunk together as a unit. Just across from the barracks is a temporary facility, constructed of plywood, that serves as the showers and toilets. Additional tents can be erected to provide more shelter as desired. Most tents are under guard only during times of heightened security, such as a perimeter breach.

Omaha Ridge

One of the first natural landmarks found on the Alpha Site, Omaha Ridge lies to the north of Alpha Site and overlooks the base camp. It is roughly a 30 minute hike up to the ridge, which provides an impressive view over the surrounding landscape. A large forest continues beyond Omaha Ridge, stretching off into a valley between two neighboring mountain ranges. A natural spring runs alongside the ridge and serves as the primary water supply for the base – a series of pipes were erected to allow the water to flow down to the base camp.

Currently the ridge is designated as rally point beta should the base come under attack. It provides adequate cover and a tactical vantage point over the base camp and the Stargate should it become necessary to retreat and then retake the gate. A hidden cache of weapons and supplies lies less than one mile to the north of Omaha Ridge – enough to equip two SG teams and provide food for up to a week. During heightened states of readiness it is common to place personnel on the ridge to act as scouts or observers.

Secondary Worlds

The Gamekeeper's World

Terrain

The area immediately surrounding the Stargate is a lush botanical garden, with structured paths, flower plots, and fountains. Approximately one mile from the gate stands a domed structured which appears to be a greenhouse, but which actually holds the virtual reality (VR) pods which the inhabitants used in order to escape the environmental devastation of their planet for several generations. This structure is approximately 50 miles from the nearest northern mountain range, where the topography becomes more rugged and less developed. The rest of the Keeper's World is a mixture of recovering wilderness, agricultural areas, and some small residential settlements. A saltwater ocean covers 50% of the planet's surface approximately 3,000 miles to the east of the Stargate.

Other Worlds

Here is a list of many of the worlds known to the SGC, cataloged, and visited. In some cases the worlds also have alternate designations provided by the local inhabitants. Those without a description have not been covered by the *Stargate SG-1* canon, and are free for the GM to develop as he wishes.

Coordinates	Common Name	Notes
BP6-3Q1		This world's population was wiped out by alien insects.
M4C-862		A moon orbiting a gas giant, home to sentient energy beings; off limits.
P2A-018	Latona	Home of the Latonans, a peaceful society protected by the Sentinel.
P2A-463		
P2A-509	Hadante	Prison planet used by the Taldor.
P2A-870		
P2Q-463	Vyus	Industrialized society afflicted by the Vorlix and later cured.
P2S-4C3	Kelowna	See page 76.
P2X-005		
P2X-338		Ancient Babylonian ruins, final resting place of Marduk.
P2X-374		
P2X-416		
P2X-555		
P34-353J		Former Tok'ra base of operations.
P3-575		
P36-231		
P3A-194	Voliana	Aschen-controlled world, population wiped out by the Aschen; off limits.
P3C-117		
P3R-118		
P3R-233		World destroyed by the Goa'uld, contaminated by radiation.
P3R-272		Archives of the Ancients.
P3R-636		Former Goa'uld-occupied world that freed itself from enslavement.
P3R-928		
P3S-452		
P3W-451		Destroyed by black hole; off limits.
P3W-924		
P3X-116		
P3X-118		Source of alien invasion, gate address locked out of the dialing computer.
P3X-1279	Chartago	Former Goa'uld host-harvesting world.
P3X-234		
P3X-254		Former Goa'uld world, controlled by Hathor.
P3X-513		Former Goa'uld world with dangerously high UV levels and primitive cave dwellers.
P3X-562		Desert-like world, visited by the Goa'uld in the past, with high electro-magnetic levels and crystalline lifeforms.
P3X-593	Simarka	World inhabited by Mongol nomadic tribes.
P3X-729	Juna	Former Heru-ur and Cronus-controlled world, now freed.
P3X-744	Tangea	
P3X-774		Homeworld of the Nox. Off limits.
P3X-775	Taldor	Home of the reclusive Taldor.
P3X-7763	Tollan	See page 74
P3X-797	"The Land of Light"	See page 84
P3X-8596	Argos	Former Goa'uld-controlled world with primitive Mycenaean culture.
P3X-866	Oannes	Volcanic/oceanic world.
P3X-888		Original world of the Goa'uld and home of the Unas.
P3X-974	Cimmeria	See page 72.
P3X-984	Alpha Site	See page 80.
P3X-989	Altair	Ravaged world, now populated by an artificial lifeform called Harlan.

Coordinates	Common Name	Notes
P3Y-294		
P4C-970	Aschen	Declared off-limits and locked out of the SGC dialing computer.
P4G-881		Primordial world, now the home of the original inhabitants of P5C-353.
P4S-237		
P4X-347		Deserted Goa'uld pleasure palace.
P4X-636	Velona	Technologically advanced society that eventually destroyed themselves; off limits.
P4X-639		World with unusual solar activity and technology of the Ancients.
P4X-884		
P4X-947		
P5C-353		A dead world, formerly the home of intelligent organisms held in stasis for 100,000 years; relocated to P4G-881.
P5C-768	Edora	Abundant naquadah resources, limited population.
P5C-982		
P5S-381		New homeworld to the Enkarans.
P6S-2031	Reetalia	Homeworld of the Reetou; off limits.
P6Y-325		
P7J-989	The Gamekeeper's World	World recently rendered inhabitable again, the native species released from suspended animation.
P7S-441		
P7X-377		Giant aliens of Mayan ancestry.
P89-534		
P8X-873		World used by Abydonians to seek refuge, attacked by the Goa'uld Heru-ur.
P8X-987	Hanka	Small human settlement, wiped out by the Goa'uld Nirrti.
P9C-372		World provided by the Ancients, home to an alien society; off limits.
P9Q-281		World of the Ancients, now uninhabitable.
P9X-3971		
PB2-908	"Ernest's Planet"	Originally designated P3X-972, location of alien "meeting hall," now unavailable.
PB5-926		
PJ2-445		
PJ6-877		
PQ6-824		
PX3-595		
PX3-808		
PX7-941	Madrona	Home of primitive society with a weather-controlling device.
PX9-757		Former Apophis-controlled world.
PXY-877	The Spirits' World	See page 86.
PY3-948		Secret meeting place of the Linvris, now destroyed.
Undisclosed	Abydos	See page 66.
Undisclosed	Chulak	See page 69.
Undisclosed	Euronda	Restricted world.
Undisclosed	Halla	Homeworld of the Asgard.
Undisclosed	Kheb	Restricted world.
Undisclosed	K'tau	Asgard-protected world with primitive human civilization.
Undisclosed	Nasya	Peaceful world attacked by Goa'uld in attempt to kill the Tok'ra.
Undisclosed	Orban	Human civilization descended from the Aztecs, highly advanced.
Undisclosed	Pangar	Former Goa'uld-controlled world, creators of the drug tretonin.
Undisclosed	Revanna	Location of former Tok'ra base, now destroyed.
Undisclosed	Tollana	See page 74.
Undisclosed	Vorash	Former site of Tok'ra base of operations.

"There would be no Pleasure from the Game if there were no Risk from the Journey."

-Keeper

Brief History

A thousand years prior to the SGC's arrival on the Keeper's World, the entire planet suffered from a chemical poisoning disaster which completely compromised their ecology. The release of a highly toxic, persistent gas entered the food chain and atmosphere, threatening the lives of everyone on the planet and triggering the collapse of the biosphere. In an attempt to save their lives and allow the planet time to recover, the inhabitants retreated to life-support pods contained within an artificial structure, and built an Artificial Intelligence called the Keeper to monitor and oversee the environmental recovery of the planet. These measures were highly successful, and their once-devastated world is now fertile and healthy.

However, the Keeper, being programmed with a limited set of personality features and an overwhelming need to protect both his people and the planet, kept them in stasis long after the planet had recovered, for fear they would cause another disaster. It took a visit from SG-1 to inform the natives of their planet's current status and help them leave their VR pods. The SGC left them supplies upon their exit from the pods, in order to help them through the next year while they reestablished themselves. An ongoing friendship has since developed, and SGC research teams investigating their technology now make frequent visits to the planet.

Notable Features

Virtual Reality Pods

The virtual reality (VR) pods appear to be large chairs with tentacle-like appendages that plug into the subject's temples, spinal cord, stomach, and nervous system. The pods sustain the occupants' life while keeping them subsumed in a VR environment. It is in effect suspended animation, retarding the aging process and leaving no physical side effects. The VR environment exists in order to keep the occupant's mind healthy while suspended. All senses are engaged, creating a completely convincing artificial world which cannot be differentiated from the real one. The occupants' own experiences, memories, and imagination are used to simulate any reality possible. Portals within the simulation, marked with a whirlwind symbol, display exits from the VR environment. Going through them allows the subject to leave the VR pod.

Goa'uld and Jaffa, and those who have been previously blended with a Goa'uld, are resistant to the VR technology to a certain extent. The computers cannot access the contents of their minds for use as "software," but they can still participate in the VR environment and experience it along with others. It is also possible to simply observe the VR scenarios unfolding without participating. The Keeper himself controls these functions.

The Keeper is the artificial intelligence put in place to monitor the VR environment. Based on the creator of the technology, he has a rigid and rather limited personality. With little psychological knowledge of humans, he (and the games' programming) zeroes in on those memories which a person may have replayed most often, assuming the participant wants to replay them again. This is usually not the case, since in humans, these memories may often be painful. He has no understanding of the emotional pain caused by continued frustration or reviewing of past tragedies. Those who deal with him must be extremely firm and focused in selecting a scenario prior to entering the VR environment; otherwise, the default programming becomes unpleasant and difficult to escape.

Some SGC personnel have used the VR pods to good effect as training simulators and as mission briefing tools, and a team of specialists regularly visits the planet, hoping to discover the technology behind the pods' suspended animation qualities. Most of the planet's occupant were not involved in the building of the VR environment, and thus cannot assist in this analysis. Still, the extended applications of the technology have interesting implications for deep-space travel and computer modeling.

Land of Light

Terrain

The Stargate stands on the "dark" side of the planet, inside an evergreen forest within a mountainous region. The area receives minimal light year-round. Approximately 25 miles to the east, the forest begins to thin into meadowland along the terminator of the planet. The main capital city lies some 10 miles farther east, along the foothills of the major mountain range. Beyond the mountains, the terrain falls away into deadly and uninhabitable deserts, and beyond the forests, tundra slowly encroaches until permanent ice fields appear.

Brief History

The inhabitants of the Land of Light are the remnants of a Minoan culture brought here long ago by the Goa'uld. Most of their highly developed arts, architecture, and government match the history of the Minoans, although their technology remains at mid-Bronze Age levels. Culturally, they have no gender bias; men and women share equal status and leaders from both sexes govern their people on a popularly elected council. Their planet appears to have

been abandoned by the Goa'uld, whom they knew as the Ilk'sha (gods of the underworld). There has been no contact with their "gods" in more than a generation. It is possible, given the development of the Broca Virus that the planet served as an ongoing Goa'uld medical experiment in the past *(see below)*. However, with the eradication of the virus by the SGC, the people of the Land of Light have become Earth's allies, and one of the first places where refugees from other worlds are placed if they have nowhere else to go. Both Teal'c's family and the Tollan were offered asylum there by the ruling body.

Notable Features

Permanent Terminator

The planet has a permanent, fixed terminator, inspiring the inhabitants' designations "Land of Light" and "Land of the Dark." Life can only thrive for about 100 miles in either direction of the meridian; beyond that, the temperature variations render any vegetable or animal life impossible. It is believed that the Goa'uld terraformed the terminator zone, since it would have been extraordinarily difficult for life to develop spontaneously under such conditions. With some variations for seasons and planetary instability, the fertile zone maintains a fairly constant equilibrium, with nearly constant daylight on one side, and near-total dark on the other.

Broca Divide Virus

Until recently, the population suffered from recurrent attacks of a parasitic virus which regressed its victims to near-animals. Upon exposure to the virus, the infected ("Touched") would develop Neanderthal qualities, including high violence, lowered intelligence, and animalistic physical traits such as an exaggerated brow ridge and hair growth. This histolytic disease fed on both histamine in the patient's system and various neuro-transmitters, while raising testosterone levels to extreme heights.

Most of the natives consumed local plants that rendered the virus ineffective and lowered their histamine level, starving out the virus. But if a person's histamine level rose and they contracted the disease, they were considered a threat to the general population and abandoned to the "Dark" side of the planet. An entire sub-community of primitive Stone Age humans evolved on the "Dark" side, living a savage tribal existence. When members of the SGC contracted the virus, the program's medical branch learned that high quantities of sedatives would knock back the symptoms, and that mega-doses of antihistamines would prevent and reverse infection. They treated members of the native population with this regimen, allowing the "Touched" to recover. It is possible that some "Touched" escaped that initial sweep, however, and are still roaming within the forest of the Dark side.

All SGC personnel must take the prescribed doses of antihistamines before visiting the planet, and exercise extreme caution upon disembarking from the Stargate. Stargate teams are instructed to render medical aid to any members of the population afflicted with the disease.

Nem's World

Terrain

One of three moons orbiting a gas giant, Nem's World has scattered low-level volcanic activity across the planet. The Stargate lies within a desert region, with geysers and small gas pockets across the surface. An inland salt-water sea lies approximately one mile north of the Stargate. Volcanic activity breaks up most of the surface area of the moon, and consistently violent volcano activity occurs approximately 600 miles west of the Stargate (according to MALP readings). There are at least a dozen salt-water seas comprising approximately 30% of the moon's surface. The land areas are not inhabited due to both the volcanic activity and thin atmosphere. Beneath the seas, however, several alien cities may be in place. The SGC has deferred further investigation until better diplomatic relations can be established with the Ohnes, the natives of the moon.

Brief History

Some members of the native amphibious species – Ohnes – visited Earth during Goa'uld occupation, and are thus previously familiar with humans. One of them – Omoroca, who became the basis of a mythic Babylonian goddess – tried to interfere in the System Lords' enslavement of humans. The Goa'uld killed her, but her fate was not reported back to her people for thousands of years. The SGC uncovered her fate and passed on word to her mate. Though the Earth's current status as a non-Goa'uld occupied world, he declined further contact, and no other specimens of his race have yet been encountered despite sporadic attempts to open lines of communication between them and the SGC.

The Ohnes' technology is well in advance of Earth's, comparable to that of the Asgard. Based around what appears to be water-based energy, it utilizes stone, glass, and plastic in its designs – anything which can be easily worked outside of an air-based atmosphere. Their architecture favors curves and low lights, with water further used as both decoration and energy source. They can manipulate force fields and water pressure such that they can pass from an enclosed air environment underwater, with no change in water pressure, directly into an outside water ecosystem.

The Ohnes are very long-lived; Nem, the mate of Omoroca, is over 4,000 years old. The SGC has inferred most of its knowledge of the species from SG-1's single encounter with him. They read ancient Akkadian cuneiform, intensely dislike the Goa'uld, and may require periods of time submerged in water to live. In appearance, they possess the basic hominid form, but with very fish-like aspects: webbed fingers, three pairs of nasal slits for breathing air, and several neck gills for breathing water. Their eyes are pale, almost colorless, and adapted for seeing underwater; their facial structure is similar to other aquatic species, with spines at the ears, and fin-like extrusions on the face. They swim and walk under water easily, manipulating their buoyancy for maximum effectiveness. Some of them apparently mate for life, and form attachments very similar to humans.

Notable Features

The Ohnes have a perimeter alarm set up on the Stargate. They immediately note all incursions, and usually send out a representative to meet incoming SGC personnel. They also have the technology to implant false memories and extract long-buried ones, using a laser-based device which acts directly on the brain. The memory implantation process leaves traces on MRIs, with a small dark spot in a portion of the brain. It also leaves behind several external symptoms, including headaches, flashbacks, and (if the false memories contrast strongly enough with the true) a divided sense of reality. The technology is not perfect and can be circumvented with hypnosis techniques and concentration. By comparison, the use of the technology for the extraction of buried memories is extremely painful and sometimes life-threatening, but highly effective.

The SGC welcomes any information on the Ohnes memory technology or water-based energy sources, as well as their manipulation of force fields. At this time, however, Earth has nothing to offer the Ohnes in return, aside from an alliance against the Goa'uld. This may help explain why the species is, as yet, unwilling to contact us.

Spirits' World

Terrain

The Stargate of this world stands in the midst of a mountainous evergreen forest, similar to the Canadian Rockies of North America. Nearby rivers feed into an ocean approximately 800 miles to the west, with the continent gradually changing from evergreen to deciduous forest. The planet has limited polar ice caps and few desert regions, and contains a saltwater ocean covering approximately 35% of the surface. It possesses no industrialized cities or habitats, but there are several permanent encampments used by the local population, although some are left empty depending on the season. The weather tends to be mild, and the native and transplanted animal species thrive in relative harmony.

Brief History

The planets' human history begins with the capture of several tribes of Native Americans, the Salish, whom the Goa'uld transported there to be used as slave labor. However, unknown to the Goa'uld, another sentient species already inhabited the planet, one whose natural technology more than matched the parasitic despots. Assuming the forms of the humans' animal spirit guides, the "Spirits" defeated the Goa'uld and freed the humans from slavery. They continued to embody the spirit guides after the Goa'uld were defeated. The Spirits worried that if the Salish knew their true form, they would fear and possibly hunt them, and they would be forced to destroy the humans in self-defense. They maintained the forms of the spirit guides whenever they were in the humans' presence, and a mutual friendship soon formed between the two peoples.

The arrival of the SGC several years ago brought trouble. A conflict over mining rights and the SGC's orders to obtain the planet's supply of trinium by "whatever means necessary" led to the Spirits revealing their true forms. Despite the aliens' fears, the Salish were fascinated by the true nature of their benefactors, and their friendship grew stronger than ever. Unfortunately, the SGC's attempted duplicity did not sit well with the Spirits, who debated burying the Stargate rather than risk further incursions from Earth. The curiosity of the Salish has kept it open, however. They wish to know more about their ancestors and relations, and despite their technological limitation, are interested in learning about alien species in the galaxy. The SGC has reopened diplomatic negotiations for further mining rights on the planet, this time with the needs of both the Salish and the Spirits in mind. They also wish to learn more about the technology the Spirits used to defeat the Goa'uld, though it may take some time to overcome the Spirits' lingering suspicions.

Notable Features

Trinium

This world is a natural source of trinium, an extremely dense but workable metal which is useful in spaceship production and naquadah reactor design. Originally, the SGC began mining operations under the belief that the world was uninhabited. A representative of the Salish requested that the direct blasting and mining cease. Due to safety concerns, this request could not be immediately met, which brought about conflict with the Spirits. While the dispute was resolved, trinium is not being mined on the planet at this time. Small quantities of the mineral (or "key" as the natives call it) are usually released from the mountain by the Spirits through unspecified means, allowed to float downstream, and purified by natural leaching until the material is hard enough to work into a useful form. Trinium is hard enough after forging to pass through bullet-proof glass with little decrease in velocity. The Salish use it in all aspects of their daily life, building houses, weapons, art, and ornaments out of trinium and natural wood.

Spirits

The endemic "aliens" native to the planet are shape-changers. In their natural form, they closely resemble humans, save for the three pairs of slanting nasal slits that dominate their faces. They have the ability to perform a full physical transformation of their bodies from their natural hominid form to much smaller forms such as animals and birds. Theoretically, this can only be accomplished with energy to matter conversion, which the SGC believes that they channel through the silver robes they wear. They retain their normal intelligence when in animal form, and certain physical mannerisms remain the same no matter what shape they take.

The Spirits are also capable of transporting people to a dimensional non-space. Usually the Spirit triggers this transportation with a two-handed "hammer" gesture, but it is clearly not necessary: the Spirit T'Kya performed the same operation while in wolf form. After a flash of light, the person vanishes, and cannot be retrieved without the cooperation of one of the Spirits. While in the non-space, no

time passes, and the victim is unaware of any sensations or thoughts. The Spirits are vulnerable to conventional weapons in both their forms. The spirits are fiercely protective of the transplanted tribe, and will protect them from all perceived threats.

Salish

The Salish of PXY-877 are related to the Coastal Salish who lived along the Pacific Northwest coast in the late 1500's and 1600's. They follow most of their ancestors' traditional ways, with some variations for their new environment and relationship with their planetary hosts. The tribes live a migratory existence, moving with the seasons and leaving their longhouses to follow game farther south during the later part of the year. The Salish see spirits in everything; rocks, trees, animals, wind, and natural forces. They are also deeply concerned with maintaining the harmony of their environment, and their refusal to allow traditional mining practices on the planet typifies their reverence for their natural surroundings.

SG teams visiting the planet are instructed to deal with both the Salish and the Spirits, in order to avoid needless conflict.

Winter Domes Planet

Terrain

The Stargate stands within the main governmental facilities of planet, under strict military control inside their capital city. In fact, this is the only city on the planet, a massive domed megapolis built to shelter the population through a lengthy ice age. Inside the city, skyscrapers, parks, greenhouses and a well-planned urban environment rise to the edge of the dome. Outside the city limits, ice fields and snow stretch on for the majority of the planet's surface, with small bands of tundra, unfrozen ocean, and conifer forest near the equator. Venturing outside can be deadly, as temperatures range from -15° during the day to -35° at night.

A dozen or so levels beneath the city are devoted to industrial energy production – including a massive worker task force which has been kept largely ignorant of the advances their labors have bought the other citizens above. This portion of the population is effectively enslaved, restricted to their sections, assigned duties with little chance of advancement, and forced to live a communal lifestyle with little privacy and no luxuries. Workers live in dormitories, labor under long work shifts, and receive rationed food of a dull and unappetizing consistency. Electric lights are in use during work hours, but they shut down at night, leaving small enclosed fires as the only source of light. The workers mine coal and other fossil fuels for use in steam generators and massive electrical turbines.

Brief History

Approximately two generations ago, the dome of the city was completed in an effort to save the planet's populace from the impending ice age. Due to energy shortages and food shortages, however, the city's leaders feared that the population would die of starvation and cold even with the protection of the enclosure. They implemented massive rationing and required work production, allowing the conservation of resources for the first decade which saved the community from the worst economic and resource stresses. However, stricter measures were still required in order to increase production and continue building the city. Riots resulted, and in desperation, the government approved the mind-wiping of troublemakers in order to control the population.

This memory "stamp" consisted of imprinting a new neural pattern on the brain, one with a slightly different, more compliant personality, as well as repressing memories of any life prior to the stamp. Once subjected to this process, the victim was then set to work in the industrialized sector. Occasionally, bouts of "night sickness" – returning memories – would occur; individuals who began to recover from the process would be isolated and re-stamped.

This system proved extremely successful, resulting in a docile group of ready workers to help expand the city. The system lasted for another four decades until SG-1 visited the planet and discovered what was going on. Refusing to open trade negotiations with a government that oppressed its own people, the members of the SGC openly criticized the ruling classes.

In retaliation – and in hopes of concealing their secrets – the government seized the team and submitted them to the memory stamping process. However, it proved less than successful on the team's Jaffa; Teal'c began to recover after a few weeks, and the other members of SG-1 eventually threw off their conditioning as well. Eventually, the truth came out, and SG-1 staged a minor coup, revealing the truth of the city to the worker class. Anyone who wished to leave the planet was invited to do so and entered into the SGC's refugee relocation program.

Since that time, the city has seen much civil unrest, with an underground movement started to free the entire worker class and disallow the "memory-stamping" process. The SGC maintains the refugee program for anyone who wishes to leave the Dome, but as the conflict escalates, the number of applicants slowly drops.

Notable Features

The planet's natives have very advanced metallurgical and chemical processes about which the SGC would like more information. Any scientists leaving the planet are to be debriefed by the SGC and traveling teams are instructed to request their help with research in those areas.

Alien Species

The worlds of the Stargate network are populated by a vast and diverse collection of species, many benevolent and eager for the opportunity to meet with other like-minded beings. In the course of *Stargate SG-1* a great number of these worlds and their inhabitants have been introduced to us, each playing a key role in the SGC's growing understanding of the universe. Several such species are included in this section, providing information as to their culture, history, mannerisms, and place within a *Stargate SG-1* campaign. Rules for creating characters of these species may be found in subsequent chapters, starting with Chapter 5.

The Asgard

Description

The Asgard resemble the classic "Roswell Grays;" indeed, they admit they may have been responsible for that first alien sighting in 1948. Averaging about four feet in height, they possess the basic hominid structure, with thin arms and legs, long fingers, large skulls, and no discernible gender differences. Their facial characteristics include large, black, pupilless eyes, nasal slits, small ears, and a small, lipless mouth with tiny teeth. To those outside their species, most Asgard are barely distinguishable from each other, recognizable only by slight differences in skin tone, height and facial arrangements.

Physically, most Asgard are not a threat to other species which they may encounter, being smaller and more fragile than average. However, they are extremely intelligent and possess great mental stamina, including some mental abilities which are unique to their species. The Asgard are highly skilled in handling information and transmitting it to other species directly, probably due to their exposure to the Ancients' technology. They possess considerable data manipulation skills, and their brains are capable of making complex equations at which a human mind would boggle. They also possess a formidable willpower, and can resist most forms of torture and interrogation. Their mental strength more than compensates for their lack of physical abilities.

Nature

The Asgard are a benevolent, highly-advanced species, well-disposed toward Earth's interests. They are approximately one thousand to two thousand years more technologically advanced than Earth, and several hundred years ahead of the Goa'uld. Their society is run as an interplanetary democracy, and they have colonized several dozen planets in their home galaxy. They act to protect humans and other less developed species from Goa'uld depredations when they come in contact with them, but their extreme distance from the Milky Way galaxy (and the System Lords' and Earth's home systems) limit their ability to intervene on a regular basis.

By nature, they are a cautious but even-tempered species with a sense of humor similar to that of most humans. They loathe to take risks, preferring to confront their enemies when they hold a decisive advantage, and they sometimes struggle to think creatively or conceive of original ideas. However, they can be brave and self-sacrificing when the situation requires it, and remain highly loyal to their friends and allies.

Homeworld

The Asgard homeworld of Halla is a highly developed, temperate G-class planet located outside of the Milky Way galaxy and requiring an additional "distance" chevron for the Earth Stargate to reach them. Halla consists of 40% salt-water ocean and 60% land mass, which has been thoroughly subdivided into urban development, agriculture, or specially preserved wildernesses. Approximately 30% of the oceans have been reserved for food production. There are no uncharted territories on either land or sea, and the planet lacks extremes of temperature, except near the poles. The division of resources is highly orderly and scientifically based, with most fuel sources based on clean fusion. Several artificial satellites and constructed cities orbit Halla, and most of their colonies follow the same model in physical development.

Asgard

Halla has very little pollution, no famine, and little social strife – however, their society stands on the brink of total technological breakdown, due to the recent actions of the Replicator species. The Replicators, who consume metal, silicon, and other elements to build up their own structures, have devastated Halla and outlying worlds through repeated attacks, and have used and upgraded the Asgard technology for their own uses. With power, living structures, and food production facilities all compromised, Halla and the Asgard colonies are facing system-wide famine and death if the Replicators cannot be stopped. *See the sidebars on the next pages for more on the Replicators.*

History

As a race, the Asgard have a long history of peaceful development and interaction with other species. By nature and virtue of their isolation, they encountered no hostile aliens until their own technology had outstripped that of their nearest neighbors. When they attained space flight, the first species they encountered were the Ancients, who took a helpful interest in them, and assisted in the develop-

ment of several planets. Their experiences with the Ancients shaped their own interaction with species of lower technology and cultural sophistication.

At some point in Earth's far past, the Asgard visited northern Europe, using their concealment technology so that they appeared human. The locals mistook them for gods, not unlike the Goa'uld, and records indicate that they may have fought against the Goa'uld on Earth (which likely contributed to the System Lords' decision to leave Earth alone after the initial rebellion in Egypt). Regardless, the ancient Norse – as well as several transported human populations scattered across the galaxy – regarded the Asgard as benevolent, helpful gods.

Several thousand years ago, they served as founding members of the treaty of Heliopolis, along with the Nox, Furlings, and Ancients. The records left at Heliopolis ("Place of Our Meeting") included the basis of a universal language based on the chemical elements of the universe, and a history of the species which participated in the treaty. After a hundred years of cordial relations, the four races established their treaty of friendship, along with the basic guidelines for their treatment of less socially and technologically advanced species. This treaty of mutual support is still in effect between the Asgard and the Nox, the only two remaining members still extant in this galaxy. (Sightings of the Ancients have been sporadic for the last thousand years, and no one has seen the Furlings in many centuries.)

In addition, the Asgard developed and enforced a second treaty, the Protected Planets Treaty, with the Goa'uld. Under this agreement, certain planets are considered "off-limits" to Goa'uld encroachment. Goa'uld who attempt to use the Stargates found on those planets face immediate punitive action from the Asgard. Typically, the encroaching Goa'uld is teleported to a remote, enclosed location, where its technology is rendered useless (usually by a localized energy field which overloads their naquadah-based weapons and tools). They receive the bare minimum of food and water, and are given the choice of staying in their prison, or leaving through a Goa'uld-removal device. The device generates a focused radiation field that homes in on the Goa'uld DNA, killing the parasite and freeing the host. On the few occasions when the Goa'uld attempted a direct invasion of a protected planet, the Asgard arrived as soon as they detected the transgression and summarily annihilated any Goa'uld forces in the system.

Originally, this treaty took effect following a long and bloody intersystem war with the Goa'uld, which resulted in severe casualties for the System Lords and great loss of life among enslaved populations, but little damage to the Asgard resources or population. One Asgard ship is an easy match for five Goa'uld ha'tak vessels, and their fleet has, in the past, been much more extensive than any single System Lord's. The System Lords' constant infighting and civil war has been as helpful in enforcing the Protected Planets Treaty as the threat of Asgard retaliation. While the Asgard would face considerable difficulty if the Goa'uld ever presented a united front, the parasites' basic distrust and greed have kept this potential threat in check.

ALLIANCE WITH EARTH

A recent new addendum to the treaty added Earth to the list of protected planets, although without installing a Goa'uld removal device or other protective measures. In return for the System Lords' promise to leave Earth untouched, the Asgard gave up certain corridors of space which had been previously disputed, allowing the System Lords more freedom of movement to expand their empire. The Goa'uld also wished Earth to give up its Stargate, but disputes during the course of the diplomatic process prevented them from pressing the issue. However, they explicitly state that any member of an Earth exploratory or military entity found off-planet within Goa'uld controlled space would receive no mercy. The Treaty does not protect against attacks from rogue Goa'uld either, since certain rogue System Lords declined to be included in the pact. The Goa'uld also stated that they wished to keep Earth at its current level of technology, and not allow it to develop any further. The Asgard did not support this rider, and it was ultimately eliminated.

Ironically, despite their intense antipathy towards the Goa'uld, the Asgard have passively supported Goa'uld goals on some occasions. They maintain a strict "hands off" policy in regard to the native populations they protect, which also defines their diplomatic stance towards modern-day Earth. They will not contact a given population directly

ASGARD SHIP

until it can pass certain relevant cultural, social and mathematical tests (often left in markers such as the "Hall of Might" on Cimmeria). They do not dictate the laws or workings of a protected culture or ask for any returns as the Goa'uld do, and are loath to interfere – even if lives are at stake – if they believe that doing so will harm the development of the society as a whole. Because of this the Asgard have never willingly shared any of their advanced technology with the SGC. They believe, due to Earth's division into so many nations, factions, and ethnic groups that any technology they impart would inevitably be used against another country – either in warfare, or as a basis for gaining a technological advantage. They refuse to take any action which could have a negative impact on Earth's continued development.

Replicators

Originally constructed as toys by an android known as Reese, this species has gone on to devastate major portions of their native galaxy, and make significant inroads into others.

When Reese was discovered on her abandoned home planet, she was completely non-responsive. The SGC took her back to Earth and "awakened" her from stasis after a little effort. Reese's artificial brain was almost as complex as a human's, with a similar number of connections. However, she apparently never achieved full adult sentience, and remained stuck at a level of child-like interaction, unable to comprehend the full repercussions of her actions or control her synthetic emotional responses. Curious, easily distracted, affectionate and impatient, Reese appeared to be about the mental age of a ten-year-old. She used internal nanobots for self-repair, but when applied to materials she came in contact with she could form Replicators and control them via electronic transmissions.

When confronted with facts or situations which she didn't like or want to accept, Reese displayed emotional outbursts and tendencies toward violence. During her time at the SGC, she finally revealed that when the people on her planet tried to shut her down and destroy the Replicators she told her toys to make more of themselves and how to defend themselves and her as well. She eventually lost control of them and they destroyed her world. After her creator was killed and the population eradicated, Reese put herself into stasis out of a combination of grief and loneliness.

Reese had a signal connection to her "toys," and knew when they were attacked or destroyed. This connection allowed her to control them up to a point; but since her own emotional state was so unstable the Replicators often followed her unstated wishes and struck out randomly at perceived threats. She attempted to take over the computer system and leave through the Stargate, but the SGC forcibly prevented her departure and managed to disconnect her. Without her signals the Replicators she created fell to pieces around her. Her remains were given to the Asgard for study, in hopes of finding a way to destroy the Replicator threat.

Genetic Breakdown

Next to the immediate threat of the Replicators, the most serious problem facing the Asgard is the continuing genetic collapse of their species, and a severe decline in their population over the last several thousand years. The Asgard must rely on artificial reproduction to replenish their population, and their collective store of genetic material has degenerated to the point where continual cloning is now the only effective means available. Their own individual genetic codes have lost the ability to produce children through sexual reproduction, as was the case in the past. Their scientists work feverishly to restore such ancient traits by using grafts of genetic material found in the remains of a recently discovered ancestor. These efforts may be the species' last hope.

The Asgards' slow genetic breakdown results from continual genetic tinkering done thousands of years ago. Their efforts to eradicate genetic diseases, inherited birth defects, and perceived undesirable traits accidentally resulted in the cumulative alteration of genomes necessary for reproduction. By the time they realized the damage, several generations had already gone by and the entire population was affected. Even then, they might have reversed the condition if a world-wide epidemic had not swept through their system before all of the variables were isolated. "Barion's Syndrome," as the plague was known, wiped out 60% of the Asgard population within a generation. Over 75% of the survivors were rendered effectively sterile with accompanying cellular degeneration. The remaining Asgard – 10% of the original number – did not have the required genetic diversity to reverse the trend away from genetic breakdown.

As a stopgap measure, the Asgard adopted highly-specialized cloning as a means of reproduction. Asgard science avoided most mistakes of continual cloning, and their success rate ran near 100% for each embryo constructed. For a time, it seemed to have saved the species. However, after over 1,000 years without new genetic material, two problems developed: the deterioration of the original genetic material (which led to the discontinuation of cloning from the first generation's DNA some 300 years ago) and the unavoidable difficulty of cellular mutation with each following generation. With each successive "copy," small flaws and unfixable errors crept in, bringing about new diseases and syndromes that needed to be treated. Without sexual reproduction, these flaws were not canceled out or balanced by new, possibly beneficial mutations. Asgard medicine is among the most advanced in the galaxy, but the only real cure for these diseases would have been to supplement their genetic diversity, which they did not believe was possible.

Just prior to the planetary catastrophe which altered the Asgard DNA, a small contingent set out to colonize far planets. Recently, the remains of one of those travelers – unaltered by previous genetic tampering – was found in stasis. The Asgard hope that careful grafting and genetic donation from this individual will allow them to reverse the worst effects of their genetic breakdown, and lead them back to the ability to reproduce through sexual means.

In addition to the direct physical problems, without the addition of new ideas or new individuals to engender them, Asgard thinking and culture began to atrophy. While their technology remained at a high level, and their society's laws and culture did not deteriorate, the species has made few new advances over the last 1,000 years. It was as if their development, although very advanced, simply stalled. The SGC found a relatively simple solution for dealing with the Replicators – direct physical attack, coupled with the destruction of their smallest components – but it had never occurred to the Asgard, despite their admitted brilliance and higher level of technology. They live in peace because they all share the same tolerant viewpoint, and are very similar in mentality and temperament. While this can lead to little conflict, it does not promote new ideas or adaptability. The Asgard have, in the past, referred to those of

Earth as "young" but they have also praised humanity's flexibility and original approaches to problems which have stymied them.

Culture

The Asgard possess a uniform culture across its many planets, due in part to the aforementioned genetic drift and also due to the constant communications between planets, which guarantee the dissemination of new ideas quickly. On the whole, their culture is merit-based, with achievements rewarded by greater recognition and opportunities for advancement. As a democracy, they hold that each individual has valid ideas, but they hold those of greater intelligence and ability in higher esteem. They typically share resources fairly equally as circumstances allow it. Those doing work regarded as vital to the community received favored status during the few periods of shortages.

The Asgard military operates under the command of their civilian government, and military service is mandatory for one decade after adulthood is reached. Until recently, however, they regarded this more in light of community service than a personal risk or sacrifice. With the advance of the Replicators, they put a priority on the resolution of the invasion, with attending status accorded to those in military positions. Thor, Supreme Commander of the Asgard Fleet, rose to prominence after several engagements with the Goa'uld; he demonstrated a knack for applying weapons research advances which he subsequently used against the Replicators with some success.

As humans understand it, the Asgard embrace a belief system that cannot be called an actual religion, but rather an ethical and philosophical stance vaguely similar to that of Taoism. Their attitudes have been strongly influenced by their contact with the Ancients, who reportedly were once corporeal beings who "Ascended" to a higher plane of consciousness after sufficient mental evolution and philosophical effort. Believing that all life forms are connected on some level, and that all pain and physical suffering must be transcended, as well as in the universality of the consequences of their actions, the Asgard have long refrained from aggressive actions toward other species and each other. To other species, their attitude seems passive, but it should not be mistaken for weakness or inability to act.

The Asgard don't regard personal property as highly as they do personal achievement. The government owns all food production centers and wilderness areas, in order to provided necessary resources to the population. Homes and transportation may be personally owned, but are rarely status symbols, and "luxury" items usually tend to be limited to the newest piece of technology, which is usually only a luxury for a short period of time. Families may "own" structures and small properties which pass down to the next generation, but individual inheritance is rare, and usually restricted to families with only one child. Politically, the Asgard treat their government as a limited democratically elected republic, with a high level of direct public input on recurring issues. Political parties tend to be small and only form around key issues, such as stronger support for the military over medical research. However, since the Asgard take a holistic approach to most issues, the amount of political infighting is also very limited, and usually centers more on questions of timing or allocation of resources than an actual debate over issues. The Asgard do not have a hive mind or a shared consciousness, but their individual attitudes are so remarkably similar that some species mistake them for a collective consciousness.

Replicators [Continued]

The Replicators, as a species, have obliterated their home system and every planetary system with which they have come in contact since their creation. Their overriding motives are to consume resources, reproduce, and find more advanced technology to assimilate and use to upgrade their own systems.

Replicators come in all sizes, but the basic forms average about one to three feet in diameter, with four to six legs/arms. They spray an extremely strong acid in order to break down materials and re-form them. When attacking more complex computer systems or advanced technology, hundreds or thousands may combine into larger constructions which allow swifter access to information. Replicators can be destroyed by reducing them to their component blocks, either by explosive impacts or applied kinetic force. Electronic, radiation, or fuel-based attacks only give them more energy. The smallest particles of Replicators exert magnetic forces on each other, drawing enough together to form a fully functioning Replicator which can build others, or consume resources.

Replicators will ignore individuals unless they seem to be a threat, in some cases crawling over them to reach resources or technology without harm. However, when threatened, a wave of Replicators may come to the aid of one in need and their acid and consumption capabilities can kill organic life. Their priorities center on the capture of new technology, reproduction, and self-preservation at all costs.

Science and Arts

The Asgard value science and technology very highly, and put a strong emphasis upon rational thinking. They also value the "big picture," considering all effects of a particular action as influenced both by their disastrous history in genetic engineering, and their philosophical stance. However, this does not mean that they have no interest in the arts; while their aesthetic sense differs significantly from that of humans, they do enjoy creating living areas which reflect and promote a sense of peace and the serenity. Clean lines, open spaces, and highly refined materials are usually present in any Asgard structure. Their literature appears stark and overly factual when compared with other species, but often includes irony and a unique sense of humor. While by and large they do not favor ornamentation or clothing in their day-to-day lives – function trumps form in most circumstances – they do enjoy "dressing up" for ceremonial occasions and celebrations. Robes and jewelry are usually only worn on the most important occasions; even meetings with the heads of state of other species does not inspire the urge. Together with their phys-

ical similarities, their bent toward avoiding unnecessary accessories makes it very difficult for other species to differentiate between individuals. Naturally, the Asgard require few outward markers in order to recognize each other.

Their society reflects a high degree of structure; while they appreciate and value wilderness, they do not live in it, being more comfortable in moderated environments. Their food, furniture, and technology all reflect a conformed taste and sensibility. While they are not known for peer pressure, most Asgard have a very limited range of personal likes and dislikes, and tend to conform to the dominant trend within their society. However, when meeting new species, they are always very curious about the ways of the "other," and will occasionally adopt aspects of a new culture which they find useful or pleasant.

Family Life

Over the last thousand years Asgard family life has changed to accommodate their ongoing genetic difficulties. Originally, the basic family unit was based on a male and female, who would bond and begin a family while living with the female's extended family for financial and emotional support. Each couple commonly had one to two children which kept the population stable.

With the decline in the birth rate and subsequent complete dependence on cloning for children, a shift in the family structure occurred. Now, three to four adult Asgard of a common age will usually form a "family" and make decisions as a unit, applying for permission to raise Asgard children after several decades establishing a stable home environment. The emotional bonds between the adults in a family varies (many resemble groups of siblings more than romantic couples), but the only legal bond involves registration if they wish to serve as parents to immature Asgard.

Asgard children are very carefully created in government-approved labs, grown in-vitro, and then cared for during infancy in specially overseen crèches, usually with one care-taking adult for two to three children. At the age of three – just at the onset of childhood, – the child goes an Asgard family, who will care for it as their own. There is often, but not always, a genetic connection between these children and their adoptive family. They might be a clone of one of the adults, but are usually more indirectly connected, as either a clone of a genetic relative, or several generations removed from the core DNA. This diffuse genetic relationship promotes a sense that all children are related to (and precious to) the adults, with an attendant level of concern for their development. Crime and violence among the Asgard is rare, either because of their fundamental nature or their extremely attentive child-rearing practices.

The childhood period of the Asgard is relatively long, and spent primarily in acquiring as much knowledge as possible. Asgard children "play" but their games tend to be rarefied intellectual exercises (though they enjoy them as a human child enjoys his own games). Asgard children are noticeably more mischievous than adults, and enjoy creating their own games and toys. Asgard adolescence tends to be much gentler and less traumatic than humanity's, lasting longer, but developing more gradually, with fewer hormonal spikes. It is not uncommon for Asgard adolescents to spend the majority of their two decades before full adulthood in traveling through the Asgard system, before deciding on their chosen life career and the Asgard colony which they will eventually settle on.

The average life-span of an Asgard is a four hundred human years; the majority die of various endocrine and genetic disorders. With some exceptions, most Asgard only begin to deteriorate in the last half of their fourth century. After their thirty-fifth year, they are considered legal adults, and most Asgard work and contribute to their society until their health forces them into retirement. The average Asgard forms a family after completing its first century, and most establish bonds that last throughout their lifetime.

"YOU HAVE ALREADY TAKEN THE FIRST STEPS TOWARDS BECOMING THE FIFTH RACE." –THOR

Technology

As stated earlier, Asgard technology is approximately 1,000 years ahead of Earth's, and 500 years ahead of the Goa'uld. It remains quite static, however, with few major advances made in the last millennia. They are constantly refining their technology with better materials and cleaner fuel sources, but they admit that they have not made any substantial "leaps forward" in several generations.

Most of their energy sources stem from naquadah fusion reactors, which power their motherships, and hyperspace drives. Fortunately, they have constant dependable sources of naquadah within their home systems,and do not require more from outside sources. Asgard motherships are also impervious to most Goa'uld weaponry, due to their advanced construction and well-designed force fields which dissipate the energy weapons with ease. Their most recent flagship, the *O'Neill*, was constructed of a naquadah-trinium-carbon alloy which would have made it the most advanced design in the galaxy. It was unfortunately destroyed in a battle with the Replicators, although plans

Asgard Names

Examples: Aberik, Asbjorn, Hjalmar, Kjell, Sigbjorn, Turgny, Yegard

The Asgard have ties to ancient Norse and Viking cultures – which sprang from the little gray aliens – and their naming practices reflect that. Most of them bear names which Tauri would classify as Nordic: usually quite old and rooted in mythology. Because the Asgard have no gender, there is no division between male and female names (though most seem to bear "male" names as a default.)

are underway for a replacement. All Asgard ships carry advanced cloaking capabilities which leave them undetectable to Earth technology.

The Asgard employ unique transport "beams" for short-range travel that do not require physical transport rings or a pre-determined area. The beam can selectively focus on any living being and transport it over great distances, while leaving nearby beings or items in place – unlike the Goa'uld transport rings, which takes anything within a pre-determined area. Asgard beaming can be activated remotely by pre-programmed devices, and has been adapted to one of their greatest weapons. The Asgard can use it to "dematerialize" structures as large as Goa'uld pyramid ships, and destroy them completely by simply declining to rematerialize them at the end of the beaming cycle.

Like the Nox, the Asgard can activate a Stargate without using a computer or the stationary Dial Home Device. Unlike the Nox, they still require a small, hand-held interface which supplies the necessary energy surge and dials the coordinates. At this time, they have not chosen to share this technology with Earth, but the SGC continues to lobby them for access.

The Asgard have developed the equivalent of universal translators for their language into English and other Earth languages. They have also updated their language database with the latest version of Earth's various tongues, and distributed the information throughout their military structure. While most Asgard do not speak English, they all have access to the databases, so finding an Asgard who can learn human language in a minimal amount of time is rarely difficult. The higher-ranking officers in their military speak fluent English, as do their politicians. They also have computer translation devices which contain all the languages which they have encountered among other species, including humanity's.

Their virtual reality simulators, built for a variety of purposes, are both extremely convincing – creating environments in great detail for all five human senses, as well as innate kinesthetic and balance data – and easily constructed. Information gathered from their "Hall" on Cimmeria shows that entire rooms could be changed within seconds, reconfiguring sight, touch, and sound perceptions with the proper input. They also have a long record of creating convincing holograms to mimic their roles as Norse "gods" and conceal their true appearances. Asgard communications usually center around holographic images which can be transmitted over light-years, if necessary, without a receiving device on the other end. The image beam is two-way; the image of those being communicated with can be beamed back simultaneously through subspace with very little time-lag to the transmission point.

Asgard medical technology is among the most advanced in the galaxy. Though it cannot restore a dying creature to life, it can heal almost any form of injury or disease. In addition, all Asgard ships are equipped with a stasis pod, which allows them to preserve any wounded personnel indefinitely until medical help can be obtained. These pods place the subject in a metabolic shutdown that arrests any damage sustained until they leave its confines.

With technological advantages like these, the Asgard have stayed well ahead of the Goa'uld and similar foes. The SGC hopes that, even if they refuse to share weapons technology, at some point in the future they will be amenable to sharing less volatile knowledge that will assist humanity in their ongoing struggle against the System Lords.

JAFFA

The Jaffa are the loyal warriors and priests of the Goa'uld, essential to the survival of the symbiote species. Specially born and bred to serve as front line shock troops and "living incubators," the Jaffa have been manipulated to believe that the Goa'uld aliens are their gods. In the eyes of the primitive Jaffa the Goa'uld are indeed all powerful, using advanced technology that appears both magical and limitless in its potential. Only a small few suspect the actual truth.

JAFFA

DESCRIPTION

The typical Jaffa male stands over six feet in height and possesses imposing physical abilities. The women are smaller in stature, similar to humans, and equally imposing. The Jaffa display a wide arrange of skin tones and ethnicity: all of them descended thousands of years ago from the Tauri – the birthplace of all human life.

Development of the Jaffa over the years has altered their physiology somewhat, turning them into the servants of the Goa'uld. All Jaffa, male and female, possess an abdominal pouch created just prior to the rite of *Prim'ta* for the insertion of a Goa'uld symbiote. This abdominal pouch forms an 'X' beneath the chest cavity through a layer of thick and deadened skin. The skin pulls back to reveal the pouch inside the Jaffa, suitable for a symbiote to survive. This pouch contains small amounts of a clear, sticky fluid, providing a wet seal against the elements. The walls of the pouch are lined with a thick and sensitive membrane that allows the symbiote to interface with the Jaffa, receiving nourishment absorbed through its epidermal layer.

The insertion of a symbiote destroys the Jaffa's immune system, requiring the symbiote to protect its incubator from injury and disease. If the symbiote is ever removed and not replaced in time the Jaffa will die, rendering the Jaffa utterly dependent upon the Goa'uld for survival. An implanted symbiote does offer several key benefits, howev-

er. The Jaffa becomes immune to most diseases and toxins, and the healing power is so powerful that the Jaffa can purge most poisons without any ill effects. This also allows the Jaffa to heal much faster than normal – nearly three times that of a normal human – and grants the Jaffa near-perfect health. As such, most Jaffa live extremely long lives: unheard of considering the primitive nature of their society.

A Jaffa implanted with a symbiote carries it until it matures, typically for up to seven years. After that the symbiote leaves the Jaffa and must blend with a host. If the Jaffa does not receive a new symbiote within several hours they will die. Most Jaffa carry anywhere from 10 to 15 symbiotes during their lifespan. At some point in a Jaffa's lifetime a symbiote will refuse to enter his pouch, condemning the Jaffa to death.

The "symbiosis" of Jaffa and Goa'uld has existed for thousands of years. The implantation of symbiotes in a Jaffa pouch and their incubation until maturity is in a large part responsible for the near 100% success rate of Goa'uld blendings; without the Jaffa, some 50% of all human-Goa'uld blendings would fail, resulting in the death of symbiote and host alike. In truth the Goa'uld need the Jaffa much more than the Jaffa need the Goa'uld.

The ritual crushing of a symbiote within a Jaffa's abdominal pouch is a horrendously painful means of execution, as the symbiote's toxic blood mixes with that of the Jaffa. Death takes a matter of minutes and leaves no visual signs of violence unless a detailed examination is made.

Shol'va Jaffa

Shol'va means "traitor," denoting the greatest crime that a Jaffa can possibly commit. Those who turn against their gods are so branded in order to quell any possible uprisings. shol'va executions are often public and painful, and the shol'va must often relinquish their false beliefs and heresy and beg forgiveness from their god. A shol'va is stripped of all rights, property, and protection – killing a shol'va carries no penalty. In some cases the family of a shol'va may become outcasts as well, although if the family denounces their relative's words and severs all ties they may eventually reclaim some small measure of status.

Most Jaffa who become shol'va do so because they realize that their god is a fraud. If they see the Goa'uld for what they truly are – and accept it – then they can become fearsome enemies. With their ideals and philosophy betrayed, they will stop at nothing to destroy the imposter whom they once served. Convincing a Jaffa of this is no easy task, however. Only a few are open-minded enough to consider the possibility that the great might and powers of the Goa'uld comes from sufficiently advanced technology rather than divine power.

All Jaffa that aid the Tauri against the Goa'uld in the *Stargate SG-1 Roleplaying Game* are presumed to be shol'va – banished from their homes and worlds in order to fight the false gods. *For details about creating a shol'va Jaffa, see Chapter 5.*

Nature

The Jaffa's dependency upon the Goa'uld keeps them in a state of perpetual slavery. Once implanted with a larval symbiote a Jaffa needs it to live. In addition, the healing powers of the symbiote are partly responsible for the long lives and health of the Jaffa – were the symbiotes suddenly removed the Jaffa lifespan would shorten dramatically, perhaps even resulting in a negative population growth.

A Jaffa implanted with a symbiote differs significantly from a host who has blended with one. A Jaffa cannot directly communicate with a symbiote except in the deepest layers of meditation – *kelno'reem.* There the Jaffa may be able to communicate through visions granted to them by the larval Goa'uld. In most cases these images are disturbing to witness. An implanted symbiote can exert no control over the Jaffa; it is not tied into the Jaffa's nervous system the way blended Goa'uld are. The symbiote only replaces the Jaffa's immune system, and in turn receives nourishment through its pouch, where it resides until it reaches maturity.

When the symbiote is ready to blend with a host, the Jaffa reports to the priests and declares that his Prim'ta is ready. At this point the priests – working closely under the commands of the Goa'uld – present a host for implantation. Such hosts are rarely willing. The symbiote then leaves the Jaffa and implants itself in the host, taking control. After the blending (taking only a few moments), the new Goa'uld may grant a boon to the Jaffa that has served it thus far, allowing the implantation of another larval symbiote (if available). In some cases the Goa'uld may refuse to allow its Jaffa another Prim'ta, instead condemning the Jaffa to a painful death as their immune system fails. Most Goa'uld do this as punishment if Jaffa did not carry out his duties properly, harbored some traitorous thoughts, or unnecessarily jeopardized the life of the symbiote at some point. Most Jaffa receive another Prim'ta, however, and continue to serve their masters faithfully.

Rarely will a symbiote blend with a Jaffa – to do so is beneath the station of the Goa'uld. A symbiote will only blend with a Jaffa in dire circumstances, with the imminent threat of death and no other hosts in the vicinity. For example, on the field of battle if a Jaffa is stranded and the symbiote reaches maturity, the Goa'uld may be forced to blend with the Jaffa to survive. In these cases the blending is usually temporary until the Goa'uld can receive a "proper" host. Afterwards the Jaffa is typically denied another Prim'ta and left to die, unless the Jaffa performed some extraordinary act to keep his symbiote alive.

Spirituality

Nearly all Jaffa possess a rigid spiritual code of behavior taught through the centuries by their priests. Originally dictated by their gods, the Jaffa have expanded on these rituals and rites to define their way of life. Not only is this deep spiritual belief core to their being, but it also helps maintain the purity of their bodies and souls. Such beliefs may sound unusual when considering the implantation of Goa'uld larvae but they help keep the Jaffa strong and functioning.

The cornerstone of this belief is the ritual centering of one's mind, body, and soul in a state of symbiosis – achieving unity and calm. This rite, known as Kelno'reem, is essential to the survival of the Jaffa. Without performing Kelno'reem on a daily basis the Jaffa will become ill and die, even with the assistance of a symbiote. The Kelno'reem rite resembles a meditative posture, requiring the Jaffa to rest and relax, pushing out all external distractions and focusing inward. Here, the Jaffa can attempt to "become one" with their symbiote. The trance also serves to heal and purify the Jaffa's body. With Kelno'reem, the Jaffa need never sleep, and indeed most find it even more refreshing than sleep. While in this state a Jaffa does not dream nor do his thoughts wander – they reach a state of absolute being.

However, the Jaffa must perform Kelno'reem every day or risk falling ill. In most cases, within 24 hours of failing to perform the rite, a Jaffa will become fatigued, dizzy. If they do not engage in the ritual, they will eventually fall unconscious.

A less common but equally dangerous rite is called *M'al Sharran* – the Last Rite. It only takes place in very special situations, when a Jaffa believes he has lost his way. The Rite of M'al Sharran can be used to remind the Jaffa of who they are and restore them to the path of the living. It forces the Jaffa to relive key moments of his life, bringing them closer to death than ever before. In that final moment, just prior to death, the Jaffa chooses his destiny – this choice determines life or death. Those that have successfully undergone M'al Sharran consider it a very enlightening experience, similar to a rebirth.

Jaffa Warriors

Homeworld

The world of Chulak houses the largest concentration of Jaffa. Originally established by the System Lords, Chulak serves as the primary Jaffa breeding world from where the Goa'uld draw their forces. The System Lords strictly control access to Chulak and its people. Goa'uld are free to visit to select hosts for implantation, but no one Goa'uld can claim Chulak as his own. To do so would risk the wrath of the System Lords and, worse, prevention of access to Chulak and its Jaffa. Several System Lords have exercised "exclusive stewardship" for a time, but they would not dare bar other Goa'uld during that time. Even the upstart Apophis allowed the other System Lords access as they pleased.

Not all Jaffa necessarily come from Chulak; the System Lords often breed their own Jaffa in cities and camps on their own worlds. But these populations lack the diversity of those found of Chulak and rarely show any significant population growth. Chulak remains the largest and most stable source of Jaffa slaves available. *(For more details on Chulak see the entry starting on page 69.)*

History and Culture

Jaffa society is based around a caste structure – rigidly formed with clear definitions of right and wrong. Jaffa must serve their gods, serve their people, and answer whatever calling is asked of them. Jaffa culture has few concepts of individuality. Most capable Jaffa join one of the two primary castes: warriors or priests. Those who do not join may be sickly or otherwise unsuited, living only as simple farmers or peasants. These Jaffa will never take a Prim'ta and have short life expectancies.

Warriors

The caste of the warrior is the most common calling that the Jaffa answer. The position holds great prestige in the eyes of most Jaffa and most young Jaffa aspire to become warriors. Those who seek such positions typically train from birth for the opportunity. To become a warrior one must pass several dangerous rites. Failure frequently means that the Jaffa lacks the requisite skill and will likely die during the process.

When a Jaffa reaches approximately the age of twelve they begin the rite of Prim'ta – the journey into manhood and the implantation of a symbiote. Not all Jaffa are necessarily worthy of a Prim'ta and the rite also serves as a selection process to find those who "merit" a symbiote. Failure to gain a Prim'ta does not exclude the Jaffa from ever receiving one, but the rite must be attempted again the next year. If, upon reaching full adulthood, the Jaffa has not passed the rite and received their Prim'ta it is unlikely they will ever receive one beyond that point. Such a Jaffa can still lead a productive life as a warrior; they are simply considered "lesser" warriors. Considering the vast number of Jaffa in service to the Goa'uld and the limited number of symbiotes to go around, most Jaffa are simply warriors with no Prim'ta – they carry no symbiotes. The Goa'uld prefer it this way, reveling in the competition amongst their Jaffa for the right to carry a symbiote. Most front-line troops do not carry a symbiote since the Goa'uld will not risk their progeny in petty combat.

Jaffa that carry a symbiote find it easier to rise within the ranks. By proving themselves in the rite, these Jaffa have already overcome one barrier in their way to greatness. Warriors can also distinguish themselves through skill in arms and battle. Victory over another foe, commitment to the last man in the name of one's god, or some other great service to the System Lords can curry favor. Such Jaffa may become the elite guards of the Goa'uld or perhaps even rise to the rank of First or Second Prime.

These coveted positions serve directly beneath the Goa'uld, commanding all other Jaffa beneath them. They see to the successful completion their gods' orders and report firsthand the results. Failure is rarely accepted and

Jaffa Names

Female: Drey'auc, Frey'auc, Lo'aun, Pris'aun, Shan'auc

Male: Bra'tac, Fro'tak, Moac, Rak'nor, Rya'c, Shak'l, Teal'c, Va'lar

Family Names: Jaffa that belong to a larger tribe may be called by their family names and their place of origin. This form is normally used only in formal ceremonies or in instances where there their identity must not be mistaken. Drey'auc of the Cord'ai Plains and Fro'tak of the High Cliffs are both examples of a formal Jaffa name.

some Goa'uld have a distressing habit of going through large numbers of First Primes. On the other hand, some First Primes become their System Lords' most prized "possessions," valued for their loyalty and skill. A System Lord may confide secrets to his First Prime that no other would know, grant a great boon to the Jaffa and his family, and possibly even demonstrate gratitude once the Jaffa concludes his service. Such rewards are rare considering the Goa'ulds' selfish nature and the dangers the Jaffa must face.

All Jaffa have the symbol of their god tattooed on their foreheads. First or Second Primes possess special tattoos made by carving the symbol in their forehead and pouring molten metal into the wound.

In battle a Jaffa is expected to willingly sacrifice his life in the name of his god. Most do so with the utter belief that their sacrifice will be rewarded in the afterlife. All Jaffa constantly undergo training to better their skills as warriors. Their primary weapon is the staff weapon – a formidable energy blaster that can also be used for close combat. When training the Jaffa use a wooden version of the staff weapon called the *bashaak*. All warriors also learn to use a *zat'nik'tel* gun as well as any other modern technology deemed necessary to their duties. This often includes the Stargate as well.

Most Jaffa warriors are male, although a few females do rise through the ranks. Female warriors do not give, nor expect, any quarter in battle.

Priests

Until recently the caste of the priest commanded as much respect as that of the warrior. The escalation of Goa'uld conflicts and the rise of dissent among the ranks of the Jaffa have called into question their loyalty and the necessity of the priesthood. As their titles imply, the priests see to the religious and spiritual needs of the Jaffa. In the absence of the gods the priests serve as intermediators and ensure reverence among the people. They conduct all public gatherings and rituals in the name of their gods and advise the Jaffa populace on how to best serve their rulers.

Most Jaffa recognize their calling into the ranks of the priests at an early age, studying and praying for a sign of acceptance. This sign usually appears in the rite of the Prim'ta – a rite nearly identical to that found among the warriors. For the priests the rite must include selection by a symbiote as a mark of the god's favor. Thus, all clergy are implanted with a Prim'ta in their pouches.

The priesthood is open to both males and females with no discrimination between the two sexes; a female can rise as high in the ranks as a male.

The largest task of the priests involves the care and administration of the Prim'ta – the larval Goa'uld. Priests carry shipments of larval symbiotes through the Stargate to various holy places, caring for the larvae until such time as a worthy Jaffa can be selected for implantation. The priests consider this their most holy of tasks and see to with the utmost reverence. Unfortunately changes in the Goa'uld have recently limited the role of the priests, reducing the number of larval Prim'ta available and thus restricting their duties.

In addition, priests make regular pilgrimages to the chaapa'ai (Stargate) for prayer, seeking guidance from their gods. Jaffa consider the chaapa'ai the holiest of all relics: the mystical portal through which the gods enter and leave. Jaffa religion places one's specific god supreme above all others, even though they may serve may gods during the course of their lives. By remaining loyal and faithful to one's god they believe they will be assured a place in the afterlife at their god's side.

Finally, the priests administer all holy rites of the Jaffa including the Prim'ta (when larval Goa'uld are available). The murder of a priest is punishable by death, since their words supposedly echo the wishes of their gods. To strike against them is to strike against the Goa'uld.

Outcasts

It is possible for a Jaffa to fall from grace and be branded an outcast. Such outcasts – called *kresh'taa* – hold reduced status within the Jaffa community but are not shunned in the same manner as a shol'va *(see the sidebar on page 94)*. Usually one becomes an outcast by some (relatively) minor crime or by association. The declaration of one as a shol'va can brand an entire family for generations to come, forcing them to live in the kresh'taa encampments or shanty towns away from civilized Jaffa society.

An outcast's life is more difficult than normal Jaffa; they have no luxuries and may not receive any food or assistance from other Jaffa unless granted by their gods. Even the priests are reluctant to provide service to the kresh'taa, although some will occasionally lend minor aid.

Jaffa Cannon

One can arise from the ranks of the outcasts by performing some great deed or service in the name of one's god. In many cases a family will turn over their shol'va relative in order to remove the stigma. Marrying from the ranks of the outcasts is also permitted. Once one takes a new mate and severs all ties with the dishonored ones behind them, one ceases to be kresh'taa.

Warriors whose families are kresh'taa may at some point petition their god for mercy on their family's behalf. If unsuccessful, all children born under the stigma of a kresh'taa are branded as well and will find rising through the ranks almost impossible.

Technology

Jaffa society is incredibly primitive, with only the most basic abilities to work metal and stone. Most Jaffa structures provide only rudimentary protection from the elements and Jaffa medicine is almost non-existent. This partly stems from the Jaffa dependency upon the Goa'uld symbiotes to ensure good health.

Among the Jaffa reading and writing is outlawed, although many high-ranking priests and warriors may learn such skills later in their careers. For most Jaffa, however, such knowledge is forbidden. This helps quell dissent and helps maintain their simple culture and lifestyle.

Most Jaffa live off the land, growing whatever they need to survive or hunting if allowed by their gods. The Jaffa waste very little since they receive very little. Only in the cases of the worst famine or drought will a Goa'uld intervene and provide relief to the Jaffa – the gods are fickle in their benevolence.

For all their primitive background, however, the Jaffa are still exposed to a large amount of high technology. Of course to the eyes of the average Jaffa the Goa'uld's devices are akin to magic: great flying palaces in the sky, a ring of water to transport people anywhere, and magical devices that strike out with tremendous power. While the Jaffa understand how to work these devices, they have no knowledge of their true function or how to repair them. Only a handful of Jaffa ever learn the truth behind the Goa'uld and their technology, and even fewer have the moral or spiritual fortitude to act on the information.

Allies

Among the ranks of loyal Jaffa the only allies that one can rely on is another Jaffa. Jaffa communities are tightly-knit and look after one another. Even those with a shol'va in their family may find help and compassion amongst other like-minded Jaffa.

Against the Goa'uld the shol'va Jaffa's strongest allies are the Tauri. Earth's inhabitants have been the subject of myths and legends for thousands of years but their recent incursions against the Goa'uld have sent a ripple of discontent through the ranks. Many Jaffa have subsequently turned their backs against the false gods and instead joined the Tauri to claim their freedom. Despite the Goa'ulds' active efforts to suppress such stories, a great number of gods have fallen to the Tauri and their allies in battle, lending credence to the rumors. Some of the most noted Jaffa warriors, such as Teal'c and Bra'tac, have stood

Tok'ra

up against the gods and lived. This has caused many Jaffa to question their rulers' divinity and wonder why they serve such beings. In some cases these Jaffa continue to serve within the ranks, waiting for a chance to strike out if given just cause and ability.

Some rebellious Jaffa found their way into the ranks of a secret Jaffa army that for a time resided on the planet of Cal Mah ("Sanctuary"). Eventually the System Lords found and destroyed Cal Mah but a great many Jaffa escaped and now plot their next attack with the aid of the Tauri. Hope endures that the Jaffa will someday stand as one and overthrow their false oppressors.

Tok'ra

The Tok'ra are an offshoot of the Goa'uld: a species born from "queens" in a larval form that later take a host to survive, and pass along their knowledge and exceptional lifespans. The Tok'ra differ, however, in their dedication to a purely symbiotic relationship, where both the host and the symbiote live as equals – one does not hold domination over the other.

The Tok'ra are also the sworn enemies of the Goa'uld, created for the express purpose of stopping their parasitic cousins. While the numbers of the Tok'ra are small, their dedication and willingness to sacrifice themselves in order to halt the onslaught of these parasitic aggressors has no equal.

Description

Like a Goa'uld, a Tok'ra exists as a symbiote in its natural form, roughly 12 to 24 inches in length, with color ranging from a mottled white to a dark olive green. Symbiotes resemble snakes, and like the Goa'uld have a pair of small wings located just behind the eyes. Their mouths are a double-hinged mandible that open to filter in nutrients. In non-blended form a symbiote is quite vulnerable; very few can survive for any great length of time in this natural state. Most thrive in some kind of liquid, such as a lake or other body of water. Because of the small numbers of the Tok'ra larvae, artificial survival and containment needs must be constructed to ensure the health of the symbiote.

A symbiote is fully-sentient and aware, with an instinctive need to bond, or "blend" with a host. Such a blending allows the symbiote to exert control over the host, seeing

and experiencing everything that the host does. In the case of the Goa'uld, such control is absolute – a Goa'uld never relinquishes control to its host, instead using him as a vessel to house its vulnerable form. The Tok'ra, however, have a symbiotic relationship with their host, sharing control of their blended form as necessary. Goa'uld hosts are almost always victims, forced to endure an unspeakable violation. For a Tok'ra host it is considered an honor to blend with a symbiote and share in its knowledge, continuing the existence of the species.

Like the Goa'uld, blending with a Tok'ra carries tangible benefits. The symbiote infuses its host with an increased metabolism and immune system, providing nearly total immunity to diseases and toxins. Injuries heal at an amazing rate and the host enjoys a long and healthy lifespan provided they do not perish from unnatural causes. A Tok'ra symbiote can also voluntarily leave a host if necessary – commonly when a host is dying or no longer wishes to be blended. While the process is not without its dangers, a Tok'ra would never blend with a host against his will; such an action is an affront to all that the Tok'ra hold dear.

Like the Goa'uld, the Tok'ra prefer humanoids or humans as host. Since the Goa'uld have seeded a great number of the Tauri from Earth among the stars, there are a wide variety of potential hosts to be found. The Tok'ra work to forge alliances with such species, offering to help end their enslavement to the Goa'uld in exchange for willing hosts.

Nature

To understand the Tok'ra and how they function as a joined species, one must understand how the blending process differs from the Goa'uld. The symbiotic relationship of the Tok'ra and their hosts not only allows the Tok'ra symbiote to survive, but also serves the best interests of both species. To the Tok'ra, the life of a host is as important as that of the symbiote.

Blending

As mentioned earlier, the Tok'ra never blend with an unwilling host – it goes against all their beliefs and precepts. Instead, a potential host meets with the Tok'ra and discusses his interest in blending with a symbiote. The Tok'ra advise the host on the dangers of the blending and what the experience is like – during a blending the two personalities merge, and new aspects sometimes combine with the old. It can be somewhat difficult for some hosts to fully acclimate to.

Tok'ra Ambush

If possible a symbiote will also meet with the potential host. This is only possible in those rare instances where a blended Tok'ra is dying and requires a new host to survive. The new host can discuss with the current host what the symbiote is like and the symbiote can ask questions of the new host to ascertain if the pairing would be in their best interests. The Tok'ra, unlike the Goa'uld, take great care in ensuring that a host and a symbiote can blend successfully – both physically and emotionally.

Tok'ra symbiotes prefer to enter a host through the mouth and then pass through the soft tissue in the back of the throat to gain access to the spinal column and cerebral cortex. There the symbiote attaches itself to the brain stem, intercepting and interfacing with the bio-electrical and neural signals of the body. From there the host and symbiote become as one, their thoughts, memories, and personalities merging together. Even so, after a blending a host and symbiote can still function independently as necessary without ill effects. A symbiote relinquishes control to its host, providing its knowledge and guidance as necessary. When required the symbiote can gain control of the host and influence matters or speak directly. In these instances a visual clue often marks when the host and symbiote relinquish control; a pause or lowering of the head. Symbiotes confer with their hosts when doing so and rarely take control without permission.

Tok'ra symbiotes also prefer to take a host of the same gender as previous hosts, making the blending process easier. This is not required, however.

Two as One

Because the numbers of Tok'ra symbiotes are so low, they place a high value on successful blendings. To this end the Tok'ra take great care in the selection process of potential hosts and the steps to ensure a compatible merging of the two. In most cases the two personalities can function together, each gaining the knowledge and understanding of the other and the ability to work as one. In some cases, however, a blending can go horribly wrong, leading to delusions or madness... or worse.

Sometimes, a blending must take place during an emergency or when little is known about the host or the symbiote. These types of blendings are inherently dangerous because the personalities of the two individuals may not be mutually compatible. Most often the symbiote finds itself unable to deal with the blending and "shuts out" the host, taking control and shielding the host from all activities and interaction. In these cases the host becomes an unwilling participant but also remains unaware of the events transpiring. These blendings often result in the symbiote eventually leaving the host, unable to continue in violation of its basic nature. Unless a new host is prepared, such incidents result in the symbiote's death. If done in time the host may be left with no ill effects.

Hosts that suffer from any mental instability or problems prior to blending may find these problems magnified afterwards. The inability to reconcile the different memories and emotions causes the host to rebel against the symbiote, attempting to silence the "voices" that he hears within. For the symbiote this situation is equally dangerous: it can find itself trapped in the mind of a madman, with no ability to communicate or reason with the host. Seizing control only makes the situation worse as the host is plunged even deeper into madness. Even if such a blending is terminated, often both the host and the symbiote may be too severely affected to blend again.

Because of the measures taken to ensure a compatible blending, such traumatic circumstances are fairly rare. Most often the host and the symbiote blend smoothly and achieve symbiosis with one another. In time they regard each other as a close and necessary part of their psyche – a constant companion to the other, a voice of reason and a pillar of strength.

Against the Goa'uld

More than anything the Tok'ra live to fight against the Goa'uld, considering their sister-species evil parasites that desire conquest and domination above all else. To this end the Tok'ra have fought the Goa'uld for two millennia, using subterfuge and stealth to achieve what sheer numbers cannot. The lack of any real military might makes the Tok'ra vulnerable to the massive forces that the Goa'uld can bring to bear.

Everything that the Goa'uld stand for is an affront to the Tok'ra way of life. Where the Goa'uld respect no life, the Tok'ra value the life of a host above their own. Where the Goa'uld see nothing but conquest and the desire for power, the Tok'ra value the individual and the great potential that a blending of two minds – and species – offers. Where there were two, a blending makes both better as one.

The Tok'ra respect for life has limited their efforts against the Goa'uld. They often refuse to sacrifice the lives of the innocent, which prevents them from striking back in large numbers. Recently, however, the Tok'ra have been forced to admit that their tactics, while laudable, have done little to stem the growing Goa'uld aggression. As such, they now reluctantly take the lives of others in service to the Goa'uld (such as the Jaffa), although in many cases they attempt to save as many as possible.

Spies within the ranks of the Goa'uld are common – the Tok'ra can often fill the role of an underlord beneath the System Lords, learning valuable tactical information as to the strength of their enemies. The Tok'ra rely on the System Lords' penchant for infighting to pit one against the other. While this does not necessarily make any great progress, it does keep them busy amongst themselves and help maintain the status quo. The alliance with the Tauri has also led to several great victories of late.

Homeworld

The Tok'ra have no one world which they call home. The nature of their conflict dictates that they constantly move their base of operations, fighting a guerrilla war with no one single point of contact/failure. The Tok'ra utilize a number of bases and cells in which they conduct their operations and communicate with their agents in the field. One world always serves as the main base of Tok'ra operations, where the Tok'ra High Council resides, but that world changes every few years.

Tok'ra Caves

The first known base of operations was P34-353J, where the Tauri first encountered them. The Tok'ra do not build structures or intricate facilities to house their people, instead their bases lie underground. Using a special crystal technology the Tok'ra can "grow" their own tunnels and caverns. Each crystal carves out specific areas to suit their needs. It is a swift process that allows the Tok'ra to set up a facility on any planet in a short period of time.

The Tok'ra prefer to utilize worlds with a Stargate, since it provides them with the ability to send agents to any number of worlds. They have only a handful of vessels at their disposal, mostly *teltac* cargo ships. Typically the worlds they inhabit have harsh landscapes or unforgiving climates with no appreciable indigenous life – in other words, no real strategic value to the Goa'uld. Worlds such as Vorash are good examples of Tok'ra-friendly areas. The lack of any civilization on a planet ensures that no inadvertent victims are hurt should the Goa'uld attack.

Unfortunately the last major Tok'ra base, located on Revanna, was discovered and attacked by the Goa'uld a short time ago. The attack inflicted severe casualties against the Tok'ra. Only a handful were able to escape, though they managed to take with them important technology such as the symbiote poison they have developed.

Currently another Tok'ra base has been established but its location remains a closely-guarded secret. With their number waning, the Tok'ra cannot afford another series of significant losses.

Tok'ra Names

Examples: Cordesh, Egeria, Lantash, Anise, Selmak, Jalen, Kanan, Kelmaa, Korra, Malek, Lantash, Ocker, Persus, Jolinar, Thoran, Garshaw

Becoming Tok'ra

A willing host that wishes to become Tok'ra must meet with the Tok'ra council and offer his services. The process is deceptively brief but can change the life of a host forever. Because of this the Tok'ra take great pains to interview and understand the host and why he seeks a blending. Hosts that wish to do so for personal ends are rarely accepted – the Tok'ra seek to overthrow the Goa'uld, not become more like them.

The actual blending takes but a few seconds – the symbiote enters the host and the two merge together. Since the process is often disconcerting and disorienting for a host, a symbiote usually remains in control for safety reasons. After the host has become accustomed to the blending the symbiote relinquishes control. If there are any signs that the blending is failing or that the life of the host may be in jeopardy, a Tok'ra symbiote will leave the host. The sooner this is done the better.

Playing Tok'ra

Unlike a Goa'uld, playing a Tok'ra is a challenging task. For all intents and purposes the player is playing two distinct and individual personalities, akin to a person who suffers from Dissociative Identity Disorder (DID). In the case of a Tok'ra the two personalities live in a collaborative environment, functioning as a single unit whenever possible. The player should be familiar with the abilities of each personality, and keep his portrayal consistent with the situation at hand (i.e., if making a check for ancient Tok'ra history, the symbiote will most likely be the dominant personality at the time). Those looking for a challenge might even want to divide a Tok'ra character between two players – one playing the symbiote, and one playing the host.

To generate a Tok'ra character, use the rules found in Chapter 5.

Culture

Although derived from the same original gene pool and species as the Goa'uld, the Tok'ra differ in many significant ways. Like the Goa'uld, the Tok'ra possess a genetic memory responsible for passing along their history, aspects of their ancestors' personality, and the ability to blend with a host. Also like the Goa'uld the Tok'ra rely on a queen to provide additional larval symbiotes. Without these symbiotes the Tok'ra have no ability to grow as a species.

Egeria the Traitor Queen

The first queen of the Tok'ra, Egeria was in fact a Goa'uld queen, bound to the System Lord Ra. Egeria ruled at her lord's side yet felt a great discord at the actions of her people. Witnessing millennia of bickering, conquest, and enslavement, she came to believe that her species could be capable of something greater: that the Goa'uld could one day live in harmony with the other species of the galaxy, and perhaps become a force for good. The other System Lords, including Ra, rejected Egeria's dreams. Enraged by their actions and the millennia of oppression and death, Egeria took matters into her own hands to save her species.

As a Goa'uld queen, she possessed the ability to alter the genetic makeup of her larval young. At first she did so in small ways, altering their personalities or predisposition for power. Her offspring existed in the ranks of the other Goa'uld, undetected by the System Lords. Eventually Egeria introduced more radical alterations to her children, eventually splitting them off from the Goa'uld genetic memory altogether. Egeria understood – and correctly so – that a significant part of the makeup that made a Goa'uld so cruel was directly related to the genetic memory that all larval young carried. This memory was so heavily ingrained in the symbiotes that they had nearly no chance to rise above the evil contained within them. By passing on her own values through this genetic trait Egeria hoped to introduce a new breed of Goa'uld that would think for themselves and grow to value life, working to achieve a mutually-beneficial symbiotic relationship. In defiance of Ra she named this new species of Goa'uld the Tok'ra, or "against Ra."

It would be several hundred years before the System Lords realized that Egeria's young had spread though their ranks. They confronted her with the results of her actions and Egeria proudly announced what she had done. Enraged, the System Lords vowed to destroy all of her larval young but it was too late – the Tok'ra had already taken root among the worlds of the Goa'uld and were working from within, or developing independently on their own.

The System Lords convened in Summit to discuss the fate of Egeria and her people. In a unanimous decision, they branded Egeria as "the Traitor Queen" and demanded a swift and severe punishment. Ra forcibly removed Egeria from her host, killing the human in a public display. Her crimes were so heinous that the symbiote was sentenced to eternal damnation in stasis, unable to ever escape or even die. Ra secluded her final tomb on the planet Pangar where she lay in stasis for some 2,000 years.

Salvation

Eventually the natives of Pangar found the tomb and released Egeria from her stasis. They discovered that the symbiote possessed incredible healing properties and was able to bear more young. Without realizing that the symbiote was actually a sentient being, they used Egeria's young to manufacture a drug called tretonin that provided the Pangarans long and healthy lives, free from disease or sickness.

This continued for some 50 years until the Pangarans encountered the Tauri and the Tok'ra through the Stargate. Collectively the two allies discovered the truth of the symbiotes and the identity of Egeria. With her health failing, Egeria took a new host and sampled freedom for one last time. In these final moments, she learned of the accomplishments of her children and the good that they had accomplished. The knowledge allowed her to pass on peacefully, content that her dream yet lived. Renewed, the Tok'ra continued the battle against the Goa'uld in the name of their fallen queen.

Tok'ra Today

Like the Goa'uld, the Tok'ra have not changed significantly over the past 2,000 years. Their genetic memories and long lifespans make them willing to look at the big picture and take long-term plans into account. The Tok'ra rarely make rash decisions without significant forethought or planning.

The numbers of the Tok'ra are small and dwindling – there are only a handful of symbiotes available and the recent losses at the hands of the System Lords have underscored their necessity to remain undetected. The Tok'ra hoped that the return of Egeria would help bolster their numbers but her death shortly after her discovery was a hard blow to take.

Technology

Tok'ra technology is nearly identical to that of the Goa'uld. As such the Tok'ra value the capture of any Goa'uld weaponry and supplies in their battle against the System Lords, preferring to use the weapons of the Goa'uld against them. Because the Tok'ra have no major base of operations, their reliance on captured technology is a significant limitation. Allies such as the Tauri provide a vital avenue for new equipment.

Generations of science and a genetic memory also makes the Tok'ra formidable scientists. Their understanding of technology and genetics makes them a valuable resource for the Tauri to contact to understand and develop new technologies. The Tok'ra were partly responsible for the information necessary for the creation of naquadah generator technology and the ability to repair and modify Goa'uld vessels. In addition, they have devised a technology allowing for the removal of a symbiote from a host without injuring either party. This allows them to remove a symbiote from an unwilling host, something that the Tauri have been unable to master on their own. The Tok'ra are also skilled geneticists, able to develop a number of synthetic drugs and toxins against the Goa'uld. One of the most significant is a symbiote poison, a drug so lethal that it kills both a symbiote and host nearly instantaneously but is harmless to non-blended individuals. The Tok'ra would like to improve the drug so that it only affects symbiotes.

The Tok'ra have also been able to refine the drug *tretonin*, allowing Jaffa to use it in place of a symbiote. This is a significant accomplishment that could spell the end of the Jaffa's dependence upon the Goa'uld and a telling blow against the System Lords.

Crystal technology employed by the Tok'ra is also a unique design of their own creation, allowing them to literally "grow" their own caverns and structures underground, in little time. This technology could prove useful to a number of species of a variety of worlds. The Tok'ra also created the memory recall device, useful for helping a person remember past memories.

Unlike the Goa'uld, the Tok'ra do not employ the use of a sarcophagus or related technology. Such a device is considered inherently evil, draining away a portion of the person's essence every time he uses it. The Goa'uld's sarcophagus use is believed to be partially responsible for their spiral into evil and the Tok'ra refuse such life-extending measures. Even without a sarcophagus the Tok'ra live on average for 200 years, some as long as 400.

Allies

The greatest ally of the Tok'ra is currently the Tauri. The people of Earth are not as technologically advanced as the Tok'ra but their large numbers and willingness to take the battle to the Goa'uld makes them the best source of help. Sometimes the Tok'ra and the Tauri have a difference of opinion as to how to proceed – the Tauri favor decisive action while the Tok'ra are content to lay the seeds of plans that will bear fruit only years from now.

A number of Tok'ra hosts also come from the Tauri, helping to strengthen the relationship between the two people. While a degree of friction exists between them, both sides realize that they must rise above petty differences in order to defeat their mutual enemy, the Goa'uld. The Tauri have given the Tok'ra a GDO and iris code, allowing them to use Earth's Stargate.

The Tok'ra have also worked alongside the Asgard and offered their services to help solve the Asgard problems of population growth and genetic degradation.

Near-Humans

This catch-all term describes the multitude of human-like cultures encountered through the Stargate. Originally taken from Earth, spread throughout the galaxy at the hands of their Goa'uld captors, these peoples evolved in a number of significant and different ways. Whereas the Earth eventually overthrew the Goa'uld, burying the Stargate, some of these species remained under the rule of the System Lords as recently as a few years ago. Still others were left to their own devices centuries or a millennia ago, when the Goa'uld left or lost interest in their worlds. These cultures developed slowly on their own, the damage of the false gods setting them back perhaps thousands of years.

While the number of near-human cultures encountered have been plentiful, this section covers four of the most prominent: The Abydonians, the Cimmerians, the Kelownans, and the Tollan. The galaxy-spanning opportunities of *Stargate SG-1* provide ample opportunities for players and GMs alike to develop their own ancient cultures to encounter, providing new ways to expand on the mythologies and mysteries of Earth's past.

DESCRIPTION

Near-humans, as the name suggest, look very similar to the humans of Earth. In many cases they developed in a parallel fashion, their milestones in culture, physical development, and technology mirroring that of Earth's own past. In some cases, such as the Tollan, additional advances were made beyond our own. What binds all of these cultures together, beyond their shared ancestry, is their origins from the world of the Tauri and their similarities – all near-human cultures are based on the humans from Earth.

Thousands upon thousands of years ago when the Goa'uld first discovered the Earth they found the people of that planet exceptionally suitable for symbiote hosts. They then took the primitive cultures from the Earth, deposited

CIMMERIANS

them on other Goa'uld-controlled worlds, and used them as slaves. Separated from the combined gene pool of the Tauri, these cultures were forced to develop independently.

See the individual descriptions for more details on how each of the four sample cultures differs in appearance.

ABYDONIANS

The typical Abydonian is of Earth Egyptian stock, taken thousands of years ago from the ancient sands of what is now modern Egypt to the planet Abydos. Abydos is remarkably similar to ancient Egypt in climate – an arid and harsh land where the people struggle for survival. Most Abydonians are used to a difficult life of labor, working in the planet's naquadah mines for their god.

Abydonian hair color tends to be dark and their skin is tanned from the sun and exposure to the elements. Abydonian garb is simple and practical; loose arrangements of robes and wraps to protect against the harsh conditions. Abydonian shelters are either natural in design, carved out of the rock and caves, or plain adobe structures.

CIMMERIANS

Another species descended from the stock of the Tauri, the Cimmerians belong to a Norse culture, transplanted to their world by the Asgard several millennia ago. Like humans, they have continued to develop their culture on their own but their limited numbers and periodic attacks by the Goa'uld have slowed their growth.

Cimmerians are a hardy folk with limited technology. Even with the Asgard as their protectors, they have learned to survive on their own. Most Cimmerians have dark to blonde hair and possess a strong build and stature. The climate of Cimmeria is temperate to cold, with harsh winters common. The bulk of the population lives near the Stargate, found in the higher elevations on one of the planet's continents. Cimmerian clothing is functional and made from skins and homespun wools, often in shades of brown and green to more easily blend in with the land. Cimmerians can forge metal weapons and tools, and build simple stone and wood structures.

KELOWNANS

(Note: for purposes of simplicity, "Kelownans" refers to all the inhabitants of the pertinent planet, not just citizens of Kelowna.)

The Kelownans are identical to Earth humans in nearly every way. The exact nature of their pilgrimage from Earth to Kelowna is unknown. They seem to represent a vast cross-sampling of Earth cultures and races, all brought to the planet within the past 10,000 years by an unknown number of Goa'uld. The SGC believes that the Kelownans were used as slave labor to mine the rich deposits of naquadria found on that world.

Kelownans have demonstrated a wide variety of skin tones and genetic diversity. One interesting aspect of Kelownan physiology is their ability to heal rapidly – a Kelownan heals nearly two to three times faster than an Earth human. This healing ability and natural resistance to certain diseases can be attributed to the Kelownan genetic structure; analysis of Kelownan DNA shows their genetic code is slightly more complex than those found in humans. They have a noted rarity of congenital diseases, birth defects, or even cancer even though their understanding of medicine is less advanced than Earth's. The reason for this greater level of genetic "purity" is not understood at this time.

Kelownan attire varies depending on position and social standing, similar in many ways to attire found on Earth. Kelownan technology is reminiscent of the mid- to early-20th century on Earth, having just made the leap from a purely steam-powered devices to more advanced methods of energy generation. In some areas, the

CIMMERIAN AQUEDUCT

Kelownans lag behind this level; for example they have a very basic understanding of the human body and medicines, and lack any understanding of antibiotics.

Tollan

The average Tollan descends from unknown human stock, and the species displays a large amount of ethnic diversity. Tollan men and women are of average height and stature and most do not take part in any physical forms of labor. Tollan technology is so advanced that most Tollan spend their time engaged in other self-enlightening pursuits.

Tollan clothing is simple and nondescript, comprised of gray or black synthetic material. Tollana's climate is temperate and pleasant, unlike their original homeworld where a destabilized orbit resulted in severe climate changes.

The Tollan reside in one city on Tollana, comprised of advanced structures built through a synthetic matter-alteration process. Tollan technology allows the construction of these structures in nearly no time at all thanks to their ability to reorder and phase matter.

Tollan

Nature

For the most part, these cultures have developed in ways which widely differ from that of their cousins on Earth. Their customs and way of life provide some insight as to the original Earth culture that may have helped shaped their development, as well as the direction their culture took following their departure from their home world.

Abydonians

For thousands of years the Abydonians knew nothing but hardship. The people were held under the constant control of the System Lord Ra, fearful of angering their god. After experiencing an uprising on Earth and losing control of the world of the Tauri, Ra took great pains to prevent the same events from befalling Abydos. As such, all reading and writing were outlawed there for thousands of years.

The Abydonians are a simple people, living in closely-knit tribal communities. All people work for the common good, typically in the naquadah mines where ore was once mined for tribute to Ra. Any free time beyond this is spent protecting oneself from the elements or gathering food in the harsh climate.

For all the difficulty that has befallen them, the Abydonians' simple life gives them great release. They take great pleasure in the simple things, telling stories and performing dances that do not betray their dark history. Abydonians have no crime to speak of; the desert is far more dangerous than any one individual. The tribal community fosters a relationship where all share equally. Individuals may hold personal property but there is so little to go around that necessity dictates everyone share all that they have. Thus theft almost never takes place, and Abydonian justice is swift and deadly.

Abydonian marriages are always arranged for the greater good of the people. The Abydonian lifespan is just over 40 years of age and all women capable of giving birth are expected to do so within a few years of reaching their 20th birthday. The joining of two people is considered a joyous occasion and the ceremony takes place under the eyes of Ra, the participants seeking his guidance to keep the two safe from harm.

Cimmerians

The Cimmerians have flourished under the protection of the Asgard. This has allowed them to focus their attention on horticulture and animal husbandry rather than repelling Goa'uld "ettins" from the Stargate. Hence, most Cimmerians are amenable and friendly to visitors through the gate... at least those not struck down by the Asgard protection devices.

Cimmerians live together in small, tightly-knit communities. They worship the Asgard as gods, believing the aliens to be the protectors of the world of Cimmeria and responsible for transporting them from Midgard (Earth) to safety. The lands of the Cimmerians abound with wildlife and resources but the primitive nature of the culture makes for a difficult lifestyle. Cimmerians value every member of the community for their ability to help tend the crops, maintain the home, or raise the children.

Both men and women have equally important roles in the life of the Cimmerians. Men work the fields, build the houses, and hunt for game as necessary. In the winter they fish or work the woods for fuel to feed the fires to keep their people warm. Women tend the home, raise the children, and help work the fields. Both are equally adept at living off the land.

Kelownans

The Kelownans only discovered their Stargate within the past two decades and they do not yet fully understand the workings of the device. They have worked hard to learn more of their history and culture prior to arriving on this world but only fragments have been found thus far. Kelownan society is fractured into three great governments – Kelowna, Tirania, and the Andari Federation – embroiled in a lengthy cold war that has lasted for several generations. The Kelownans – the only society that the Tauri have had contact with because they control the Stargate – view the other cultures on their world with suspicion and distrust. Ironically they seem more interested in understanding total strangers from another world than bridging the rift between the peoples of their own.

This culture of suspicion and mistrust has slowed relations between the people of Earth and the Kelownans, to the point where members of the Kelownan government falsely accused Earth representatives of sabotage in order to cover up their own failings. Only the members of the scientific community understand the dangers that could befall their people if the world of Kelowna does not unite.

TOLLAN

Tollan are aloof to a fault, having witnessed another world wipe itself out with their unwitting assistance. In response, their highest laws forbid sharing any technology with any other "primitive" society lest they also destroy themselves. The people of Earth have been classified as primitive by the Tollan, so much so that they refuse to share any technology with the Tauri, even to help defend against the Goa'uld.

The events that shaped the Tollans' history has also altered their perspective of the galaxy. They are often suspicious of others, always seeking ulterior motives and holding less advanced species at arm's length. This near paranoia makes them difficult to communicate with, their own arrogance serving to dissuade others from becoming allies. The Tollan view "lesser" species as small children to be coddled or watched.

Tollan morality is closely tied to these beliefs and most Tollan possess a surprising ability to distance themselves from their emotions. Thus, most Tollan appear cold and calculating, seemingly uninterested in the affairs of other species. A few Tollan have broken this paradigm, however, displaying a zeal for life and a fierce desire to interact with other species.

HOMEWORLD

Each of these cultures exists on a world connected to the Stargate network, capable of being visited by travelers through the gate. Of these people, only the Tollan have shown any great understanding of the gate system, having fled their homeworld once already. Each world is covered in more detail earlier in this chapter.

HISTORY AND CULTURE

In most cases the histories of these cultures has been obscured by their involvement with the Goa'uld. The System Lords almost universally forbid the use of reading or writing among their slaves, preferring to restrict the growth of the culture. Only after the gods have left a world can the inhabitants begin a proper recorded history.

ABYDONIANS

Abydonian culture stems from that of ancient Egypt, and many precepts of that period remain to this day. The dialect and writings of the Abydonians – hidden from the eyes of Ra over the years – betray their Egyptian heritage. The two cultures remain so similar largely through Ra's determination to stagnate the growth of the Abydonian culture. By keeping them in endless Dark Ages, he enforced a profound lack of cultural evolution that endured until his death. Because of this, their culture provides great insight into the early ancestors of Earth and what life must have been like 10,000 years ago. Looking into the culture of the Abydonians is, for many anthropologists, looking back at ourselves.

Ra's dominance over the people of Abydos at last came to an end when the Tauri unburied their Stargate and traveled there, meeting their ancient brethren for the first time. The people from Earth then attacked and killed Ra, freeing the Abydonians from the yoke of their false god. Since that time Abydos has come under the attention of other System Lords, notably Apophis, Heru-ur, and Anubis. Each has turned their eye towards the planet and the precious minerals found upon it. The people of Abydos have always defied them, unwilling to once again suffer oppression at the hands of the Goa'uld.

Recently the Abydonians and their world were destroyed by the forces of Anubis. His powerful weapons laid waste to the planet and the naquadah mines, making the world unsuitable for life and destroying the Stargate. However in this destruction came new life as the Abydonians then Ascended and took their place among the Ancients. And it is possible that a few yet survive, hidden in some recess on the planet or having previously traveled to another world via the Stargate. The final fate of such individuals is as yet unknown.

CIMMERIANS

The Cimmerians were originally from the realm of "Midgard," brought to their home by the Asgard who feared that the Goa'uld infestation could possibly destroy their native planet of Earth. To this end the Asgard then established the people on Cimmeria and presented themselves as benevolent gods, installing the original aqueducts that brought fresh water from the mountains, and the devices that would ensure the Cimmerian safety from Goa'uld aggression.

The Goa'uld eventually discovered Cimmeria but the defenses of the Asgard could not easily be overcome. Any Goa'uld that ventured through the Stargate would be captured and whisked away, unable to harm the local inhabitants. In many cases their hosts would stumble down from the mountains, free from symbiote possession. They would then be welcomed into the communities of the Cimmerians. Among the people of Cimmeria the Goa'uld have come to be known as "ettins."

Cimmerian technology is decidedly simple, with only the basics of metal-forging and tool use available to them. Most structures are made of stone or wood, although in the winter caves are sometimes employed to protect the people from the elements. Recently the Cimmerians developed improvements in agriculture, using metal plows and horses to manage their crops.

After a visitation from the Tauri, the people of Cimmeria became vulnerable to attack by the Goa'uld. Eventually the Asgard were forced to intervene, revealing their true, non-god nature to the Cimmerians. With the threat abated the Cimmerians continue to progress under the watchful eye of the Asgard, with periodic assistance of the Tauri.

Kelownans

Perhaps the most interesting and significant aspect of the planet Kelowna is its abundant supplies of naquadria, an unstable element related to the energy source naquadah – only several times more powerful and unstable. The Kelownans, eager to find a weapon for use in their intercontinental, war are blind to the dangers that naquadria represents. Not only is it incredibly powerful and difficult to control, but tell-tale signs in Kelowna's past reveals that the Goa'uld destroyed themselves some 10,000 years ago using naquadria. If the Kelownans continue to pursue their current course they could easily destroy all remnants of their civilization.

Even worse, the Goa'uld might one day return to reclaim the planet. Kelownan science has not progressed past basic air flight. Missile and rocket technology are still decades away, along with the splitting of the atom and any kind of space flight. This makes the Kelownans easy prey for any Goa'uld who covet the naquadria resources found there.

The Stargate on Kelowna is the planet's most closely-guarded secret; the general populace has no knowledge of its existence, the Goa'uld ruins that contained it, or the deposits of naquadria found there. Were such information made available it is possible that the other governments of Kelowna would attack in earnest to claim these riches for themselves. Alternately, once the news of a gate to other worlds became public knowledge it could bring an end to the years of conflict that has ravaged their world.

With diplomatic relations between the Kelownans and the people of Earth stalled, all contact has ended. The current political state of the world is unknown, though the SGC hopes that the Kelownans have somehow mended their differences.

Tollan

The history of the Tollan is marked with a series of great technological advances. Tollan society has been free of any major wars or setbacks that have slowed their progression as a species. They quickly learned how to work together built a near-perfect utopia, completely dissolving crime and other unenlightened practices. This allowed them to focus entirely on bettering themselves as people. A great age of introspection, art, and self-improvement gave way to the height of the Tollan society.

A neighboring world, the Satirans, then developed to a level where the Tollan felt it was time to make contact with them and offer their guidance and assistance. Although primitive by Tollan standards, the Satirans possessed a level of technology and understanding similar to that of 20th century Earth and suffered from problems of pollution and energy shortages. The Tollan showed the Satirans how to create their own resources of unlimited power in order to help their society. Instead the Satirans used the information to wage war, destroying their world in the course of one day. This destruction then altered the orbit of Tollan, causing severe climactic changes. Earthquakes erupted, volcanoes belched forth fire, and storms the size of continents swept over the world.

Abydonian Names

Female: Chi'one, Kamil-ah, Mesi, Nat'hifa, Pan'ya, Sha'rifa, Sha're, Urbi

Male: Abubakar, Bomani, Funsani, Idogbe, Kasuf, Kontar, Najia, Quaashie, Skaara, Yafeu

Cimmerian Names

Female: Amma, Brunhilda, Frigga, Gairwyn, Halldora, Nanna, Thorfinna

Male: Alfgeir, Askel, Draupnir, Flosi, Gunnar, Hvergelmir, Klepp, Mottul, Ornolf, Sturla, Thorlak

Kelownan Names

Female: Deidre, Falis, Jennis, Nallia, Tureen

Male: Arul, Jonas, Kurin, Tomis, Villia

Surname: Hale, Leed, Quinn, Silas, Valis

Tollan Names

Female: Ardrionia, Linsensa, Travell

Male: Corin, Debnal, Narim, Omoc, Ursal

The people of Tollan attempted to find other worlds to escape to through the Stargate. In the end the people of Earth found the last few survivors and offered them refuge from their dying world. The Tollan were initially well-received but it became clear that certain forces among the Tauri wished to study their technology, which did not sit well with them. The SGC reviewed many suitable worlds in an attempt to find the Tollan a home until at last they made contact with the Nox – a sufficiently advanced and peaceful society who helped the Tollan settle to a new world, Tollana.

Tollan society is peaceful and built on mutual understanding. Tollan respect one another and live in the service of other Tollan to better their society as a whole. An appointment to the Tollan governing body is considered an honor. For all their technology and desire to live peacefully, however, the Tollan hesitate to interfere in the affairs of others. While they have no great love for the Goa'uld, they refuse to provide any assistance to defeat them or stem the tide of aggression. The Tollan experience with the Satirans has paralyzed them to the point of extreme isolationism.

Recently the Tollan, complacent in the strength of their technology, were attacked by the Goa'uld, who had access to their own enhanced technology which afforded protection from the Tollan ion cannon batteries. The Goa'uld destroyed the surface of Tollana, including the Stargate, leaving the remaining Tollan in disarray. It is unknown how many – if any – were able to escape Tollana in the final moments of this attack.

Reol

One of the more elusive species in the galaxy, the Reol have a past shrouded in mystery, but what is known gives rise to wild speculation about their whereabouts, motives and abilities. At this time, the location of their current homeworld is unknown, but it is possible that an alliance could be formed if they are encountered under favorable circumstances.

Reol Names

Usually, Reol names are spoken as follows: Personal name, an optional Clan/Place name, and often an "earned" skill name. The personal name varies depending on gender and generation, and is usually a combination of syllables which contains some reference to a dead relative's name combined with a new meaning.

The Clan/Place name is changing now, as more clans have been slaughtered by the Goa'uld and the Reol homeworld has been lost. More disenfranchised Reol are taking on names that did not, originally, belong to them, in an attempt to create a sense of community and remember those who have been lost in the conflict. This name is usually applied to larger-than-nuclear family sized groups, with fifty to four hundred people sharing the clan name or place of origin name. There may be no blood relationship between people sharing this name, merely a common circle of acquaintance.

The "earned" skill name is an old practice that has gotten a new twist in the last two generations. Usually an extra personal name was earned at adolescence based on some feat of daring or upon passing a hunting trial, but it has now widened to include skills that are specific to fighting the Goa'uld. "Saboteur," "Infiltrator of Jaffa camps," "Shadow Walker," and "Code Singer" are four names that did not exist in the Reol language prior to fifty years ago, and are now common among the current generations of Reol.

Male Names: Akienta Glareh Dessinta (Kien, Arenta's grandson, from Glareh glen, infiltrator), Esolva Tran Ware' (Esva, Ol's grandson, from Tran valley, shadow walker), Oxoze Beless Shissinta (Oxe, Oza's son, from Beless region, assassin), Imvanie Catchess Yanno (Imie, Van's nephew, from Catchess region, Code singer)

Male names traditionally begin with a vowel-type sound, but this is subject to some drift under current circumstances.

Female Names: Norinlan Glareh Machinta (Nolan, Orinlan's granddaughter, from Glareh glen, weapons master), Haveshan Uwan Ware' (Hashan, Ave's grandniece, from Uwan valley, shadow walker), Querase Raness Akva' (Quse, Erata's daughter, from Raness region, hunter), Jakielan Vierto Yanno (Jalan, Kielshan's granddaughter, from Vierto mountain, Code Singer)

Gender-Neutral Names: Revenien (Even's child, Rien), Potoroien (Oto's child, Proien), Taliesien (Lie's child, Tasien)

Keep in mind that all of these names are both pitched and sung, with unwritten high-pitched syllables in the middle; for a human to pronounce them perfectly, they'd need a very well-trained set of vocal-chords, and possibly an electrical amplifier and a dog whistle. If they have much contact with a particular group of humans over time, many Reol will either take on an adapted "human" nickname fairly similar to their own, or stick with their "earned" name; most of those have fewer syllables and are easier for humans to pronounce.

Description

In their natural form, most adult Reol have silvery skin, a hominid form, and stand five to six feet tall. Their body type is more slender than that of humans, almost bony, with attenuated limbs on an angular frame. Freely waving thin tentacles hang loose from their heads instead of hair, along with a skeletal face, and dark, sunken eyes.

The Reol are natural chameleons, capable of secreting a chemical similar to acetylcholine, which acts on the portions of most species' brain's responsible for facial recognition and memory. Basically, this chemical acts as an idea implant. Contact with the chemical implants a "false memory" for the Reol who originated it. The mind will automatically fill "normal"details and history for the individual Reol in question, in essence masking the Reol behind a perfect facade. The effect can be broken by the Reol that caused the memory implant through direct physical contact and deliberate effort.

It is nearly impossible to detect evidence of such tampering without an MRI done within hours of contact with the substance. After that, the chemical becomes undetectable, as the memories integrate with the subject's brain patterns and are reinforced over time. Confrontation with evidence of the tampering can go some way towards mitigating its effects, but an affected individual will still retain false memories of a person whom they have never met which will take some time to fade.

Clearly, this ability makes the Reol natural spies and infiltrators, and would put the SGC in a certain degree of danger if they were considered a threat to Earth. However, given their history, it is unlikely (although not impossible) that they will move against humanity.

Nature

Most other species regard the Reol with fear and mistrust, and they return the feeling with interest. By nature, they are not an aggressive species, nor one with a high interest in accumulating technology or weapons. Physically, they lack significant offensive abilities, nor do they have the scientific background to pose a threat by distance or energy weapons. While they heal much faster than humans – a broken bone will knit within hours, not weeks – and have impressive reflexes and speed, their musculature is less developed, and their senses are comparable to those of humans. Without their ability to blend in with a crowd, they lack any tangible advantages. As guerrillas or spies, however, their abilities become almost supernatural.

Homeworld

The original homeworld of the Reol had a highly varied environment with many larger species capable of supporting the Reols' nomadic hunter-gatherer lifestyle. The memory chemical which they secrete was developed as a natural response to a highly active, aggressive ecosystem, allowing them to deceive the senses of their prey and escape larger animals. Some of the other animals on their planet possessed an ability to "blend" to a limited degree, though without the Reols' level of sophistication. The Reol survived at least two ice ages which killed off several species of larger predators.

Unfortunately, the planet's Stargate happened to lie within the Goa'uld System Lord's network. Word of the Reols' abilities reached the Goa'uld, who invaded in force and nearly hunted them to extinction. The Reol were forced to abandon their original homeworld in order to survive.

At this time, they are in the process of establishing a new colony on an unnamed planet somewhere in a more isolated portion of the galaxy. They have stated that after the majority of their population reaches this new world, they will bury their Stargate in an attempt to avoid all further contact with the Goa'uld. However, until then, the remaining Reol avoid contact with outsiders and try to make their way to their new planet, using whatever means are available to them.

History

Recorded history for the Reol starts at the time of their first encounter with an unknown off-world species – possibly Goa'uld subjects – who came through the Stargate on a scouting/trading party. At the time, the Reol population consisted of loosely organized tribes, with no domesticated animals, no constructed land vehicles, and aside from canoes and small boats, no transportation options. Occasionally, individuals would go on "quests" to meet up with other tribes and pass along stories, or a rare outlaw Reol would be banished (usually for violating hunting taboos and family laws). The tribes who lived within walking distance of the Stargate knew that it was an anomaly on the landscape, and not a natural formation; but lacking any technological explanation for it, they relegated it to the status of myth and mystery.

When the first alien species came through the Stargate, it took some time for the natives to either realize what had happened, or to feel the effects of the interlopers' presence. Originally, the scouting/trading party who came through were interested in the natural resources of the planet, but after observing some of the local fauna, and their limited but still effective "stealth" abilities, word got out that the planet had unusual extra resources. More visitors came to study the local biology, and eventually, the native Reol became aware of outsiders in their midst.

Instead of directly confronting the alien visitors, they adopted their usual strategy: observation, escalating surveillance, and finally infiltration. They learned that their ability to blend in with a crowd was highly prized, as were the chameleon capabilities of the local animals. Highly alarmed, they stepped up their surveillance as well as passing the news of this new threat to surrounding tribes. Information traveled slowly, but within a year, most of the inhabitants of the homeworld knew that visitors from outside of their world existed, and that they weren't friendly. Tribes of Reol actively avoided contact with the visitors now, and took measures to thwart their attempts to study the local wildlife.

The next development involved intimidation tactics: infiltrating their camps, committing acts of sabotage, and generally making their stay on the planet as unpleasant as possible. Amazing as it seems, the Reol efforts constituted a successful guerrilla war despite their lack of central authority. Their advanced infiltration abilities and the continued efforts of off-world visitors to study and capture them rather than kill them both aided them in their struggle.

Within the next decade, however, the Goa'uld became aware of the Reols' existence, which was the beginning of the end of life on their native planet.

Invasion

Ra himself ordered the original invasion of the Reol homeworld, in an effort to keep the news of the Reols' abilities a secret from the other System Lords. The initial expedition force was of a limited size, and implemented through the Stargate, rather than by ship. Approximately one thousand Jaffa were sent to capture and subdue any members of the native population they could find. The Reol watched them from the moment they stepped through the Stargate, following their movements, memorizing their activities, and infiltrating their ranks. More information was gathered and passed back to the tribes within days of the Jaffa invasion. It became immediately apparent that capture was to be avoided at all costs, and that the removal of the Jaffa from the planet would be highly desirable.

Within the week, the natives instigated running skirmishes involving sabotaged supplies, diverted water courses, landslides, and other long-distance attacks, even as Reol infiltrators misled the Jaffa at every turn. The first invasion was an unmitigated disaster, and the Jaffa returned to Ra empty-handed with only one-third of the troops with which they'd left, despite superior weaponry and organization.

By this time, the Reol had assimilated enough knowledge of the Stargates to realize that this artifact was their best chance of escaping any further attacks. However, an immediate evacuation was not suggested, because they did not yet understand the sheer scope of the Goa'uld influence. The tribal leaders called for a concordance (gathering) for all the tribes, an unprecedented measure. There, they shared knowledge of the Stargate's workings, along with discussions of how to handle further attacks, should they come from other species. They decided that in the event of an attack, the Reol would escape to a nearby uninhabited world, and set up new camps and lives there.

Unfortunately, Ra's forces returned with reinforcements via Goa'uld motherships. The Jaffa instigated a systematic search-and-destroy mission, and the Stargate was guarded on a round-the-clock basis. The first chance of Reol escape was blocked, and it became necessary to formulate new plans.

Resistance

Jaffa forces began attacking camps and settlements across the planet, taking prisoners wherever possible. Within days, Ra's army had a growing fifth column of Reol impersonators intermingled within his troops. Some set up an underground, transporting "captured" Reol through the Stargate to other destinations. Others worked to free those Reol held prisoner aboard Ra's mothership. Their efforts were partially successful; those Reol previously at liberty escaped the planet to the nearby system without casualties. However, the efforts of the Reol impersonators aboard the mothership were detected at a critical stage of the process,

and rather than be captured, all Reol aboard the mothership fought to the death. Those left on the planet escaped through the Stargate, killing many Jaffa before making planetfall at their new home. By this time, the Reol population had been reduced by half.

The pattern repeated itself across many planets, and several systems, as Ra's forces harried them across the galaxy. No sooner would the Reol find a new sanctuary, than the Goa'uld would uncover them, and the cycle would begin again. Over the next two decades, news of Ra's quest to subdue the Reol leaked out to the other System Lords, and the pursuit of their people became even more feverish as each Lord sought to claim a Reol for his own. During this time, several Reol were captured and examined, but the process by which they produced their chameleon substance could not be duplicated effectively. The Goa'uld could not use dead Reol to synthesize the substance, and no living Reol would cooperate with their enemies. Most committed suicide while being taken into captivity, in hopes of protecting their people and frustrating the Goa'uld.

Hope

Finally, after thirty years of pursuit after fleeing their homeworld, the tribal elders split their people apart, with only the inner circle of their highest chieftains aware of their next homeland. They adopted a policy of kamikaze infiltration and destruction, and a network of far-flung way stations, designed to lead refugees through roundabout routes to their new home. Several spies were left far behind the others in order to mislead Jaffa squads with false information.

At this time, the majority of Reol have apparently reached their new planet. But a skeleton underground is still trying to get "home", attempting to elude the Goa'uld and any other species who would turn them in to the System Lords. These operatives have avoided capture for decades in some cases, and would be highly wary of any contact with an unknown species or race.

Culture

The Reols' culture used to be highly diverse and individual, based around the local geography of their planet and their nomadic hunting life. They emphasized different skills in the arts of weaving, painting, metalworking, and carving, depending on the resources of the region, the natural wildlife available, and possibilities suggested by the terrain.

The flight from their planet reduced most of this cultural information to mere scraps of memory, and some carefully hoarded skills preserved for use along the journey. The Reol have adapted quickly, learning to use Jaffa weapons, Goa'uld technology, and techniques of agriculture and food production far different from those on their native planet. When they reach their new home, they will be able to apply this information in ways that will hopefully allow them to thrive in their new environment. But in order to survive as a species the Reol relied on their own skills of storytelling and song weaving, preserving an important part of their heritage in the process.

Nomadic cultures rely heavily on storytelling as a means of passing along information. So did the Reol at the time of the first Goa'uld invasion. At the first concordance, certain songs were written and taught, for use in case the Jaffa returned at some later date. These songs were passed around the tribes, detailing the acts which the Jaffa had committed and the Reols' response. Embedded within those songs, in a code, was the name and address of the next planet which the Reol would flee to, should it become necessary. After the second invasion by Ra's forces, a new song was sung on the next planet, again containing the coded location of a new sanctuary embedded in the notes (not the words) of the song. This code, known to the Reol but never cracked nor discovered by the Goa'uld, allowed the Reol not only to pass along information while in prison or while impersonating other species, but to do so under the very noses of their oppressors.

Reol music operates on a 14-tone scale, with several of the higher registers verging on the edge of human and Jaffa hearing. The music of a native species is also not the kind of information that the Jaffa or Goa'uld regularly bother to learn, so they failed to realize the importance of the Reols' songs.

The religion of the Reol was mostly totemic a; they venerated spirits of animals, stones, trees and rivers, along with the spirits of their ancestors. Exposure to the Goa'uld "god" theory and demands for worship were met with either bewilderment or outrage among those taken captive. Most Reol subsequently developed a religious leaning that emphasized vengeance and protection. Among some groups of Reol, the Goa'uld are specifically named as "demons" and various curses are usually called down upon them. The Reol especially abhor broken promises, and their loyalty to each other is their most prized virtue. All outsiders are regarded as a threat until definitively proven otherwise.

At this time, the main authorities among the Reol are their tribal elders and shamans, those who wrote the song-stories that kept them alive. The elders protect their people with fanatical devotion, and advocate avoiding and frustrating the Goa'uld at all costs. Whether this attitude will relax once most of their people have reached their new sanctuary is open for debate. Previous to the Reol exodus from their home planet, tribal elders and shamans held authority over no more than fifty to sixty people at a time; now, with their reduced numbers, any elder has the authority to ask for and expect obedience (or at least assistance) from any Reol. They do not always act in concert; with the exception of their final goal of saving their people, they rarely agree on all issues. However, the Reol have a strong tradition of respect towards their leaders, and they will preserve an image of agreement in order to preserve their authority. Holding sway over spiritual matters, legal issues, and the life-preserving work of the escape, they represent the most direct avenue into a diplomatic relationship with the Reol as a whole.

Secondary to the tribal elders and shamans are the infiltrators on the front lines of the fight against the Goa'uld. Most of them volunteered when they lost families or loved ones to Goa'uld attacks, and are loyal to their people first, and the tribal elders and shamans a close second.

They are not, strictly speaking, warriors or assassins – but they will act as such if forced to. As saboteurs and agents provocateurs, they have few equals, and receive instant respect and near-total obedience by Reol "civilians" who depend on them for their lives.

Due to their constant status as fugitives, the Reol overlook or even laud many acts which might be regarded as crimes by other cultures. They value theft, impersonation, lying, and a talent for causing trouble, since such qualities keep their people alive. But they also value personal integrity, and place a strong emphasis on putting the needs of the many over those of the individual.

Family Life

Reol family life is in a state of constant flux, since so many families have been killed or split apart by the search for sanctuary. Family structure prior to this was patrilineal, with few gender-role differences and both sexes working as hunters and gatherers for food. Shamans could be either male or female; the custom of taking one's identity from the father's family was simplest because females usually outnumbered males by a 3:2 margin. Few Reol married for life, but separations between mates was usually amicable. Most familial bonds formed for the sake of children and only lasted until the children were raised.

Now, haphazard refugee "families" and new tribes are being reformed along the path to their new planet. Older generations look after younger, and young adults regularly adopt elderly Reol as "grandparents" if their own have been killed. Children are fostered to anyone who will take them. When life has settles down on the new colony, new skills – such as the ability to build and use new technology – may become more important. For now, family is determined by circumstances, not blood.

Science and Arts

As omnivorous hunter-gatherers, the Reol learned to find food in sparse conditions, and they quickly adapt to whatever new conditions they run across. They prefer strongly spicy food, with several small meals eaten throughout the day. Their protein needs are not as high as those for humans or Jaffa, but they do not have any outstanding dietary habits that mark them as non-human while in "infiltration mode."

The Reol tradition of music helped saved their people, and they have adapted it to their new circumstances as well. Most learn to blend their music into other cultures, only indulging in their native music and communication when amongst themselves. They possess many song-cycles which incorporate tales of the "First Meeting," the "First Invasion," the "Return of Ra," the "Flight," and the "Journey to the New Colony" which all Reol operatives know and can sing when needed.

The Reol favor light, flowing, comfortable garments when among their own people. Animals furs and feathers were sometimes taken as trophies, but only worn for high occasions. However, when on the hunt, or initiating an impersonation, the Reol will go naked both as a ceremonial gesture, and to insure the success of the endeavor. No foreign material may interfere. They do not have a written language of their own, although they do have ritual symbols (largely pictographic) for ceremonial purposes. Many Reol are now fully cognizant of Goa'uld language, as well as the languages of other species whom they have encountered over time.

Create Your Own

Perhaps the most exciting aspect of playing a human in the *Stargate SG-1 Roleplaying Game* is the opportunity to develop a unique culture and world somewhere out among the stars. The backdrop of the Stargate provides a ready explanation for the discovery of some ancient planet containing a society thought extinct for centuries. These worlds could be based on any number of ancient Earth civilizations, ready to provide a glimpse into our past and an exciting roleplaying opportunity.

First, a little history may be necessary to find a culture suitable for discovery. Perhaps an ancient world seeded by the Celts, drawn from one of the ancient five fifths? With a little speculation, the GM can posit that the people of this world were taken from Earth by the Goa'uld Ollathair, Father of the Sky. He visited the Celtic people and transplanted a portion of them to Newgrange, a life free from the Kings of Tara. There he installed himself as the ruling god of the Celts until his disappearance nearly 1,500 years ago. In actuality, Ollathair, an upstart System Lord, was crushed by rival forces and the gate address to his world was never discovered. So the Celts were left to their own devices, discovering a few pieces of technology left behind and learning to survive on their own. In time the people of Newgrange come to discover the Stargate and its secrets but lack the understanding to make it function. Then one day, without warning, the Stargate is activated and the descendants of Ollathair are reunited with the Tauri.

The information found in the GM's section shows you how to create your own Near-human culture for use in the game, subject to the approval of the GM. These newly-discovered cultures may be scientifically advanced or bring a new and curious outlook to the worlds of the Stargate and the SGC.

Final Summary

Whether the Reol will all find their colony, and then make plans to strike back at the Goa'uld who destroyed their homeworld, remains to be seen. They are technologically backward compared to the Goa'uld, but have proven very flexible, and accumulate new knowledge at a very fast rate. Hopefully, the SGC's single encounter with the Reol laid the basis for a tentative friendship which could one day become an alliance with the people of the Earth.

CHAPTER FOUR:
THE GOA'ULD

An ancient and fascinating species, the Goa'uld are also one of the most evil and malevolent ever discovered. For millennia they swept across the galaxy like a plague and have only recently shown signs of abating. Their parasitic nature and thirst for domination and conquest has made them the enemy of all free species everywhere. Only their selfish nature and the constant tension among their own kind has kept their growth in check.

This chapter outlines the Goa'uld, from their origins to their motivations, culture, and history to their organization, technology, and current disposition.

BIOLOGY

A reptilian race of parasites, the fearsome Goa'uld are most vulnerable while in their non-blended form. A Goa'uld symbiote measures from 12 to 24 inches in length with color ranging from an opaque milky white to a murky mixture of brown and green, depending on its maturity. The snake-like creature is easily recognized by two small wing-like appendages on the forward part of its body, used to help the creature swim or glide for short periods. Symbiotes have a hinged mandible mouth and two small eyes located just forward of their wings.

Goa'uld symbiotes are nearly helpless to predators and survive by filtering and absorbing nutrients though a small membrane on the epidermal layer. They frequent bodies of water which provides them with camouflage and protection from aggressors. They move in a manner similar to a snake, undulating back and forth and using their small wing protrusions to increase their speed. A Goa'uld can gain enough momentum to throw itself from the water and glide for short periods in the air.

On land, a symbiote is unable to care for itself. Its movement is greatly reduced and it has no natural defense mechanisms. Its thin layer of skin provides no protection from the elements and it cannot eat or digest solid proteins. Goa'uld are also intolerant of the elements, in particular freezing temperatures.

Symbiotes have blue blood and a developed skeletal structure similar to that of Terran reptiles. They are an asexual species; only a queen Goa'uld may spawn additional larvae. This relationship has led to an unusual development that may help account for their current status in the galaxy.

HOSTS

For all their weaknesses, a Goa'uld symbiote possesses one very important special ability: the ability to implant itself and control a host creature. The parasite enters through the mouth or the back of the neck, burrowing through the soft tissue inside and wrapping itself around the cerebral cortex. There it intercepts and controls the bio-electrical and neutral signals of the creature, allowing the parasite to possess it. This process is called the *blending.*

The Goa'ulds' ability to possess a creature has been characterized as a natural defense mechanism and appears to be the only way the species can survive for any significant length of time. Once a host is possessed, the Goa'uld controls all motor functions and memories, as well as providing exceptional healing and regenerative abilities, making the creature immune to most diseases and toxins.

Sadly for the host creature, it is unable to reassert control or otherwise intervene unless the Goa'uld wishes it, something that the symbiote nearly never allows. The host witnesses its own actions as a detached observer, helpless to act in any way at all. It remembers everything that the symbiote does and feels. Possession of a host is typically accompanied by a glowing in the creature's ocular membranes as well as a resonation in the vocal centers. A sufficiently mature symbiote can suppress these outward signs with some effort. The Goa'uld's level of control over its host is so precise that it can cause great pain or even kill the host outright, though such a situation can prove dangerous to the symbiote as well.

The best chance to blend with a host requires a mature symbiote, one that has grown and strengthened itself over the course of several years. Unfortunately the dangers of living in a hostile environment make it difficult for most symbiotes to mature long enough to take a host. An immature larva who tries to take a host fails roughly half the time, killing itself and the host with it.

Possession of a host creature is not necessarily limited to humans, although most Goa'uld prefer it. Symbiotes have been known to possess a wide variety of species, even animals, which only provide a limited number of skills. They require only a warm-blooded creature with a developed central nervous system.

Most Goa'uld prefer to enter a host through the back of the neck so as to avoid the memory of the host's horrified face when the symbiote attacked. As an asexual species the Goa'uld have little preference or concern for the gender of their host; the symbiote integrates that gender into its own personality, even though it may have had several different hosts of a different gender previously. Queens are the only exception, taking female hosts exclusively. A queen in a male host loses her ability to produce larvae for obvious reasons.

Maturation

The maturation of a larval Goa'uld into a fully-functional symbiote requires up to eight years of regular care and feeding. At the end of this period the symbiote reaches full maturity and must take a host or die; it is unable to sustain itself without a host to draw upon. In contemporary Goa'uld society, larvae mature in the protective pouch of a Jaffa (a specially-engineered species of humans with a symbiotic relationship with the Goa'uld). The Jaffa carry the young symbiotes inside of them, replacing their immune system with that of the Goa'uld until the creature is mature enough to take a host of its own. In exchange, the Goa'uld provides the Jaffa with increased health, long life, and a virtual immunity to toxins and disease. Once the larval Goa'uld is removed the Jaffa must have a new symbiote implanted or else they die. In some rare instances, if a suitable host is unavailable, a mature symbiote may be forced to blend with the Jaffa, though the Goa'uld dislike to do so.

Removal

It is possible for a Goa'uld symbiote to be removed from its host but such a process is very dangerous. The parasite's proximity to the cerebral cortex makes physical separation nearly impossible without advanced medical technology. In most cases the removal of the symbiote results in the death of both creatures.

A symbiote can elect to willingly leave a host but most Goa'uld are loath to do so unless they have no other option, such as when the host is dying and beyond their ability to heal. In such a case the symbiote unwraps and detaches itself from the host's nervous system and exits the creature, immediately seeking another host. This process holds risks of its own, since some Goa'uld, particularly those that are not fully mature, can die during the process.

In either event the death or removal of a Goa'uld from a host leaves a distinct protein signature in the creature, marking it as a previous Goa'uld host. In contemporary Goa'uld society this marker also includes trace amounts of naquadah in the bloodstream, which allows them to actually sense the presence of another Goa'uld within a few yards.

Reproduction

As stated earlier, all Goa'uld larvae are asexual and come from a queen symbiote. The queen has the ability to fertilize her own eggs and give birth to a select number of larval Goa'uld. Approximately one in every 10,000 larvae have the potential to become a queen should they survive the maturation process. Queens can spawn larval Goa'uld from either their symbiote or host forms, although the latter helps ensure blending compatibility. A queen in symbiote form creates a mucus birthing sack where she lays her eggs that will hatch into larvae within 1 to 3 months. A queen in a host form can genetically alter her host's own reproductive system to generate Goa'uld larvae, typically at a much faster rate. For example, in a human host a queen can produce anywhere from 8 to 10 larvae within a 24 hour period, but such larvae are exceptionally fragile. The queen must possess a female host (or a host that is otherwise capable of producing young) in order to spawn.

A queen symbiote can sample the genetic code of its host creature – the code of life – in order to breed larvae that are able to more easily blend with the host species. This greatly reduces the possibility of rejection or death when attempting to blend with a like host. More impressive is the queen's control over her own genetic makeup, able to introduce characteristic traits or flaws into her young seemingly at will. As such, the Goa'uld possess a genetic race memory – every Goa'uld contains the knowledge of the Goa'uld before it, as passed on by the queen. The Goa'uld genetic memory provides the species with a tremendous advantage which is offset by their high mortality rates and limited breeding pool – the Goa'uld currently demonstrate nearly zero population growth.

The queen's control over the genetic memory of her spawn is so great that she can introduce subtle alterations to affect memories, disposition, and even personality traits. As a rule of thumb most queens do not elect (or are forbidden) to exercise this level of control.

Homeworld

The Goa'uld are an ancient species and their origins have been shrouded in mystery. Only recently has the possible location of the Goa'uld homeworld been found.

"That's between you and your god. Oh, wait a minute. You ARE your god. That's a PROBLEM." – Col. Jack O'Neill

P3X-888 is a temperate world where the first primordial Goa'uld originated and evolved for a period of several million years. These ancient Goa'uld had no language, culture, or grasp of technology – they were predatory parasites in the truest sense of the word. Most lived and died in the waters of P3X-888 without ever taking a host or developing any concept of their ability to possess others.

At some point the symbiotes, either instinctively or through evolution, began to attack and possess their prey, finding the ability to control their hosts. Many of these first attempts resulted in failure or self-destructive behavior, but over time, the Goa'uld slowly mastered this unique ability. Some of the original hosts were most likely the aboriginal tribes of Unas, a primitive bipedal tribal society located on P3X-888.

While the homeworld does possess a Stargate, it holds no signs of any ancient ruins, or other technology. Most surprising of all is the lack of any trace amounts of naquadah in the earth or fossils, suggesting that this mineral became a cornerstone of the Goa'uld's makeup after their departure from P3X-888.

The Stargate holds the most likely explanation for the proliferation of the Goa'uld beyond this world. Symbiotes in Unas hosts may have eventually learned how to make the Stargate function, using it to leave their world and find another with more technologically-advanced inhabitants. Alternately, visitors from another world, perhaps even the Ancients themselves, could have visited P3X-888 and unknowingly exposed themselves to the Goa'uld. Regardless how the parasites left their world and began to seed the universe, the original primordial species still resides there today. These symbiotes demonstrate no understanding of the Goa'uld genetic memory, the function of the Stargate, or even their own sentience; they exist as a segment of the Goa'uld's past that never evolved any further on their own. Considering the difficulty Goa'uld have in propagating their species and the need for additional queens, it is likely that they themselves have no knowledge of P3X-888, the source of their species.

Unas

The other significant species on P3X-888 is the Unas or, "the first." They are large aboriginal bipedal humanoids with a primitive society, basic tool and clothing use, and a functional (albeit basic) language. The Unas are still very early in their evolutionary development and would easily be the dominant species of P3X-888 were it not for the Goa'uld, who used them as hosts for thousands of years. Indeed they were likely the first hosts to ever be taken, a predicament which doubtless stunted their development to the point of stagnation.

A Unas ranges in six to eight feet in height, covered in a thick resilient hide. They have a well-defined skeletal structure and overlapping bones over several vital areas. They also possess sharp claws and fangs for survival, as well as developed vocal and ocular abilities. The Unas sense of smell is excellent, providing them with the ability to track their prey, and they have a hyper-developed immune system, providing them with exceptional strength and resilience. Unas dress in worked hides and carry basic stone weapons. They have mastered the ability to make fire, though their technology has not progressed far beyond that. The Unas appear to live in a tribal society, led by Alpha Males which hold dominance over the other males in their respective group. Upon reaching adolescence a male must undertake a quest to prove his worth as a member of the tribe.

Unas that have blended with a symbiote are truly terrors to behold. Their natural strength, speed, and recuperative powers are enhanced by the blending, making them fearsome in combat. Non-possessed Unas understand the dangers of the Goa'uld and avoid the symbiotes whenever they can, destroying them if possible.

The symbiotes on P3X-888 are primitive and aggressive, and no symbiotic relationship exists between these two species. To resist possession, the Unas dwell in a system of caves, venturing out only to procure food and to quest. This has not protected them from another predator: slavers from another world that use the Stargate to capture them. These traders apparently once served as slaves to Goa'uld-controlled Unas and, after overthrowing their masters, determined the location of the Unas homeworld. Little else is known of this species, but they represent the only real threat to the Unas beyond the Goa'uld themselves.

History and Culture

Much of what we know of present-day Goa'uld and their history stems from the mythology of Earth's past. Ancient stories and traditions, which once seemed fanciful and without basis, actually constitute the first written record of the Goa'uld, dating back some 10,000 years ago. What we do not know of the Goa'uld directly can be inferred by their current culture, their history over the past 10,000 years, information from the Asgard and similar species, and records that exist from that age.

The First Ones

As discussed in the previous section, the Unas most likely served as the original hosts to the Goa'uld, allowing them to use the Stargate and leave their world. They presumably spread to new worlds and possessed new and more technologically advanced hosts. Soon, they had mastered interstellar travel and other forms of advanced science. Over the course of time (and without proper means of record keeping), they lost track of their original planet, and with it any fresh stocks of Unas hosts. Instead, they began searching for a new species to meet their needs, using their rapidly-expanding resources to search across the galaxy.

The Tauri

The Goa'uld's discovery of Earth marked a sea change in both their development and humanity's. Originally found by Ra, Earth was rich in minerals and natural resources, although it unfortunately lacked any traces of naquadah. But its population more than made up for it: a thriving primitive bipedal society that the symbiotes could possess with exceptional ease.

The Tauri (humans) were almost perfect Goa'uld hosts. They possessed highly advanced neural pathways and their bodies were capable of a great many functions. While their lifespans were not entirely satisfactory, Goa'uld technology could remedy that. Best of all, their bodies were resilient and easily repaired and the species could multiply at a prolific rate. This quickly made the Tauri the predominate Goa'uld host of choice and a prime source of slaves and warriors.

The people were also primitive, mistaking the Goa'uld for gods, and accepting the symbiotes into their culture as beings of divine power. The Goa'uld easily exploited this masquerade, so well in fact that it became an integral part of the parasites' culture for the next several thousand years.

Using their technology, the Goa'uld located the Stargate of the Earth and began the transportation of the humans across the galaxy. Goa'uld "System Lords" vied for the best breeding stock among the humans; every major Goa'uld visited the Earth at some point to select their own. The humans were soon seeded across hundreds of worlds by their newly-arrived "gods" and used as slave labor in naquadah mines or interstellar shipyards. Many generations passed and the seeded humans would forget from where they came. Local mythologies eventually took root about the creation of all life from their "god" who transported them across the heavens. A precious few remembered the name of the world from whence they came and whispered it in the night, but their numbers were small indeed.

Back on Earth, the native populace was far less complacent. Eventually, the people of the Tauri began to question the divinity of their gods, challenging those who presumed to rule them. They finally recognized the Goa'uld for what they were: parasites that needed the humans more than the humans needed them. A great revolt took place, overthrowing the System Lords on Earth and sending them fleeing to the stars. The Stargate was buried, ensuring that the Goa'uld could not return through it to wreak vengeance. By this time the species had been seeded across the galaxy and the Goa'uld already had entire planets used for breeding purposes. The loss of Earth, while a personal affront to Ra, was not that great a blow to the System Lords.

In time, the Tauri would return.

The Jaffa

In an effort to extend their power, the System Lords sought ways to improve their human hosts. The first of these involved a way to implant a Goa'uld larva successfully after birth, increasing the Goa'uld population and minimizing the number of larval deaths. After several generations the Goa'uld refined their genetic code several times to blend with the humans, but even then a successful blending was not always guaranteed. Then the concept of using the humans as incubators to protect the larval young arose and so began the development of the Jaffa.

Similar to a human, the Jaffa differs from the standard model in the creation of a symbiotic pouch in the abdominal region. This pouch exists for the express purpose of holding a Goa'uld larva as it grows to maturity. In this pouch the Goa'uld receives nourishment and protection from the elements; in exchange, it grants the Jaffa increased strength and healing abilities. This arrangement proved most satisfactory. However, fearing a repeat of the events that transpired on Earth, the System Lords took steps to ensure the Jaffa's dependency upon their gods. After implantation the Goa'uld symbiote replaced the immune system of the Jaffa; without the symbiote the Jaffa would die. After the larva grew to maturity, a worthy Jaffa could then be implanted with another Goa'uld larva to care for or left to die as the System Lords saw fit.

This arrangement further underscored the Goa'uld position as gods in the minds of the Jaffa. Most Goa'uld worlds soon outlawed reading and writing, fearing a new uprising. The Jaffa were then trained as the System Lord's own loyal shock troops. There currently exists a great number of Jaffa breeding worlds; every System Lord possesses their own for the creation of their private armies. (One such planet is Chulak, home to the Jaffa armies of Ra and then later Apophis.)

Gods & Mythos

A significant amount of the Goa'uld's history took new form in the early mythology of the people of the Earth. The Tauri recorded many of the events which the System Lords taught to them, passing the knowledge down from generation to generation. Naturally, some details have been lost or manipulated by the course of time, taking on a new life of their own.

Naquadah

At some point along the Goa'uld development they discovered naquadah, a rare quartz-like mineral used in the construction of the Stargates. The ability for naquadah to interact with neutrinos and generate energy makes it prized as a clean power source, and when properly refined, it can make a variety of constructs and weapons.

While the Goa'uld clearly did not build the Stargates, at some point they learned the secrets of these ancient devices as few had before. For several thousands of years they mapped out the Stargate network and visited a host of different worlds until they discovered one rich with naquadah... which would become part of their genetic makeup and the foundation for all of their technology *(see later sections for more details).*

The ancient Egyptians, who had the closest contact with the Goa'uld, held that world began as a formless dark ocean known as Nun – the disk of the night. One night a great serpent, Apep, appeared in the Nun and threatened to destroy the world but was held back by Atum and Ra – the original gods that sprang forth from Nun.

In actuality Ra was a Goa'uld who descended from the heavens – Nun – in his great pyramid ship, landing on Earth. His first underlord, Atum, came to the primitive people who worshipped the pair as gods. Weak and near death, he helped transfer the symbiote from Ra's host to a human. Atum, later known as Apep, was the first chronicler of the Goa'uld in ancient Earth history. This moniker would serve as a lasting tribute to the original Goa'uld ruler, Apep.

Renewed, Ra installed himself as ruler of all the people. After reclaiming the Stargate, he then summoned forth the other Goa'uld to the planet. As the System Lords emerged from the Stargate, Ra gave "birth" to them in the annals of mythology. Bastet and Nut were among the first, then Thoth. Nut became the first Queen of the Pharaohs and subsequently gave birth to Osiris, Heru-ur, Seth, Isis, and Nephthys. These Goa'uld then took hosts and established themselves as the original Egyptian pantheon.

Eventually the planet of the Tauri would host all number of the System Lords; the planet became a neutral meeting place in which the "gods" would discuss their plans. Even their internecine politics became the chronicles of legend. An early tale records the goddess Isis, who schemed against Ra, seeking to know his True Name. She fashioned a snake from the earth who attacked Ra, filling him with poison and immobilizing him. Isis offered to cure his wound in exchange for his true name.

In actuality Isis sought to usurp Ra's rulership over the Earth and plotted to kill him by poisoning him slowly with the blood of a symbiote, which would be toxic to his host. Her plan nearly worked, but she was caught and confessed her crimes. For her actions, she was sentenced to eternal imprisonment. Such internal plots and battles are the common fodder for human myths. Passed down by Jaffa priests, they have become a part of cultures across the galaxy, their foundations born from reality.

The First Goa'uld Dynasty

The first dynasty of the ruling Goa'uld – which rose and fell long before the discovery of Earth – was presided over by the most powerful of their number, Apep. Apep commanded the vast collected fleets and armies of the Goa'uld, disbursing them among his loyal underlords, Ra, Bastet, Nut, and Thoth. The Goa'uld conquered with reckless abandon during this period, finding none that could match their might. As more and more worlds fell beneath their yoke these powerful Goa'uld began to realize that their only equals were themselves. They soon fell to petty squabbling, each one turning against his brother or sister.

Several other Goa'uld rose and fell from power in this time, including Anubis. Anubis elevated himself quickly through the ranks, selected by Apep as the one Goa'uld who showed no desire for conquest over his own people. Apep entrusted Anubis with all of his knowledge and deepest secrets – only to see that trust betrayed. When the time was right, Anubis struck down his master, declaring himself ruler of all Goa'uld and Emperor of the known universe. In this brief Dark Age Anubis carried out many heinous acts that no Goa'uld will speak of to this day.

The remaining Goa'uld eventually collected their forces to fight Anubis, removing him from power at a terrible cost. Entire worlds were lost, gates destroyed, and countless larval Goa'uld consumed in flames. For his crimes Anubis was banished for all eternity, and Ra seized control of his empire, determined to unite the Goa'uld.

The Second Goa'uld Dynasty

With the eventual fall of the First Dynasty, the Second Dynasty rose from the ashes to assume control. Among the prominent rulers were Ra, Yu, Osiris, Isis, and Tiamat, who ushered in a new era of order and growth – a "Golden Age" if you will. Ra claimed the bulk of the power, taking command of the forces of Apep unto himself as was his right.

Ra was dissatisfied with the petty bickering of the Goa'uld and formed the establishment of the System Lords – supreme Goa'uld that would serve as rulers over their species and bring order out of the chaos. While many objected, few had the might to argue with Ra and the most powerful of the Goa'uld embraced the chance to rule alongside Ra. They became the original System Lords.

Many of the precepts of modern Goa'uld society were created during this dynasty, which lasted for several thousand years. In that time the Tauri were discovered and a new host was born, better than the Unas and others before them. The Goa'uld flourished and expanded across the galaxy unlike ever before. With new worlds to conquer and new worshippers at their command, the System Lords became even more powerful than before – and more dangerous.

The Second Dynasty also saw the return of Anubis who rose to the rank of System Lord for a time. No one had forgotten his betrayal of Apep, however. Ra launched a bitter war against the upstart System Lord, offering no quarter to the one who would betray the Great Father. In the end Ra swayed the other System Lords to his side and Anubis' attack was crushed. The symbiote was removed from its host and cast into space, never to return.

With Anubis gone, internal squabbling rose again, this time taking cataclysmic form. Where in the past small pockets of Goa'uld would battle amongst each other, the System Lords had new technologies and means of destruction to launch against each other. Entire star systems would be destroyed over differences in opinion; whole armies of Jaffa went to the slaughter in order to prove who had the most loyal subjects. The results were the same as the First Dynasty but the stakes had become much higher.

Only the power of Ra kept the other System Lords in relative check, but even then his forces could not be everywhere at once. New System Lords rose and fell from power, or were outright destroyed by their peers. The Queen Egeria betrayed her people, creating the Tok'ra, who then began their own war against the Goa'uld *(see page 99 for more information).* After a number of centuries even the Tauri rose against them, reclaiming their planet and burying their Stargate. Finally, Ra adopted ruthless measures to restore order, this time crushing all those that stood in his way.

The Second Dynasty drew to a close.

The Third Goa'uld Dynasty

The beginnings of the Third Dynasty took several millennia to develop; internal strife weighed heavily on the System Lords. Finally a central group emerged in control of Goa'uld space: Apophis, Ba'al, Bastet, Kali, Morrigan, Olukun, and Svarog – only Ra and Yu survived the transition. Their numbers would fluctuate but this new core of System Lords also retains the expansionist principles of their ancestors. They began an aggressive war against the Asgard and the Tok'ra which diverted their attentions from one another. However, they made little progress against these new foes, and soon enough began to squabble among themselves once more. New System Lords rose into the ranks – Cronus, Heru-ur, and Nirrti – providing the largest base of power that the Goa'uld had ever seen. Rich deposits of naquadah helped them flourish but the new policies instituted by Ra held them back. With the System Lords fighting against each other, such unchecked growth could result in the destruction of the species. Ra instigated new restrictions on army size, new technology, and the creation of new larvae. With the availability of new Goa'uld restricted, the growth of the species slowed dramatically. Some System Lords plotted to have their own queens once the time was right but none wished to face the wrath of Ra or the potential for another Tok'ra uprising.

Then something happened which shook Goa'uld society to its core. Ra was suddenly destroyed, in what at the time was believed to be a freak accident. (The Goa'uld later learned that it was the actions of the Tauri, who had uncovered their Stargate and learned to use it for their own purposes). The act created a massive power vacuum, which no one had expected or anticipated. The remaining System Lords tripped over each other to collect the scraps. The forces of Cronus struck out against the worlds of Yu only to be driven back with lightning speed. Ra's rival Apophis seized control of a large number of worlds, attacking Heru-ur, who obliterated two of Apophis' systems in retaliation. Ba'al and Kali sparred over a great number of worlds while Nirrti caused strife from within by planting falsehoods and innuendoes amongst her fellow System Lords. It was a time of great opportunity for those ruthless enough to seize it.

The Present

The strife following Ra's destruction continues today, but the balance of power within the System Lords has shifted yet again. Anubis, the dread foe who caused so much damage, has returned and been reinstated as a System Lord. Along with his return, Anubis has brought strange new technology with him, perhaps recovered from the Ancients. This technology has greatly enhanced his forces, and also gives him a sizable tactical advantage against the other System Lords. Indeed, a number of System Lords have pledged their alliance to Anubis in hopes of currying favor. An equal number, silently, stand ready to oppose him.

As if that weren't enough, the Tauri have become a considerable thorn in the side of the System Lords. Now able to use the Stargate, they have traveled to numerous worlds – some held by System Lords – and caused no small amount of damage. Indeed, their actions are responsible for the death of several System Lords and numerous key losses. The Asgard have placed the Tauri under their protection, making the humans safe from direct retaliation, but in time the Goa'uld intend to make them pay for their actions, one way or another.

Presenting The Goa'uld

This section gives you an idea of how to present the Goa'uld as we've seen them on *Stargate SG-1:* scheming, grandiose villains with plans for universal domination.

When playing a Goa'uld – or more specifically, a god – it's all about presence. Goa'uld are powerful and strong with an equally powerful personality. They have lived for thousands of years and literally cheated death. They fear *nothing.* Of course, like all classic villains their arrogance is their undoing.

The Goa'uld are accustomed to being worshiped; they do not react kindly to those that do not grovel at their feet or see them for what they truly are. The Goa'uld know deep inside that they are helpless parasites, weak and easily slain. So they remade themselves as gods, eager to hide that inescapable truth. This is the infamous Goa'uld ego: divinity as the ultimate form of denial. Anyone who challenges that façade attacks the core of their being.

Enraging a Goa'uld is not difficult. Foiling their schemes is. A Goa'uld defies death and is difficult to kill. They function best as larger-than-life challenges, and like all great villains, they may be defeated, but rarely destroyed – they always manage to escape, lick their wounds, and reappear in the future ready to destroy the players again.

The Goa'uld can carry a grudge as few others, but it is usually beneath them to act on it unless it suits their needs. To seek revenge against a group of humans (like the player characters) is... well, petty. From their perspective, it would be like plotting an elaborate and intricate revenge against the wasp who just stung you. It's much easier to just annihilate the party's world from orbit, rather than go through the pain of orchestrating a personal attack. In most cases, the players will stumble over some evil plan of a Goa'uld and into his hands, not become a direct target of his wrath.

In the end remember to play it up: You're the god!

These threats, coupled with the continuing strife cause by the loss of Ra, promise to occupy the Goa'uld for some time to come.

NATURE

The Goa'uld are a predictable species, their behavior founded in a millennia of traditions, and passed through countless generations by their genetic code. To understand what motivates one Goa'uld is to understand nearly all Goa'uld. This predictability is a byproduct of their exceptional lives and perhaps their most glaring weakness.

PERSONALITY

Until a symbiote blends with its host for the first time a Goa'uld has no way of expressing a personality unique unto itself. For this reason, the Goa'uld have no compunction about destroying unblended symbiotes, either as part of rituals or when dispensing justice against the Jaffa. In their eyes, until a symbiote has blended, a Goa'uld has not yet emerged and been "born."

The Goa'uld's genetic memory helps define the personality of a newly-blended symbiote; indeed, it forms one of the basic precepts of Goa'uld behavior. Millennia upon millennia of hate, conquest, and destruction have left an indelible imprint on the species, dooming all that follow them to the same proclivities. With the knowledge of all that have come before them and their collective deeds, a newly-blended Goa'uld is almost certainly destined to be evil. It is their nature.

The aspect of the Goa'uld that determines unique personality traits are those of the host, if applicable. Intelligent hosts, such as humans, can help shape and direct the personality of a blended Goa'uld. This should not be construed as a symbiotic relationship – the Goa'uld never willingly releases control to its host. Instead, the experiences of the host now become the experiences of the Goa'uld, in some small way altering the resultant personality. The precise degree of influence is still a matter of debate, however, since the control of a symbiote over its host is absolute. Members of the SGC have theorized that those hosts with sufficiently strong willpower may be able to influence their symbiote in some small capacity, though never enough to actually gain control.

Such manipulations often manifest as emotions, desires, or even a code of ethics. For instance, while a Goa'uld would never be swayed into releasing prisoners, a host could potentially instill a sense of mercy upon the symbiote, coloring its decisions. Strangely, the Goa'uld actually cherish such conflicts – it provides an opportunity for them to exercise their own will and crush that of their host, a decidedly sadistic and pleasurable experience. No Goa'uld can resist the urge to humiliate their host when given an opportunity, knowing that their host sees and feels everything they do.

The Goa'uld thirst for conquest is another aspect of their personality that is difficult to properly quantify. Their technology is not the most advanced, but the Goa'uld constantly strive to further their own ends *(see Goals, page 120)* and gain additional power. This predisposition to rule stems from the Goa'uld desire to be acknowledged as superior, shattering the premise that they are nothing more than helpless parasites. This instinctual desire to be revered and worshipped has directly resulted in the foundation of their culture masquerading as gods across hundreds of worlds. The Goa'uld do not simply care for such worship – they *need* it. They *crave* it. With no acknowledgement from their peers, a Goa'uld does everything in its power to solidify its base of power, sometimes solely to procure loyal retainers and worshippers to kneel in adulation. Many System Lords shape the societies under them to become utterly dependent on their presence; while the symbiote requires a host to survive, those under the rule of a Goa'uld require the symbiote to survive.

The symbiotes have an almost universal disregard for life, treating people, planets, and entire species as disposable toys. The roots of this attitude lie in their near-immortality. Considering that some System Lords have been alive for over 10,000 years, with few changes in their lifestyle or state of affairs, it's not surprising that they lose the ability to even register the value of individual life. To a Goa'uld, who can heal nearly any injury through a new host or a sarcophagus, the death of a single being has no consequence. This cavalier attitude allows them to destroy a world with a wave of a hand, unconcerned with the loss of life or the expanse of individual promise wiped out.

These elements have led to the formulation of the famed Goa'uld ego – the belief that they actually are gods, that their existence represents a triumph over the natural order of the universe. Their immortality (though a result of technology) is proof of their divinity. While some suspect that this belief is merely an extension of the façade that they use to cow more primitive cultures, in actuality the concept is so ingrained into their genetic memory that the Goa'uld have actually come to believe it. As such, most believe that they cannot be destroyed, save by another Goa'uld. Only the System Lords themselves, perhaps the most pragmatic and realistic Goa'uld, may understand that it is not the case.

The Goa'uld social structure has few traditions or observances. There are no family units, no joyous occasions or births to revel in, no specter of death to motivate them, nor any loss to cause grief. The life of a Goa'uld is one of perpetual boredom, punctuated by the brief passing of victories and the chorus of devoted worshippers. It is a solitary and lonely existence, one that the Goa'uld seem unwilling to rise above.

It is not in their nature.

STAGNATION

To relieve this boredom the Goa'uld rely upon the expansion of their empires, the bettering of their positions, or the acquisition of new wealth. Wealth among the Goa'uld is inevitably measured by power – monetary wealth or knowledge has little value to a species with a lifespan as infinite as their own. Such motivations are ultimately hollow and empty, and have led the Goa'uld to a slow state of stagnation. With no driving force to spur self-improvement, with everything either given to them by worshippers or taken by force, the Goa'uld live an eternity in the here-and-now, reminiscing about the past and oblivious to the future. Most

great Goa'uld advancements have been stolen from other species over the years: fallen in conquest, taken from their peers, or absorbed through the selection of hosts. Even the vast Stargate network, a marvel that dates back millions of years, has yet to be bettered by the Goa'uld. Indeed, they have little interest in understanding how the network works. To them it simply is.

This stagnation may ultimately prove to be the Goa'ulds' undoing. Having existed for so long in a barely-changing status quo, they believe that their only challenge – the only frontier which motivates them – lies within their own social structure. Hence, the System Lords engage in unending games of power and domination with each other. A few Goa'uld have broken outside of this group, seeking to expand their horizons and themselves, but again only in the interest of furthering their own power. Such petty one-upsmanship has led them to squander much of their resources, as well as masking the rise of more tangible threats. And if one of their internal power struggles goes too far, it may destroy the species from within, as the System Lords tear each other apart in their quest to reign supreme.

Optimists believe it is only a matter of time.

Other Species

The Goa'uld have little compassion or even interest in other species, save those with new technologies or resources to exploit. Even then, the Goa'uld do not negotiate – they dominate. If a species has something of value, they take it by force and if they are unable to use it, they will destroy it, lest it fall into someone else's hands. The subjugation of alien worlds takes place through raw force and supremacy of Goa'uld might; few species can stand up to even a single Goa'uld, let alone the System Lords en masse.

Most worlds offer only natural resources, used to build larger fleets or feed their growing armies. Technology is always a great boon, and the Goa'uld have appropriated all kinds of alien devices in order to increase their power. They consider new hosts as a potential resource as well. The Goa'uld greatly favor the body of the Tauri – so much so that they seeded them throughout the universe – so any new host species would have to offer some significant advantage.

In most cases the Goa'uld come to a world and install themselves as ruling gods, basking in the reverence that they feel they rightly deserve. They will display a measure of their divine power and usually deliver a mandate for tribute. If a Stargate exists, the Goa'uld may show a select few how to use it. From that point on the world may actually be left alone until the Goa'uld has a specific reason to pay attention to it.

The Goa'uld have no respect for alien life. A Goa'uld would just as easily destroy an entire world as we would swat a fly. To them, life beyond their own immortal existence has no meaning. The greatest deciding factor in subjugating the world is what it can provide in terms of labor or resources; the actual people and their lives are inconsequential.

Goa'uld Justice

Crimes against the Goa'uld by a non-Goa'uld are dealt with swiftly through death and destruction. The Goa'uld, however, rarely pass up the opportunity to make a statement. Should a handful of Jaffa warriors turn against a System Lord, not only are the warriors killed, but their families will be banished and possibly slain as well. In some cases the Jaffa's entire tribe will be wiped out. Betrayal of a Goa'uld results in extreme collateral damage; since the Goa'uld have no compunction about destroying entire worlds.

On a Goa'uld-controlled world the word of the highest-ranking Goa'uld or System Lord is law – there is no avenue for appeal. Begging for mercy (or a swift death) is usually the best course of action. In some extreme cases, where a Goa'uld has been significantly slighted, a sarcophagus may be used, reviving the dead for continual torment. The System Lords also favor displays of humiliation and other object lessons, including public torture. Declaring a follower *shol'va*, or traitor, is one of the most damning of all offenses – any who consort with or are found in the presence of a shol'va risk exile or death.

The preferred method of executing a Jaffa involves the ritual crushing of the symbiote inside the Jaffa. This causes the larval blood to mix with the blood of the Jaffa, an excruciating and painful form of poisoning. The destruction of the symbiote is considered a release for it – an unblended (and therefore incomplete) Goa'uld that was wronged by the Jaffa entrusted with its care. In these instances the Goa'uld consider the death of the unblended symbiote a necessity to prevent the possible pollution of the species as a whole. Watching the Jaffa suffer an agonizing death is something of a bonus.

Goa'uld justice among their own kind is in many ways even crueler. Occasionally a Goa'uld that has wronged the System Lords may be executed, but usually the symbiote is extracted for imprisonment (the host is always killed) and placed in perpetual stasis, frequently in canopic jars with small naquadah-powered cells to sustain their lives indefinitely. Depending on the nature of the crime a sedative may be administered – without it the Goa'uld is not shielded from the passage of time and will eventually go mad. Such damnation is considered harsh even by Goa'uld standards – symbiotes so sentenced typically beg for death or take their own lives rather than endure such perpetual torment.

Recently, evidence has appeared of a more lenient attitude towards accused Goa'uld – even mercy in some cases. The SGC believes that this trend is directly related to the species' dwindling numbers; the Goa'uld can no longer afford to permanently punish their own. Even those who have committed some great offense against the System Lords may one day redeem themselves and return to positions of affluence. The escape and subsequent rise to power of Osiris is but one such example.

Organization

The social hierarchy of the Goa'uld has developed over thousands of years. By virtue of their genetic memory and predisposition towards structured order, the Goa'uld resist change – both internal and external. They themselves answer to no single power, with perhaps the exception of the System Lords (who are covered in the next section). Underneath the System Lords there are a number of lesser but equally valuable positions within the social order of the Goa'uld.

Because of the genetic memory of their species, every Goa'uld is born knowing the history of its people and all that has transpired since they rose to power. Thus, every Goa'uld knows that it has the potential to become a System Lord. Only the strong survive among the Goa'uld, and few remain satisfied with lesser positions...

UNDERLORDS

The underlords are the Goa'uld who one day strive to be System Lords in their own right, commanding vast fleets and armies with scores of worlds under their command. Devoted worshippers revere such Goa'uld as gods and their lives are comprised of decadence and pampering. They want for nothing.

The underlord is the trusted servant to his System Lord, a Goa'uld in the employ of his master. A System Lord may have any number of underlords at his command; there is no formal number beyond the System Lord's wishes. Some Lords even forgo underlords, although this is fairly rare.

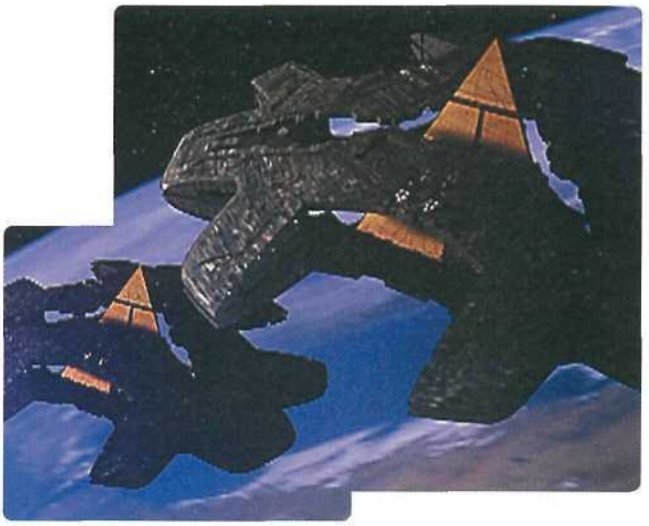
A lieutenant to the System Lord, the underlord serves as a mediator, emissary, confidant, and purveyor of his Lord's commands. He tends to the operations of the System Lord's various worlds, quelling rebellion or ruthlessly seeking out Tok'ra spies that may be in their midst. Those System Lords that employ multiple underlords may assign their lackeys to any number of individual or specialized tasks (for example, placing an underlord in charge of procuring new technologies or ensuring the continuation of offerings from controlled worlds).

The inherent nature of the Goa'uld psychology of course demands that no one can be trusted, not even one's underlord. To this end System Lords take great delight in pitting underlord against underlord, making their minions vie for approval. This precarious arrangement of checks and balances ensures equality among the underlords and frees the System Lord from watching his back.

Much like the process of natural selection, this arrangement also ensures that the most qualified underlords rise to positions of power. For example, an underlord who has secretly been hoarding naquadah in preparation for a coup may be discovered by another rival underlord. The System Lord will then allow the two underlords to resolve the problem – the weaker one will be killed and then the System Lord can either eliminate the traitor or promote the mindful ally.

In some rare instances underlords develop genuine affection for their masters and vice versa. This can be quite dangerous, since it opens up a weakness which other System Lords may exploit. The capturing and ransoming of a prized underlord is not unheard of, although fairly uncommon; an underlord foolish enough to be caught by a rival probably deserves his fate.

The ultimate achievement for the underlord is to rise to the rank of System Lord. This typically happens when the underlord's master suffers a great defeat in combat, or is killed or seriously injured. The underlord can then step in and seize power for himself (usually after dispatching his rivals or the Lord himself if he has survived). The newly-anointed underlord may then petition for System Lord status, though he must often prove himself worthy of the title (a successful coup usually isn't enough).



In some instances a particularly worthy underlord with several centuries of service may be granted a boon by his Lord; perhaps a small slice of territory, a handful of ships, or his own Jaffa army. That underlord may then expand his territories as he sees fit. Such arrangements have substantial conditions attached to them, committing the underlord to continue to serve the System Lord for a duration of several more centuries. Should the underlord ever rise to the ranks of the System Lords it is expected that he remember his original patron's generosity.

Underlords are selected from the pool of Goa'uld symbiotes, as provided by the other System Lords. Currently there are still a great number of underlords in service to various System Lords, the most notable ones documented in the annals of mythology. Titles of underlords vary depending on the System Lord; most are called Pharaohs, Lord, or Grace. (The System Lords alone take the mantle of divinity leaving the underlords domain over more mundane titles.)

TOK'RA

The Tok'ra are covered in more detail in the previous chapter *(see pages 97-101)*, but their connection to the Goa'uld merits inclusion here.

Prior to the time of Egeria the Tok'ra did not exist at all. They were created by their queen after she questioned the ways of the Goa'uld – the enslavement of innocent species, the infestation of unwilling hosts, and the use of technology that drained their essence. How or why Egeria reached her decision is unclear, but her close association with her husband Ra played a significant part. As a queen, she had the ability to alter the DNA structure of her Goa'uld larvae, changing their genetic memory. She removed the necessity for deceit, power, and corruption, instilling in their place duty, value, and honor. As a slight to Ra, the most powerful of all the System Lords, Egeria named her new children the Tok'ra, meaning "against Ra."

Separated from the collective Goa'uld genetic memory, the Tok'ra developed on their own as a separate offshoot species; biologically the same but differing wildly in philosophy. At first these Tok'ra symbiotes lived among the existing Goa'uld, seeded by Egeria. It took several hundred years for her deception to become clear but by then it was

too late: The Tok'ra had taken root and could not be easily found or stopped. The System Lords united against them, declaring Egeria the Traitor Queen. For her crimes she was removed from her host and imprisoned by Ra for an eternity of damnation.

Since that time the distribution of Goa'uld larvae has been heavily regulated – no System Lord may keep their own queen or own supply of symbiote larvae. To do so could cause another uprising similar to the Tok'ra, or worse. The System Lords as a whole determine the distribution of larvae, ensuring that no one Lord has an unfair advantage over the others.

Queens

Several millennia ago most Goa'uld and System Lords possessed their own queens. This came to an end with the betrayal of Egeria and the possession of a queen symbiote has subsequently been forbidden – all access to symbiote larvae goes through the System Lords.

As discussed in the earlier sections, the queen is the progenitor of the species, able to fertilize and produce larval offspring as necessary. Because Goa'uld hosts are forbidden to mate – such a union creating a Harsesis child – the entire propagation of the species rests in the hands of a few Goa'uld queens.

"False God. Dead False God."

-Teal'c

The queen is revered over all others, yet usually remains subservient to her Lord and the System Lords as a whole. A queen is forbidden from carrying young until given leave to do so, usually when new Goa'uld are required. In this fashion the System Lords ensure that no Goa'uld or individual System Lord has an advantage over the other. More seriously this ensures that incidents like the creation of the Tok'ra never repeat themselves; a Goa'uld queen may never alter the genetic code of her larval Goa'uld, except to accommodate a new host type.

For all the demands placed upon them, Goa'uld queens are held in the highest esteem and well-protected by the System Lords. They live opulent lifestyles of bacchanalian excess, with the opportunity to select any host that strikes their fancy. All Goa'uld queens have access to a sarcophagus and typically a world set aside entirely for their use.

In recent memory only one Goa'uld has defied the wishes of the System Lords in regards to queens. For reasons of his own, Apophis found and kept a "private" queen, Amaunet, with whom he spawned a forbidden Harsesis child. When his rival Heru-ur learned of it, he sought Amaunet and her child as proof of the System Lord's defiance. Eventually Heru-ur, Amaunet, and Apophis were all destroyed, resolving the situation.

Larval Goa'uld

After their birth, larval Goa'uld are vulnerable and helpless to attack. Centuries of breeding, along with pampering at the hands of Jaffa priests, have removed their predatory instincts. A larval Goa'uld cannot take a host until it matures, a process that takes seven years. In that time it either incubates in a Jaffa warrior, or is maintained in proper conditions, waiting for the Rite of Transference. Historically most larvae are implanted into Jaffa but recently this has become more difficult. Jaffa numbers have steadily decreased with the fall of several key worlds, and recently a whole army of rebel Jaffa were destroyed, their larvae with them. The seven-year incubation period makes it more difficult to compensate for heavy losses – queens can replace destroyed larvae, but they must still have time to mature.

Sometimes necessity may require the blending of an immature Goa'uld with a host, but such a process carries substantial risks. Even with the best available host (a Jaffa or a human) the blending succeeds only intermittently. More often, both the Goa'uld and the host are killed.

Larval Goa'uld are worshipped and revered like most other Goa'uld, considered "Children of the Gods" by the Jaffa priests. Jaffa will protect the symbiotes with their own lives and System Lords consider them their most valuable possessions. The general populace treats the symbiotes as the sacred property of the gods, and will go to extreme lengths to see stolen larvae returned.

Rogue Goa'uld

For all their genetic breeding and pretensions to divinity, a few Goa'uld choose to live an independent life, loyal to no System Lord. These rogue Goa'uld pose a dangerous threat to the System Lords, potentially upsetting the delicate balance of power. Rogue Goa'uld frequently travel the universe on their own, perhaps in a stolen ship with a small contingent of loyal Jaffa. Some lay in wait, serving as underlords, seeking an opportunity to escape. Others sequester themselves on forgotten worlds, preferring the simpler life of study and self-reflection. Their actual motives vary between individuals, and remain a mystery to all but their closest confidants.

Most suspect that these rogue Goa'uld are simply leftovers from Egeria the Traitor Queen or perhaps an experiment by some other queen to create a new subspecies of Goa'uld. In any case, the System Lords hunt them ruthlessly whenever found; they have little patience with those that could disrupt the status quo.

The one exception is the ashrak, a race of assassins drawn from the ranks of rogue Goa'uld. Trained in the art of stealth and murder, the ashrak serve no one Lord, ensuring impartial judgment and lack of passion when tasked with a new mission. The System Lords will occasionally offer rogue Goa'uld the position of the ashrak or they themselves will volunteer for it rather than face death. Ashrak lead brief and violent lives and the System Lords consider them eminently expendable, like all of their servants. The rogue Goa'uld look upon the position as a necessary evil, one they are best suited to following.

Linvris

The organization of the Linvris, or "others," was a brief attempt by a number of high-ranking Goa'uld underlords to create a new ruling body. Originally comprised of nine Goa'uld, they met in secret, hidden from all but their most trusted servants. The Linvris were convinced that the stewardship of the System Lords would eventually lead to the destruction of all Goa'uld. They saw the dangers of the Lords' fragmented power base and how it prevented the Goa'uld as a whole from making any decisions. They believed that they could bring the combined forces of the System Lords together under one massive fleet, allowing them to finally destroy their enemies and rule supreme. Unfortunately, though the Linvris lasted several decades, they never made their presence felt among the System Lords. The nine core members were found dead on P3W-924, killed by an anti-Goa'uld weapon. If other members exist or intend to reform their organization, they are being very quiet about it.

Goals

As with most species the Goa'uld have an inherent instinct to survive. What makes them unique is their penchant to attack and dominate any species they encounter as an offshoot of that instinct. Their nearly universal hatred of life rises from thousands of years of control over lesser peoples, their extended pretense of divinity, and the genetic predisposition coded into their very cells to sweep the universe like a plague.

Domination

All Goa'uld feel an overwhelming desire to accumulate prestige and power (*see Personality, page 116*). This is most often achieved by the domination and subjugation of lesser species. In most cases it involves conquest through high technology, space vessels and massive Jaffa armies. Once a world has fallen under the banner of a Goa'uld, the symbiote installs itself as ruler and deity. For particularly advanced species that realize the Goa'uld's true nature, the new ruler will often all but wipe out the population, destroying all remnants of technology (after taking what they can use) and then outlawing both reading and writing. In this case the Goa'uld rely on the next several generations, raised in ignorance and fear, to worship them as a god. To the Goa'uld time has little meaning. Their perpetual lives and the vastness of their empires allow them to make such decisions without care for the implications. Wiping out a civilization in order to claim the survivors' undying devotion in several thousand years is an acceptable practice to the Goa'uld.

Rarely do the Goa'uld commit outright genocide. Only special instances, such as the Tollan, merit such a harsh reaction in their eyes. This "generosity" should not be mistaken for weakness; the Goa'uld have no love of life. Instead, they require the affirmation of others to validate their miserable, perpetual existence. To the Goa'uld, lesser beings exist to only serve and worship their "gods"... and they can't do that if they're all dead.

Methods

The Goa'uld have access to a large number of Stargate addresses, cultivated through millennia of experimentation as well as bartering among the System Lords. The bartering and theft of Stargate addresses among the Goa'uld remains an active amusement to this day.

Goa'uld have no compunction about sending hordes of Jaffa warriors through the Stargate to investigate new worlds. They care nothing for the survival of these Jaffa scouts, sending them to worlds that may not even support life; these warriors will happily die in the name of their god. Once word returns of the possible treasures a new world may possess, another larger party may be sent. Secondary expeditions are often led by a valued Master Jaffa or even an underlord. The Goa'uld's interest in a new world extends to technologies to steal, resources to plunder, and people to dominate – perhaps even use as hosts. The more that a world has to offer in these regards, the greater its value.

Alternately a System Lord may dispatch a space vessel to investigate a world, especially if it has a sizable population and/or a protected Stargate. In this case a military invasion becomes the preferred form of acquisition; planetary bombardment followed by a ground invasion, systematically destroying the population until they relent to the demands of the Goa'uld.

Recently the Goa'uld have begun experimenting in instruments of mass destruction that can destroy all life on a planet but leave the natural resources behind. Some might consider this short-sighted, but Goa'uld interests rarely lie in the indigenous population (unless they require more worshippers). Instead the Goa'uld will take whatever technology remains and cultivate the world for their own uses.

Natural resources, such as gold and precious minerals are of great value to the Goa'uld, particularly items useful in the creation of additional fleets or, better yet, the presence of naquadah or naquadria. System Lords have been known to throw entire armies at one another in the quest to hold worlds that possess these rare minerals.

Goa'uld Technology

Most technology used by the Goa'uld has been stolen from other civilizations. Only a handful of Goa'uld, such as Nirrti, actively research new technologies. (In the case of Nirrti her specialty lies in genetic resequencing. She wishes to create an "advanced human" to serve as a superior host with greater abilities, such as psionics. To date she has had limited success.) *More information on Goa'uld technology can be found in Chapter 11.*

Naquadah

Naquadah is literally the basis for all Goa'uld technology, though they cannot claim credit for its initial use. The Ancients made the first practical application of naquadah with the creation of the Stargates. But the Goa'uld eventually discovered the mineral's potential and quickly absorbed it into their technology. Today, it is a staple of many of their devices, and a cornerstone of their power base. Worlds rich with naquadah are highly prized, providing a considerable asset from which a Goa'uld can negotiate for untold influence – provided it can maintain control

of such a world. Such worlds are closely-guarded secrets, and supplies of naquadah ore are stored and hoarded for use when the time arises.

Naquadah is used to power all Goa'uld devices, providing a cheap and efficient source of energy. Jaffa staff weapons are powered by naquadah, as are Goa'uld space vessels, communications, and sarcophagi; naquadah even runs through the blood of the Goa'uld. Over half a million years ago, even before the First Goa'uld Dynasty, the Goa'uld would take injections of naquadah into their bodies. The raw naquadah had a euphoric effect on their metabolism, though it proved deadly to their hosts. Eventually naquadah became part of the Goa'uld genetic makeup, passed down by the queens to their larval symbiotes. Even after a blending, stray amounts of naquadah would flow through the host, the particles so minor that the symbiote healing ability could compensate for the effects.

This led to a new revelation in naquadah-technology, and the Goa'uld soon devised devices that could be powered by the internal bio-electrical/naquadah energy reserve. The presence of naquadah in the bloodstream even allowed them to sense the presence of another Goa'uld nearby. Thus, their dependency upon the mineral became in inextricable part of their physiology.

Naquadria

As discussed in Chapter 3, naquadria is a less stable version of naquadah with even more potential. The System Lords carefully control its use, and only small caches of naquadria exist. Working with the material is highly-dangerous; one miscalculation can literally destroy a world. The Goa'uld primarily use naquadria – very sparingly – to power their hyperspace-enabled vessels. The largest accumulation of naquadria known to exist is controlled by the System Lords, who routinely disburse its stores evenly to one another. Like the queens, this unusual arrangement ensures that no one System Lord has undue access to the naquadria or, worse yet, inadvertently destroys it all.

Ribbon Device

Made possible by the presence of naquadah in the Goa'uld bloodstream, the ribbon device is the most recognized badge of station for a Goa'uld. It serves as an instrument of terror, defense, and utility and most Goa'uld never allow it to leave their person. Most decorate their ribbon devices with precious jewels or metals worthy of their station, individualizing them to fit their own tastes.

As a weapon the ribbon device can project a powerful kinetic attack, capable of throwing a target back several yards or destroying stone. Most often the Goa'uld use it to emit a paralyzing energy field that causes seizures and ruptures blood vessels in the brain of their target, killing them slowly and painfully. The Goa'uld enjoy using this method to dispense punishment – either temporarily or permanently.

As a form of protection the device has only limited capabilities; it is useful for defending against energy and most attacks, but can be thwarted by slower attacks with less kinetic energy behind them. Most Goa'uld prefer to shield themselves with a wave of loyal Jaffa rather than rely on the device to protect them.

The display of a Goa'uld's ribbon device in the open usually takes place during a prized conquest or victory over a rival Goa'uld.

The Harsesis Child

Among the System Lords there exists one tenant that even the most self-serving among them will not challenge; one rule that carries with it such a horrible punishment that no System Lord would dare break it: The union of two Goa'uld hosts is forbidden on pain of death. Such a union would result in the creation of a Harsesis child – a child not of the Goa'uld but with all the knowledge of the species, unfettered and without measure. Such a child could destroy the Goa'uld entirely.

The nature of the Goa'uld and their genetic memory *(see page 116)* allows the species to selectively pass down their knowledge through their larvae. While this genetic memory provides a sizable advantage, it does not make the Goa'uld all-powerful and is also woefully incomplete. The union of two Goa'uld hosts, however, bypasses the natural filter of the Goa'uld queen and passes along the entire Goa'uld genetic memory. This memory would include the collected knowledge of every Goa'uld that came before it as well as a glimpse into the essence of their being. Such a being would know everything about the Goa'uld, including their weaknesses and how to defeat them.

Worse yet, a Harsesis child would most certainly be immune to blending with a symbiote. The nature of the DNA and the genetic code passed along between the two blended hosts would result in an entirely new genetic sequence; one entirely immune to a Goa'uld larva. It might even be possible for the Harsesis to breed among its own kind and create an entirely new species, one entirely immune to blending.

Unfortunately for the child such gifts would most certainly come with a deadly price. The knowledge of the Goa'uld is vast, more so than any one being could absorb without assistance. A Harsesis child without strict guidance could easily be driven mad, or worse, lost in the nightmare depths of the Goa'uld psyche. Imagine a thousand malevolent and evil voices calling out at every moment – the memories of the unspeakable horrors witnessed over a thousand millennia of decadence and immorality consuming you from within. The Harsesis could become more the most supreme and evil creature to ever exist.

For all the dangers of the Harsesis one System Lord, Apophis, was foolish enough to create one. He sought to use the Harsesis to uncover the secrets of his enemies, using nanotechnology to artificially age the child. The boy was stolen from Apophis and taken to Kheb to be cared for by the Ancients, who would hopefully teach him to use his gifts for noble ends. The System Lords never learned of Apophis' betrayal or plans prior to his demise.

The current location of the Harsesis is unknown at this time.

Cloaking

For centuries the Goa'uld have possessed cloaking technology, the ability to mask their vessels and make them invisible to all forms of detection. The energy required to maintain these massive cloaks is well within the range of naquadria, allowing even the largest *ha'tak* to benefit from its use.

The advent of personal cloaking technology is something of a new development. While the surface area of a person is considerably smaller than a ha'tak, the energy necessary to bend light waves or place an object 180 degrees out of phase has confounded efforts to develop a practical model. The Goa'uld Nirrti was the first to research and solve this problem, stumbling across a method to cloak a person through the use of a small, hand-held, naquadah generator.

The System Lords were eager to gain access to this technology, especially after Nirrti used it in an attempt to kill Cronus while negotiating with the Tauri. In exchange for mercy upon her, Nirrti shared this technology with the System Lords. Unfortunately the complexity of the design is such that it is difficult to replicate with any precision and only a handful of units have thus far been made. The System Lords allocated most of them for use by ashrak in their service.

Sarcophagus

The sarcophagus is one of the most closely-guarded and important technologies that the Goa'uld's possess; only a handful of System Lords are familiar with the creation of these devices. Every major Goa'uld has a sarcophagus in his possession – perhaps several. The device holds the key to immortal life and ensures the Goa'uld's pretense of divinity.

Originally the technology of the sarcophagus could only heal small injuries and assist in combating disease. The Goa'uld used it as a preventive device to ensure continued health in areas where the symbiote could not heal the host. It was not until the discovery of the Tauri on Earth that the sarcophagus became revered for its ability to grant near-immortality. The Tauri's biology was so basic and simple to repair that the sarcophagus could not only heal all injuries, but also bring the Tauri back from the dead. This discovery made the value of the humans even greater and partially explains why the Goa'uld prefer to use humans as hosts.

A Goa'uld never travels far without a sarcophagus at hand. The capture of a sarcophagus from a rival Goa'uld is a prized possession, even if the Goa'uld already has one of his own. Repeated use of a sarcophagus can result in addiction, something that the Goa'uld seem to be immune to.

Fleets

Goa'uld fleets consist nearly exclusively of ha'tak vessels; every System Lord controls anywhere from two to two dozen of these giant vessels. The ha'tak is the largest vessel fielded by the Goa'uld, a giant pyramid-like vessel with a support superstructure along the outer perimeter. Each ha'tak can carry thousands of Jaffa warriors and a fleet of death gliders from which to launch an attack. Utilizing powerful hyperspace engines, ha'taks can travel at nearly 100 times the speed of light.

The ships are armed with powerful energy shields that offer protection against most forms of attack. Only Asgard ships and Tollan ion cannons seem capable of penetrating their shields. Despite their great size these vessels can enter the atmosphere of a planet and land, allowing their ground troops to spring forth with ease. All ha'taks also contain transportation rings allowing them to teleport people and items to the surface.

From orbit ha'taks can bombard the surface of a planet, destroying entire cities and laying waste to continents. While a fleet of ha'taks cannot destroy a world per se, they can obliterate its surface, destroying the indigenous population.

Ha'taks are normally deployed in pairs, although particularly large offensives (against other System Lords for example) may demand anywhere from six to a dozen. The Goa'uld can build ha'taks on the surface of many worlds, using advanced construction and replication techniques. Each ha'tak can hold over 2,000 Jaffa troops, twelve wings of death gliders, and three wings of *al-kesh* bombers. Many are also equipped with a sarcophagus.

Armies

For all their high technology, the Goa'uld's most abundant weapon remains the Jaffa warrior. All major Goa'uld have legions of loyal Jaffa that serve at their command. All Jaffa are intensely loyal and will happily die for their god, raised from birth to serve as the perfect warriors.

Every System Lord typically has a standing army of roughly 250,000 Jaffa; the larger System Lords possess appropriately larger numbers. These armies are distributed among a great number of worlds and rarely together at once. When not in battle the Jaffa maintain the peace on Goa'uld worlds or train for the next opportunity to die in the name of their god.

The System Lords frequently pit Jaffa army against Jaffa army as a form of amusement. In reality many worlds could be taken and held without the need for such large forces, but the System Lords delight in the bloodshed in their name... as evidenced by pointless battle after pointless battle fought between Jaffa forces. The success or victory of one's army in battle is a matter of pride among the System Lords. Some even wager entire worlds on the outcome, with the victor measured by the largest army he can defeat.

Even in victory the Jaffa finds little solace; the Goa'uld are harsh masters. The only form of recognition comes from a rise in rank to lead the next battalion into battle. While many strive for the glory of becoming a First Prime, few live to see the opportunity.

Jaffa armies use staff weapons almost exclusively, charging headlong into battle with the name of their god on their lips. They give no quarter to their foes and expect none in return. Those that fall are left where they lie – either their symbiotes will heal them to return to battle or they will perish there, fallen warriors who failed their god.

The System Lords

Not every Goa'uld ascends to the position of a System Lord – doing so is an involved process that takes several hundred years of service and scheming. Most System Lords obtained their lofty position through guile, deceit, and ruthlessness, making them exceptionally wary of others in their midst.

The System Lords, as discussed earlier, are the closest thing to a governing body of the collective Goa'uld. Even then, they spend the majority of their time bickering and verbally sparring with one another in an effort to gain supremacy. Only the greatest threats are enough to bring them together and actually determine policy and a course of action. Policies and treaties entered into by the System Lords as a whole are considered official Goa'uld policy – all Goa'uld are bound by the decisions of the System Lords.

The System Lords rarely meet in person – it is simply too dangerous. An assembly of System Lords together is a prime target for attack by an underlord – one who seeks to obtain power by the untimely death of one or more of his superiors. Instead, most meetings occur over hyperspace channels or through personal couriers. Approximately three thousand years ago it was a common practice among the System Lords to kill each other's messengers in an act of defiance. The intervention of Ra put an end to this.

Leadership of the System Lords is determined by the Lord who currently holds the most prestige, typically through the size of their fleet or standing Jaffa army, or the number of worlds under their oppression. Because naquadah is such a valuable commodity amongst the Goa'uld, the possession of naquadah-rich worlds also serves as a strong measuring stick. Even so, the most powerful System Lord can rarely convince the others to agree on any one course of action – it is simply not in their nature to work together. In truth, many believe that the System Lords prefer it this way, enjoying the constant chaos that it brings to their near-immortal and dreary existence.

Summit

Every one hundred years the System Lords formally meet under a banner of truce. This is considered a holy time among them, so much so that no Goa'uld would dare attack during the time of Summit. The location is always carefully guarded and each System Lord may only bring a handful of human retainers – fleets and armies are forbidden. Failure to abide by the formal rules of the Summit means expulsion from the ranks of the System Lords and if the transgression great enough, death or imprisonment.

The Summit is mostly a ceremonial affair, although on when something of merit arises, a Summit may be called prematurely. The first major victory of the Tok'ra was one such occasion, where the System Lords finally met and confirmed the threat among them. The outcome of that Summit led to the denunciation of Egeria, the Traitor Queen, and the duty of Ra to banish her from existence. The last Summit included the vote to restore Anubis to the ranks of the System Lords and a discussion on the continual thorn in all their sides, the Tauri.

The Blood of Sokar

The Blood of Sokar is a powerful hallucinogenic, similar to nish'ta. The name is something of a misnomer. It is not the actual blood of Sokar or any other Goa'uld; such blood would be poisonous. Instead the Blood is a synthetic compound in liquid form, administered orally. Its effects are swift and difficult to resist; even a Goa'uld symbiote cannot provide much protection against the Blood.

The drug makes the victim experience incredibly realistic hallucinations, complete with auditory and visual sensations. During this period the victim becomes very susceptible to suggestion, their subconscious altering the hallucination to incorporate the suggestions. If used properly the Blood can help extract information that the subject would not willingly give. Its effects last for only a quarter of an hour and have limited side-effects, typically exhaustion or delirium.

Rules

Rules for the blood of Sokar are found in Chapter 11, in the "Legacy of Ages" section.

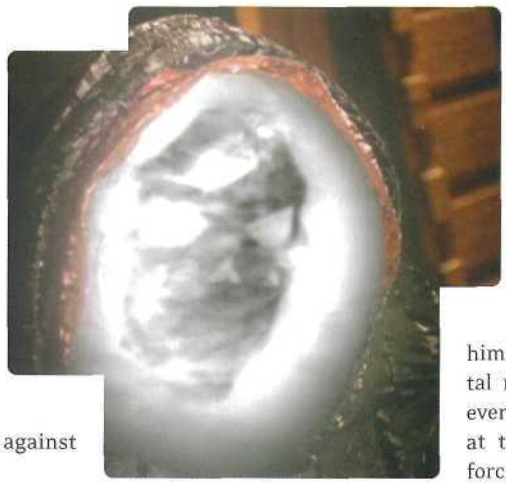
It was at the first Summit, over 10,000 years ago, that the System Lords pledged that no union of two Goa'uld hosts should ever take place. The resulting Harsesis child would contain all their knowledge and possibly destroy them. To violate this declaration would risk destruction at the hands of all the System Lords.

Recently, an old Summit tradition has reappeared: the ritual cannibalism of Goa'uld symbiotes every night of the gathering. Ra outlawed the practice several centuries ago, fearing that the ritual served no function but to highlight their more primitive history. With him gone, however, the remaining Lords reinstated it. The cannibalism supposedly reaffirms the System Lords' dedication to the Goa'uld species by taking their own flesh into themselves. The ritual is not without danger, since the blood of a symbiote is deadly when mixed with that of a host. In the ritual the System Lords symbolically eat of the flesh of the Goa'uld but must be careful not to drink the blood.

Membership

Membership in the System Lords provides a number of significant benefits. First, it imparts a cadre of fellow Goa'uld who are willing to appreciate and understand the weight of domination and control over others. For the Goa'uld ego this is a significant boon. Access to the Summit is another: the opportunity to guide Goa'uld policy and forge alliances against other System Lords, establishing one's position within the hierarchy. The most significant benefit of becoming a System Lord is access to the queen and the Goa'uld larvae pens. With it a System Lord has access to the larvae to be incubated by his Jaffa warriors, and a supply of Goa'uld underlords to serve him.

To become a System Lord one must first petition the existing members to join their ranks. This is a political affair that often requires the petitioner to demonstrate some sample of their power. It can include the domination of a world, a gift to the existing Lords (such as a shipment of naquadah), or the individual courting of votes amongst the various members. Currying votes often requires a patron, who usually extracts a pledge of allegiance from the potential System Lord. The Goa'uld become extremely dangerous in this political arena, turning every one of their resources against their rivals.



Once the petitioner has demonstrated sufficient power, the existing membership votes on the matter. A simple majority is all that is required. Any deadlocks are resolved through a Rite of Ascension; the petitioner must partake in the ritual cannibalism of a symbiote and drink its blood, mixing it within its own. Should it survive, it is accepted into the ranks of the System Lords.

Expulsion

Removal from the ranks of the System Lords is not nearly as complicated. Should a System Lord fall in battle or display a glaring weakness, its peers will kill or imprison it, stripping all rights and privileges away. To those that commit some great affront to the System Lords, such as Anubis did, the assembled Lords can vote to remove the Goa'uld from their ranks. Such a removal marks that Goa'uld as persona non gratis, unworthy of the protection of the System Lords and divested of any worlds that they own. If not outright killed or defeated in battle, the Goa'uld may choose to go into exile with hopes of returning someday to reclaim its position. Otherwise, they may seek the protection of a patron, accepting underlord status in return for safety. Such an arrangement is not unheard of but the infamous Goa'uld ego prevents it from happening too often. Many Goa'uld would rather die than serve under another System Lord in disgrace. Such arrangements are typically extracted under duress and only when the fallen System Lord has something of value to offer.

Anubis is by far the most widely known example of a System Lord losing his station; his crime so heinous that the Goa'uld will not speak of it. After a thousand years, however, Anubis returned from his exile to be reinstated back into the ranks of System Lords, primarily by virtue of his impressive military might. It is uncertain what his return heralds, but few believe it bodes well for the rest of the universe.

Those Who Rule

Here is a list of all the known System Lords, past and present, along with their current disposition. Most are still in power, but some have disappeared, and others are presumed destroyed... though as Anubis has shown us, "destruction" is a relative term.

Anubis

Currently the most powerful of all the System Lords, Anubis was thought slain by the other Goa'uld. In actuality he was merely gathering his strength, having learned the secrets of the Ancients and the process of Ascension. However, Anubis' attempt to Ascend went awry, trapping him between the mortal and immortal realms but providing him with even greater powers. He then struck at the System Lords individually, forcing them to meet at a Summit where his envoy, Osiris, petitioned for his return to the ranks of the System Lords. After the demonstration of his powers all accepted his return save Yu, who understood the threat that Anubis represented. Revered as the original Lord of the Dead, Anubis' origins and history are clouded in rumors and half-truths. All that is really known of this powerful System Lord is that he stands on the verge of utter dominance over all others.

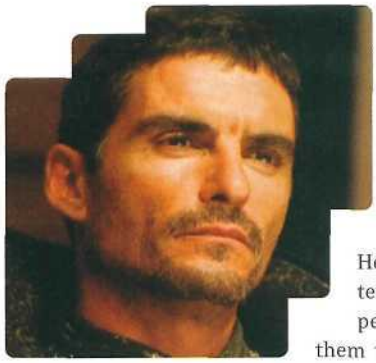
Apep

According to legend, Apep was the "original" Goa'uld, the single earliest record of the species known to exist. Supposedly the serpent Apep was a primordial creature that caused the universe to come into being. From this creation sprang all life, or in this case, the other Goa'uld. If the legends are true, Apep was the first ruler of the Goa'uld and helped shape and spread their species across the galaxy during the First Goa'uld Dynasty.

Apophis

Originally a minor System Lord until the fall of Ra, Apophis, the Serpent God, learned the value of moving swiftly. He took eager advantage of available opportunities, sweeping in to claim the remaining armies of fallen System Lords such as Ra, Sokar, and Heru-ur – all of whom greatly despised him. For a time Apophis seemed destroyed, captured and tortured by Sokar on Netu. But he eventually escaped and subsequently destroyed Heru-ur, his bitter rival. For a time, he became the most powerful of all the System Lords. His rule met a quick end at the hands of the Replicators and the Tauri. His queen, Amaunet, was also lost to him but his greatest legacy is the Harsesis child – the forbidden union of two Goa'uld hosts.

A few historians believe that Apophis may perhaps be Apep, returned to claim his birthright.



Ba'al

A dangerous and powerful System Lord, Ba'al is also one of the oldest. After the fall of Ra and Apophis, Ba'al was careful to not over-extend himself. He destroyed two star systems and over 60 million people rather than give them to Sokar in a territorial dispute. He operates a number of secret bases of operations, making it difficult for the other System Lords to plot against him. Ba'al reluctantly accepted the return of Anubis in to the ranks of the System Lords, fearing retaliation if he did not. He and his underlings have researched a number of scientific areas, including gravity technology, where he has made several breakthroughs. Currently he has pledged his forces in the name of Anubis in an effort to learn more about this returning System Lord.

Bastet

Known as the Protectress, Bastet was more widely known by her common name of Bast in ancient Egypt. She was overthrown during the Second Goa'uld Dynasty, but remains a highly-influential System Lord. History speaks of her as the protector of women and children, her name meaning "devouring lady." She also possesses a darker side, that of Sekhmet. In this dual role Baset rules over her worlds with a firm, yet nearly loving hand. Woe to those that threaten her holdings, however; the head of one of her adversaries, Sobek, currently adorns her palace wall in Bubastis. She maintains a close alliance with Kali – each apparently using the other to further her own interests. Her forces have suffered many losses in battle against Anubis and she voted to reinstate the exiled System Lord in an effort to gain time to regroup.

Cronus

The youngest of the Greek titans, Cronus was known as the god of fate and the mythological father of Zeus. As a System Lord, he was one of the strongest forces among the Goa'uld and had great influence over the other System Lords. He participated in the talks to place Earth under the Protected Planets Treaty, where he was betrayed by Nirrti and nearly killed. After the fall of Heru-ur, Cronus stepped in and took over many of that System Lord's former worlds. He was eventually killed by the Tauri, who exploited his overconfidence in engineering his destruction.

Egeria

An ancient System Lord with a murky background, Egeria is the Roman Goddess of Fountains, also revered as a goddess of birth and one of the queens of the Goa'uld. Some 2,000 years ago she earned the wrath of Ra, turning against the powerful System Lord and the precepts of the Goa'uld, fearing that their parasitic lifestyle would only lead to their extinction. To this end Egeria spawned a new species of the Goa'uld – the Tok'ra – who become bitter enemies of the System Lords. For her betrayal, Ra imprisoned Egeria on Pangar in stasis until the Pangarans freed her and used her for their own purposes. Fifty years later Egeria finally died but not before she learned that her Tok'ra had become a powerful force of good in the universe.

Hathor

One of the more amenable System Lords and initially considered a friend of humanity, Hathor proved to have the same insatiable cravings for dominance common in all Goa'uld. The goddess of fertility, inebriation, and music, Hathor was one of the queen Goa'uld capable of reproducing larval young. She lay dormant in a sarcophagus on Earth for thousands of years in the Mayan Temple of the Inscriptions, located in Mexico. Upon arising from her long slumber she immediately sought to capture the Stargate by using her powers to beguile men. Failing that, the System Lord fled the Earth and reestablished herself on another world, enthralling Jaffa to her cause and building up an army. She was finally thwarted and destroyed by the Tauri.

Heru-ur

Know on Earth as Horus, Heru-ur commanded a sizable fleet and became a sworn enemy of Apophis. The two rival System Lords battled frequently until Apophis seized the armies of Sokar and destroyed Heru-ur in a trap in the Tobin system. Prior to his death Heru-ur commanded one of the largest armies of the System Lords which Apophis later claimed as his own.

Isis

Queen to Osiris, Isis was betrayed by Seth and sentenced to eternal imprisonment on Earth in a canopic jar. She eventually died in her prison, the seal broken on the stasis. While not a System Lord in her own right, she was a faithful consort to Osiris until the end.

KALI

Kali is the Hindu Goddess of Dissolution and Destruction, also known as Kali the Destroyer. Until the rise of the Second Goa'uld Dynasty, she was a relatively minor System Lord and still lacks the power of others among her kind. To this end she works with Bastet, combining their power together – for now. Even after suffering losses at the hands of Anubis, Kali voted the upstart back into the ranks of the System Lords, fearful of losing the remainder of her strength. Her base of operations is located on Cerador.

MARDUK

The System Lord Marduk had a brief, but colorful, history among the Goa'uld. An evil and vile ruler, he appeared as a god from the Babylonian mythos who slew the beast Tiamat (another Goa'uld) in order to gain the Eye of Tiamat – an ancient relic with tremendous powers. Marduk's rule ended soon after that: his own priests turned against him and sealed him in a sarcophagus along with a flesh-eating creature for several thousand years. Marduk eventually saved himself by taking over the creature in the sarcophagus and was finally freed. His victory was short-lived, however; he died in his own temple at the hands of the Tauri shortly thereafter. As part of his return to power Anubis went to Marduk's final resting place and recovered the Eye of Tiamat for his own purposes.

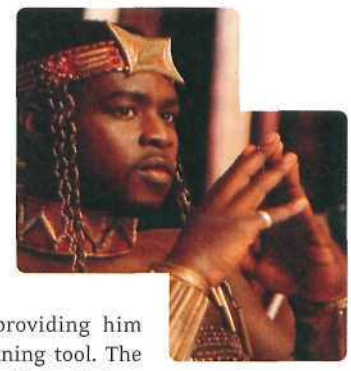
MORRIGAN

A Celtic goddess of battle and strife, Morrigan is referred to as the Phantom Queen. She rose to power recently in the vacuum created by destroyed System Lords, mounting an impressive ascension to their ranks. She is as cunning as she is beautiful and voted for the restoration of Anubis back into the System Lords. Though no proof exists, she may be a queen Goa'uld, one of the few yet remaining.

NIRRTI

Nirrti's infamy stemmed from the fact that she was thrown out of the ranks of the System Lords more than once, a rare accomplishment indeed. The Hindu Goddess of Destruction and Death, Nirrti was an accomplished geneticist and regularly engaged in advanced technological research. Her periodic rise and fall stemmed from her increasing attempts to manipulate and assassinate her fellow Goa'uld, more than any other in the past. During negotiations with the Tauri, she plotted to murder Cronus and scuttle the talks. Her plot was discovered and she was imprisoned, but she soon returned, treacherous as ever. She then worked to develop a genetically perfect Goa'uld host, a project that she pursued for a great many years. She also mastered the ability of cloaking and invisibility, allowing her to hide her form if necessary. Nirrti favored deception and biological weapons in her schemes, preferring to destroy from within rather than directly attacking. She was recently destroyed – for good, it is hoped – by the Tauri.

OLUKUN



A System Lord that influenced part of the ancient culture of Africa, Olukun's base of operations is a water planet where he is revered as the god of the sea. Little is known of this Lord aside from his large cache of naquadria, providing him with a powerful bargaining tool. The other System Lords would dearly love to find Olukun's secret base where he stores the mineral, but have thus far been unable to do. Olukun helped restore Anubis to the ranks of the System Lords, hoping that this new threat will take some of the pressure off of him.

OSIRIS

Egyptian God of the Underworld, Osiris was the first pharaoh of Egypt until betrayed by his brother, Seth. He and his consort, Isis, were imprisoned for all eternity on Earth until his escape just a few years ago. The Tauri forced him to flee, but since then he has amassed a sizable force of his own (or rather her own, for Osiris claimed a female Tauri as host). Approached by Zipacna to become an emissary for Anubis, she accepted the position and petitioned for her patron's return to the System Lords. Osiris now commands several of Anubis' fleets, and does battle with the Asgard and Yu on a regular basis.

Pelops

Idolized as a Greek hero (the son of Tantalus), the System Lord known as Pelops has lost a number of worlds and his power is waning fast. He is known as a keeper of secrets, and is given to flights of fancy. He often concerns himself more with mundane affairs than the plots of his fellow Goa'uld. Pelops took subjects from Earth to the planet Argos and conducted genetic and cultural experiments on them, aging them a hundred years in a hundred days simply to see how they would develop. He eventually abandoned his experiment and now finds himself caught on the sidelines of a major looming conflict between the System Lords.

Ra

The Egyptian Sun God, Ra was once the mightiest of all the System Lords, controlling a vast reach of planets for several thousand years, including the naquadah-rich mines of Abydos. He was brother to Apophis and responsible for the imprisonment of Egeria, the Traitor Queen. His fleet and army were legendary, as was his overconfidence which ultimately proved his undoing. He was abruptly destroyed by a small band of humans from Earth – a world he lost control of some 10,000 years ago and neglected to put down in retaliation. After Ra's death Apophis claimed a great number of his worlds, propelling the upstart Goa'uld to the status of System Lord.

Seth

Bother and enemy of Osiris, Seth is known by many names, including Setekh, Set, Seti, and Setesh. He was the ancient Egyptian God of Storms and Chaos, and a force of great evil. He suffered a series of setbacks when the Tauri expelled the Goa'uld from their planet, and found himself trapped and abandoned as his fellow System Lords departed for the stars. For the next 10,000 years he lay in wait on Earth, leading a small cult and apparently satisfied with the meager adulation they provided. He was finally hunted down and destroyed by members of the SGC several years ago.

Shak'ran

A minor System Lord for a number of years, Shak'ran frequently opposed Ra much to his own delight and danger. His only major victory of note entailed the successful capture of Pangar from Ra in a territorial dispute. Afterwards he erected temples in his name there, and made it his base of operations. Eventually Ra took revenge, destroying Shak'ran some 300 years ago. The victorious System Lord never bothered to reclaim his lost world.

Sobek

The Egyptian God of Fertility, Sobek had few holdings which barely allowed him to maintain his status as a System Lord. Fearing expulsion, he seized upon a moment of weakness in Bastet's defenses to try and claim one of her worlds. Bastet and Kali's reaction was swift and deadly; sweeping over Sobek's remaining worlds and bombarding them into oblivion. Suing for mercy, he met with Bastet to offer an alliance; she took his head in punishment for his misjudgment.

Sokar

The raw might of Sokar's forces was such that even banishment could not silence him. He ruled over his own private hell as the feared Egyptian God of the Dead, and became a bitter enemy of Apophis whom he hunted without mercy. Thousands of years ago, prior to the arrival of Ra, Sokar ruled Earth for a time as well. From his planet Delmak, he amassed his own fleet and army, ten times larger than thought possible. He was poised to launch an assault against the System Lords themselves, when a surprise attack by the Tauri and Tok'ra caught him off guard. He was destroyed in the ensuing battle and Apophis, who was Sokar's prisoner at the time, escaped and seized the dead Lord's forces.

Svarog

A newly-risen System Lord, Svarog is the Slavic God of Sun and Fire. Little is known of him aside from his recent attacks on Latona, a world protected by a device called the Sentinel. Svarog was almost able to defeat the planet's defense but was finally pushed back. His current status is unknown.

Tiamat

Another Babylonian deity, Tiamat was the Goddess of Primeval Chaos, bearer of the skies and the earth. Little is known about her save that she held power during the First Goa'uld Dynasty and was killed by Marduk towards the end of that era. Her eyes supposedly became the sources of the Tigris and Euphrates rivers. In truth the Eye of Tiamat was an ancient relic, which Marduk sought in order to solidify his own dominance over the System Lords. Marduk was betrayed by his own priests who buried him alive on P2X-338 in a sarcophagus along with a flesh-eating creature. There Marduk suffered in torment for several thousand years until the Tauri finally destroyed him for good. The Eye of Tiamat was later recovered by Anubis.

"His god? You mean that scum-sucking, overdressed boombox-voiced snake in the head? Latest on our long list of dead bad guys?"

–Col Jack O'Neill

Thoth

The Egyptian Moon God and God of the Dead, this once-powerful System Lord conspired with both Ra and Anubis for a time. According to myth, Thoth excelled at accumulating knowledge and worked as a scribe for the gods. His lost teachings, held in the Book of Thoth, are still sought by the System Lords today. Perhaps someday Thoth himself will return and bring his ancient knowledge with him.

Yu

Yu the Great, one of the first Emperors of ancient China on Earth, remains something of a mystery. A silent but strong leader of the System Lords, his true motives remain hidden. He helped support the entry of the Tauri under the Protected Planets Treaty and later assisted in the removal of the Goa'uld Imhotep. Recently Yu alone stood against Anubis' attempts to rejoin the System Lords and nearly single-handedly launched a counter-assault against Anubis' fleet. As a Goa'uld, his actions have seemed almost benevolent on several occasions, and while hardly an ally, he does not actively seek Earth's destruction as many other System Lords do.

Those Who Serve

In addition to the System Lords themselves, several other Goa'uld have achieved some measure of immortality or recognition on their own. They are not System Lords per se, but bear mentioning either because of the power they have attained, or because they hold some other important function in the Goa'uld hierarchy. Their futures remain uncertain.

Amaunet

As Apophis' new queen, Amaunet took the Abydonian girl Sha're as a host. The pair then conceived a child – the Harsesis child – against all the laws of the Goa'uld and plotted to hide it away on the planet Kheb. Secretly, Amaunet was working with Heru-ur to overthrow Apophis, although their plans never reached fruition. Her time finally came to an end when members of SG-1 killed her in battle to save one of their own.

Imhotep

Imhotep's ambitions never coincided with fortuitous timing. He languished for several thousand years as a minor player in the affairs of the System Lords, until the Second Goa'uld Dynasty collapsed. In the ensuing chaos, Imhotep saw an opportunity to take out the remaining Goa'uld with little risk to himself. He possessed the body of his First Prime, K'tano, then claimed to have killed his "master" and rallied his former Jaffa around him as a secret army. Drawing from the ranks of all the System Lords, Imhotep, as K'tano, began a war of swift and deadly strikes, turning their own Jaffa against them. His plan might have worked had Lord Yu not learned the truth of Imhotep's "death" and turned his own people against him. He was killed during the rite of Joma Secu by the renegade Jaffa Teal'c of SG-1. Afterwards Lord Yu launched his own attack, wiping out the bulk of the Jaffa resistance.

Klorel

Klorel is the son of Apophis; with the apparent destruction of his father, he has fallen on harsh times. Shortly after his blending, Klorel suffered a major setback when he and Apophis launched an attack on Earth. The Tauri thwarted the attack and sent the pair packing, leading to a disastrous decline in their standing among the System Lords. When Apophis was killed, he found himself hunted by the forces of Heru-ur and Sokar. He crashed on the planet Tollana where his host, an Abydonian boy named Skaara, requested amnesty. A Tollan Triad was convened and ruled against Klorel, stating that his host had "rights." Klorel was forcibly removed from Skaara, depriving him of his remaining power. He has since tried to reclaim the forces of his father but has failed at every turn.

Mot

Mot was a god of death and sterility, a loyal second to Ba'al, but had dreams of his own place among the System Lords. Convincing Ba'al that one of his naquadah-mining planets had run dry, he conspired to take the planet and its reserves for himself, eventually planning to betray Ba'al. His plan might have succeeded were it not for the Tauri, who destroyed the would-be System Lord before he could establish himself. It is unknown if Ba'al will retaliate for the death of his second or if he was even aware of Mot's treachery.

Nefertum

Nefertum was the Lotus God of the Egyptians, serving under Ra. During his tenure in the Sun God's service, he brought a group of humans through the Stargate to P2X-416, where he was revered as the creator of all life by many of the inhabitants. Only when the Tauri visited through the Stargate was the truth of Nefertum revealed. His current whereabouts are unknown, although he has briefly battled the forces of Apophis in the past few years.

Tanith

Tanith was a symbiote carried by the Jaffa priestess Shan'auc who routinely used a deep meditative trance to communicate with the symbiote. In this trance Tanith convinced Shan'auc that he wished to betray the Goa'uld and become one of the Tok'ra. She took him to the Tok'ra where he was implanted into Hebron. Tanith then revealed his falsehood to Shan'auc, killing her. Pretending to be loyal to the Tok'ra, he secretly worked for the System Lords as a spy and fifth columnist. Luckily the Tok'ra knew of Tanith's betrayal and instead used him to send false intelligence to the System Lords. Eventually the deception was revealed and Tanith managed to escape. He found himself in the service of Apophis, and when that System Lord fell, he escaped again, subsequently pledging his allegiance to Anubis. He was finally killed on P3X-116 by Teal'c of SG-1.

Zipacna

Zipacna is a deceitful snake, even by Goa'uld standards. An underlord to Apophis, he represented Klorel in the Tollan Triad and later nearly successfully destroyed Tollana itself. After the death of Apophis, Zipacna allied himself with Anubis, successfully recruiting the returned System Lord Osiris to his Lord's cause. He later achieved some measure of success by nearly destroying all of the Tok'ra on Revanna; only a handful escaped. His current whereabouts are unknown but he has likely continued his service to Anubis until a new, better situation presents itself.

Against the Tauri

Never in the history of the Goa'uld has a single enemy caused so much damage and been responsible for the death of so many Goa'uld as the Tauri. Originally thought nothing more than hosts to be harvested, or pesky annoyances to be dealt with as the opportunity presented itself, the Tauri have instead earned the ire of every Goa'uld and System Lord that currently draws breath. Many Goa'uld were alive at the time of the discovery of the Earth, and remember the simple barbarians who groveled at their might. The fact that such primitives now constitute a genuine threat galls them to no end.

No meeting among the System Lords takes place these days without mention of the Tauri and the losses they have inflicted. In the past few years – an incomprehensibly short period of time – the Tauri have located and attacked several Goa'uld-occupied worlds, freeing their slaves, corrupting their Jaffa, and killing their symbiotes. They even have the audacity to conspire with the dreaded Tok'ra.

Victories of the Tauri

Perhaps the earliest victory of the Tauri took place in the ancient past, when they defied the System Lords in open revolt. Finally throwing off the yoke of oppression, the Tauri waited until few Goa'uld were left on Earth and then buried the Stargate, cutting off access to their home. Those Goa'uld who did remain immediately went into hiding, believing that help would eventually come.

It never did.

Earth was the controlled world of Ra, overseer of the planet and its ruler. With a number of other interests across the galaxy demanding his time, he never considered reclaiming the Earth to be a priority. The planet lacked any meaningful resources – naquadah was never present – and the indigenous population, the humans, had already been cultivated and spread across the galaxy for thousands of years. There was no need. So, amazingly, the Tauri were allowed to develop as a civilization on their own, with no intervention from extraterrestrial sources.

When the Tauri reappeared some 10,000 years later, the Goa'uld had totally forgotten about them. Their appearance on the planet Abydos (a critical naquadah mining world) became cause for alarm, however. Abydos was ruled by Ra and he immediately foresaw the dangers that the Tauri presented. Were the other worlds seeded by the Tauri also allowed to develop unchecked, the Goa'uld could face a severe uprising impossible to defend against. Ra prepared to deal with his wayward "children," only to meet an untimely demise when he underestimated the small Tauri band who faced him.

Since then, the Tauri have become more and more aggressive in their own defense. They have killed seven System Lords, several other lesser Goa'uld and underlords, and begun a campaign of disinformation within the ranks of the Jaffa. Their assistance to the Tok'ra has allowed the renegade symbiotes to inflict severe casualties against the System Lords, and the Tauri were able to contact and befriend the Asgard, another species opposed to the Goa'uld. With the Protected Planets Treaty protecting Earth the Goa'uld can no longer strike against them directly. Instead, they must give the primitive species an opportunity to expose themselves, then strike before the Tauri can retreat.

The known System Lords destroyed by the Tauri include the following:

Hathor

One of the queens of the Goa'uld, Hathor was freed from stasis on Earth and able to escape through the Stargate. She assembled new forces beneath her in an effort to reclaim her right as a System Lord, but her ascension proved brief when she mistakenly attempted to use the Tauri to further her own ends. Although she possessed a superior tactical and firepower advantage, she arrogantly exposed herself to attack and was killed by a lone Tauri. She lacked even the common sense to keep loyal Jaffa with her at all times. Her death, while regrettable in the eyes of the System Lords, was easily preventable and tantamount to carelessness.

Seth

Another Goa'uld who had been left on Earth in exile, Seth existed for centuries without gaining the attention of the Tauri. Overconfident and secure in his secrecy, he never thought the primitives around him would prove a threat. The Tauri located his compound and eliminated him with minimal fuss, even though he had loyal followers willing to die in his name.

Sokar

Unlike Seth and Hathor, Sokar's death came despite numerous attempts to eliminate the Tauri threat. He targeted the Earth for destruction several times, and almost succeeded more than once But his forces were much larger than any knew and gained the attention of the Tok'ra, who attacked his base on Netu. There the Tok'ra, working with the Tauri, implanted a high-yield bomb, destroying the planet and most of Sokar's fleet; along with the System Lord himself. Sokar most likely never knew who obliterated him.

Apophis

Apophis always took great interest in the people of Earth and fought them as few System Lords ever did. He encountered the Tauri several times, and proved their match more than once. But eventually his rift with other

System Lords, notably Heru-ur and Sokar, distracted him long enough to allow the Tauri to seize the upper hand. The destruction of Sokar worked to his advantage, but he proved incapable of capitalizing on it. Eventually the Tauri destroyed him single-handedly, crashing his vessel into a planet as he was besieged by Replicators.

Cronus

Like other System Lords, Cronus' overconfidence was his undoing, allowing a small band of Tauri to declare him a false god. This sent ripples of doubt through his worshippers, leaving him fatally vulnerable. A handful of Tauri attacked him on one of his own worlds, gaining control of his ha'tak from underneath him and dispatching his personal guard. Instead of retreating or acting swiftly to end the threat, Cronus sought to kill a traitor personally and was instead shot and killed himself.

Marduk

Trapped on an ancient world by his own priests, Marduk failed to take advantage of an opportunity to escape. By retreating, he might have saved himself and quietly rebuilt his resources. Instead he became obsessed with reclaiming the Eye of Tiamat – so much so that he squandered the chance to flee in order to search for it. The Tauri cornered and killed him before he could locate this prize.

Nirrti

Blinded by her obsession with creating a *hok'taur* – an advanced human host with formidable mental powers – Nirrti conducted genetic experiments on a hidden world until she once again ran afoul of the Tauri. Nirrti's fatal flaw was allowing her subjects to become more powerful than she; a genetically-altered follower read Nirrti's mind and learned of her treachery. After that her rule came unceremoniously to an end as her neck was telekinetically snapped.

Defeating the Goa'uld

As the Tauri and Tok'ra have noted, the key to defeating the Goa'uld lies in using their own weaknesses against them. Their most glaring vulnerability is their utter dependency on the Jaffa. Without loyal troops to protect them, the Goa'uld are literally helpless snakes. While they do have access to advanced technology and weaponry they rely on the Jaffa to run and operate that equipment. A lone Goa'uld can do very little against a large force arrayed against it.

The Tauri learned early on that the Goa'uld maintain their dominance over the Jaffa by their symbiotic relationship – Jaffa are bred to carry Goa'uld symbiotes, who serve as their immune system. Without symbiotes, the Jaffa will die. Furthermore, thousands of years have brainwashed the Jaffa into believing that the Goa'uld are infallible, immortal gods. With this veil removed the Jaffa can begin to see what they truly serve.

As dissent grows among the Jaffa ranks the Tauri have begun the first step in destroying the Goa'uld. Some System Lords have come to recognize this danger, forbidding their Jaffa to communicate with any others and ruthlessly stomping out any signs of rebellion. These System Lords will destroy entire cities or worlds in order to control such "dangerous" thinking, a sign of how much the Goa'uld fear their "loyal" servants.

Shol'va Jaffa

Recently the ranks of rebel Jaffa have suffered a serious blow – the world of Cal Mah was attacked and a growing Jaffa army there was ambushed, effectively bringing an end to the Jaffa resistance. However several key figures in the rebellion survived and the seeds of dissent have been sown anew. As a new generation of young Jaffa warriors are called up, they already begin to question the nature of these beings that call themselves gods, sending serious ripples through the Goa'uld community.

Tretonin

This experimental drug was recently developed by the Tok'ra, based on an original formula devised by the Pangarans. While its effects are short-term and require regular injections to survive, it does allow a Jaffa to lead a normal life without the use of a symbiote, filling in for their damaged immune system.

If tretonin can be refined and introduced to a large number of Jaffa it could help end their dependency on the Goa'uld, swaying even larger numbers to the cause. Currently the development of tretonin is limited and based on the availability of symbiotes, which poses considerable problems to large-scale production.

Fighting the Good Fight

In addition to sowing dissent within the ranks of the Jaffa, the Tauri have several other long-term strategies at their disposal, some more effective than others.

The Tok'ra

For thousands of years the Tok'ra have stood alone against the Goa'uld, fighting an extended guerrilla war to end the Goa'uld threat. Their effectiveness may be subject to discussion but their impact on the Tauri in terms of technology and intelligence has been invaluable. Without Tok'ra assistance, many Tauri missions would have ended in failure.

Unfortunately two major developments have severely limited the Tok'ra's ability to fight. First, the Tok'ra have lost their queen, Egeria, creator of their species. Without her, their numbers have dwindled dramatically, and they have found the appropriation of new symbiotes difficult at best. In addition a recent Goa'uld strike against a Tok'ra base has all but eliminated their fighting capacity. They exist now only in small pockets of resistance or as spies cut off from the rest of the network. Considering the difficulty in obtaining new symbiotes, this latest blow could spell the end for the Tok'ra at long last.

Goa'uld Poison

Despite that, the Tok'ra legacy has produced some potent weapons. Chief among these is a specialized poison which, when released, kills a symbiote and its host instantly. It is harmless against humans and other non-blended species, providing the perfect weapon for the Tauri to assault the Goa'uld en masse. If the Tauri can manufacture the poison in sufficient quantities, they could effectively cripple the System Lords. The largest hindrance to the use of the poison is that it is also deadly to Jaffa, and the Tauri are unwilling to blindly kill such so many relatively innocent beings. If enough Jaffa can be switched over to tretonin, eliminating their need for the symbiotes, this may allow the use of the poison in greater quantities.

In addition, sufficient amounts of the poison do not yet exist and it is uncertain if the Tauri can even manufacture it without the assistance of the Tok'ra.

The Asgard

The greatest supporter of the Tauri, the Asgard have been distracted by the proliferation of Replicators in their galaxy, preventing them from lending any significant assistance. With the Replicator threat partly resolved, the Asgard are poised to take a firsthand interest in the Goa'uld, perhaps even dissolving the non-aggression pact that exists between them. In this event the System Lords would be forced to band together in an effort to stave off the Asgard's technological superiority. The Asgard might even share their technology with the Tauri, increasing the humans' ability to inflict damage. At that point the System Lords would be forced into a two- or three-front war, depending on how the situation with either the Tok'ra or Jaffa takes shape.

Lexicon of the Goa'uld

Here are a number of commonly-referenced words and phrases derived from the Goa'uld language and used by the Jaffa.

al-kesh: A mid-range bomber with cloaking ability
Arik tree-ac te kek: "We do not surrender, even in death"
ashrak: An assassin
bashaak: Wooden training staff weapons
cal mah: Sanctuary
chaapa'ai: The name for the Stargate
cha'hai: "Be without fear"
cha'tii: Warrior apprentice
chel nak: "Very cool"
chel nok: "Very well wishes"
chula a lazla: "Do you choose"
dal shakka mel: "I die free"
depet reshwet herew: "And now I awaken only to die again"
hakorr kra terak shree: "Banished to oblivion"
hal mek: "Hold"
hasshak: "Fool" (insult)
ha'taaka: "The forgotten" (insult)
hok'taur: "Advanced human"
in'trom popra cursor're: "To enter by infiltration"
Joma Secu: Jaffa Rite to challenge for leadership
kalach: "Soul"
kalach shal tek: "Victory or death"
kal kek m'al shol'va: "Ready to die, traitor?"
kal mek: "Location"
kal'ma: "Child"
ket mattet: Jaffa challenge
kel mar tokeem: "Revenge by the wearer of horns"
Kelno'reem: Jaffa meditative trance
kelshak, kel shak: *See quellshak*
korush-nai: "Turn back"
kree: "Attention!"
kresh'taa: "Not of the people"
leaa: "Listen"
lo'taur: Highest-ranking slave to a System Lord
M'al Sharran: "The last rite"
mikta: "Ass" (insult)
na-ney: "No"
obi-tan: "Halt!"
peltak: Bridge or control room of a vessel
ral tora ke: "Good luck"
remoc: The end of a journey
shal met: "Good health"
shek kree: A declaration of shame
shesh'ta: A unit of money
shol'va: "Traitor"
tak mal tiak: "You are remembered"
Tak mal arik tiak: "You will not be forgotten"
tal mak: A now extinct world
tal ma'te: "Greetings"
Tal met. Priem ta shree, tal ma: "Our love does not end in death"
tal pat ryn: "Falling star"
tar: Slang for "human," short for Tauri
tec'ma-te: "Master," a title
tek ma'tek: "Be welcome"
ya duru arik kek onac: "I honor he who would kill his god"
zatarc: An unwilling assassin (victim of mind control)
zat'nik'tel ("zat"): Goa'uld energy weapon

Chapter Five: Character Creation

The purpose of this chapter is to create operatives of the Stargate Command (SGC), for players to portray in the course of a *Stargate SG-1* game. Their task is to explore worlds beyond the gate, and find resources and allies necessary to protect the Earth from the ever-present threat of the System Lords, other hostile alien races, and even treachery born and bred on Earth! The rules for playing these characters are located throughout Chapters 6, 7, and 8. Here, we help you conceive and design an operative to your liking – your contribution and window into the world of *Stargate SG-1!*

What Characters Do

The roles performed by elite members of Stargate Command are broad and varied, and rules for carrying out these assignments take up a large portion of this book. To get started, you can skim the following sections for ideas.

- **The SG Program:** *See pages 36-65.*
- **Through the Gate (Alien Species):** *See pages 88-109.*
- **Specialty/Species:** *See pages 139-154.*
- **Character Classes:** *See pages 154-168.*
- **Missions:** *See pages 57-61.*
- **Alternate Ideas:** *See Appendix One.*

Alternately, you might want to play a character from the *Stargate SG-1* television series, many of whom are already developed for your use at several levels of experience *(see Appendix Two).*

Where to Start?

Assuming you want to design your own unique character from the ground up, here's a list of questions geared to help you visualize him. There are two things to remember when answering these questions. First, try to create a character that you like (that is, someone you could spend personal time with); otherwise you'll soon grow restless. Second, try not only to answer the following questions, but to ask the underlying question of "why" for each. For instance, the answer to "What is the most important event in your character's life?" may be as simple as "his graduation from college." Asking why, however, might reveal that he values knowledge, recognition, or even life experience (making the event important because it "freed" him).

Special Note: These questions assume your character works for a largely altruistic group such as the SGC or its well-disposed foreign counterparts. Should you play a game in which your character works for a group with darker motives – such as the National Intelligence Department (NID) or even the System Lords – the GM should modify these questions accordingly.

Name three traits you would like to see in your character. Sometimes, it's easiest to start with broad strokes. Choose a few descriptive words as the founding theme of your character, such as "virtuous," "cunning," and "witty."

Name three traits your character doesn't like in someone else. By the same token, knowing some of your character's basic opinions can help determine his personality and motivations, which we'll get to in a moment.

Where was your character born, and when? One of the first things you should consider is your character's place of birth, and age. Another question to ask – was your character born in the nation (or on the planet!) where does he currently work?

What is your ideal character's specialty? Is he an expert on the Stargate? A xeno-biologist? A born military leader? A government analyst? Sometimes, answering this question is as easy as knowing your character's favorite subject in high school or college, and extrapolating from there.

What does your character look like? Physically describe your character, focusing on the defining aspects that make him unique. In the case of alien races with little variation (such as the Asgard), this might mean choosing your character's defining mannerisms. One or two defining physical characteristics or mannerisms is usually enough. Also, determine your character's build, height, weight, and any choices predicated by his species *(if any – see Chapter 2).*

Does your character have any quirks? Does your character use a catch phrase, mannerism, signature move, or piece of equipment that he's remembered for?

What does your character love most? Does he love work most? He might be a workaholic. A person? He might be a hopeless romantic. Himself? He might be incapable of seeing beyond his own needs and desires.

What are your character's favorite things? What are your character's favorite possessions? Does he have a favorite place? Planet? Mission type? Leisure time activity? Color? Work of art? Genre of fiction or period of history? Kind of music? Band? Food? Drink? Topic of interest? Car, spaceship, or other vehicle model? Weapon? Clothing type? Book? Movie? TV show? Each of these decisions adds a little more depth without predetermining your character's course in the game. It is by no means necessary to know all these things, or even most of them. Just answer as many as you can at the moment and leave the rest for later.

What was the most important event in your character's life? Consider his perspective. The most important event in someone's life is usually linked to his strongest opinions or memories. For instance, if your character is self-reliant, the most important event in his life might be the death of his parents. Alternately, if the most important event in your character's life was the first time he took a life, he might now be remorseful and pacifistic.

What does your character think of the Stargates? Just because your character's career involves interstellar travel doesn't mean that he automatically likes it. Your character might be trying to get out of the SGC (or a similar program). If so, what's stopping him? Alternately, he might want to wage the war against the System Lords on his own terms, rather than those of someone or something else. He might also relish the prospect of exploration, living the life of the rugged pioneer to the hilt.

What is your character's motivation? Finally, why does your character work for the common good? As a member of the SGC, he has dedicated himself to its philosophy and precepts. Why? Is he inherently altruistic, patriotic, or guided by an obligation of some kind? Does he feel responsible for the world?

Questions for Pros

Here are a few more questions for more experienced players...

What is your character's family like? Are his parents alive? Are there any siblings? Where do each of them live? How does your character feel about them? When creating your character's family, be sure to let the GM know how you feel about them being used in adventures – especially if you're opposed to them being used as bait or leverage (this particular trap has turned more than one game sour).

What are your character's personal views? How does your character feel about religion? Does he practice a particular faith? How does he view politics? Does he support a specific political party? Do any of these things impact his work at the SGC? If so, how?

What are your character's values? Rating the following from 1 to 20 (1 being most treasured) can help you determine the character's personality, as well as his actions during play: beauty, career success, fame, family, friends, happiness, integrity, justice, knowledge, love, money, personal perfection, political values, possessions, power, religious values, reputation, self-respect, sex, and winning.

What is your character's greatest fear? Your character's fears can guide him or undermine him, but they should never master him. Roleplaying a character with insurmountable fears is rarely fun, but allowing a fear to guide your actions can add unexpected drama to a mission.

How does your character feel about his nation? Take a hard look at each ideal and practice of your character's employers and contrast them with his own. Decide whether your character believes in his employer's values or not. Developing a character whose opinions clash with those of his superiors can add a layer of tension otherwise unavailable during play.

What about himself would your character change? Name one thing that your character is uncomfortable or unhappy with; it can offer him something to strive for during play.

Does your character have any dark secrets or hidden shame in his past? Just as the scars inflicted by the death of his son haunt Col. Jack O'Neill throughout the *Stargate SG-1* television series, so might a similar (or completely different) event hover in your character's mind, offering fertile ground for strong roleplaying.

Personality Tests

Personality tests, available online and in most large bookstores, offer insights about people based on their responses to a number of seemingly unconnected questions. Taking one in character (answering the questions as your character would) can bring incredible realizations about his identity, or help to define the differences between your original concept and the "working model." This

WHAT'S ALL THIS?

This page tells you where to find information about each portion of the character sheet found at the back of this book.

See page 139 for ability score modifiers and their effects.

See page 282 for details about the effects of rank. Also, your character level is equal to the sum of your class levels. Finally, your size is M and your speed is 30 unless your species, feats, or other options dictate otherwise.

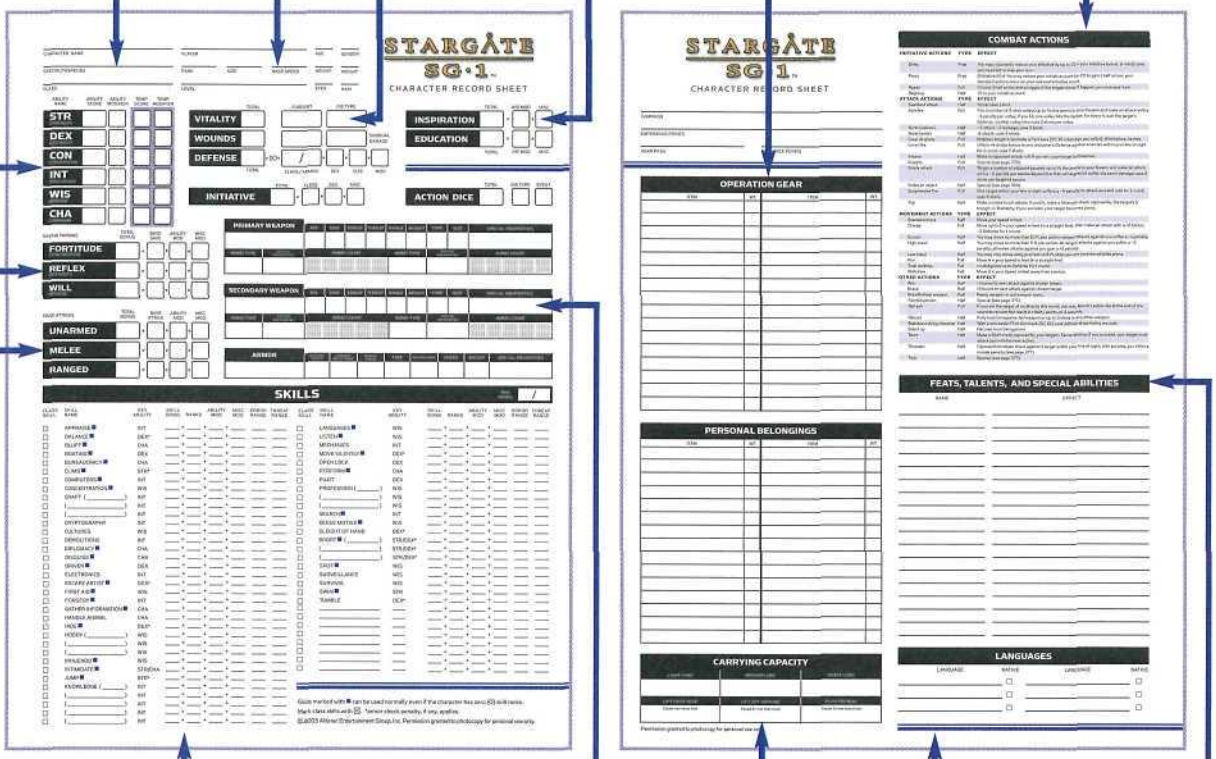
See page 139 for species and specialty options. See page 154 for class options.

See page 137 to find your vitality and wound points. See page 352 for Defense. See page 353 for initiative.

See page 389 for action dice, inspiration and education checks.

See Chapter 9 for your gear options. Remember that operation gear must be returned at the end of each mission, but personal belongings remain with you from mission to mission.

The sheet provides a list of all the basic combat actions in the game, and how long each action takes to use.



See page 350 for your attack values. See page 353 for your saves.

See Chapter 9 for your weapon and armor options. Remember that personal belongings remains with you from mission to mission, while all other gear must be returned at the end of each mission.

See page 286 for details about carrying capacity.

Feats are gained from your level, class, and department. See Chapter 7 for a complete list of *Stargate SG-1* feats.

See page 139 for your character's starting languages. See the Languages skill description on page 218 and the Xeno-Languages skill description on page 239 for partial language lists to choose from, plus rules for acquiring new languages.

Chapter 6 offers a complete description of every skill in *Stargate SG-1*, including the various checks you can make. Make sure to mark down your threat and error ranges, which are determined by any advanced skill feats you may have. Class skills for each *Stargate* character class are found later in this Chapter.

avenue is especially interesting for those playing a character of a non-human species, as the results are often most telling about how the character differs from his human teammates.

Team Dynamics

Every player character in the *Stargate SG-1 Roleplaying Game* belongs to a team – usually a designated SG team, but other groups are possible – consisting of the other players' character and perhaps a few NPCs. Advanced players may wish their characters to mesh with those of the other players right from the start. This requires more than merely choosing complementary classes (though that's a good start). The characters must be able to get along with one another as people, and coordinate their efforts during a crisis.

One of the easiest ways to make this happen is to pass each player's answers to the above questions around to the others before ability scores are rolled. If anything sticks out as a potential problem, perhaps another answer is called for – or an understanding of how it will affect team relations.

Also, having each of the other players ask one additional question about your character can also help define whether he can work as part of the team.

Finally, given the vast number of character options in the *Stargate SG-1* universe, it's sometimes best to consider the specialties and species of each team member during this stage of character creation. It's possible that some GMs or players may balk at an Asgard teaming up with an SG team for any length of time, for example – in these cases it's helpful to discuss the options and come to a common understanding of a plausible reason for the team composition.

Combining Stargate and Spycraft

The *Stargate SG-1 Roleplaying Game* utilizes the *Spycraft* mechanics engine, but it is an independent product line. To avoid confusion and so that those who don't want to play *Spycraft* are not required to buy additional products, great effort has been made to draw clear lines between the *Stargate* rules and their *Spycraft* predecessors. Some players, however, may relish the obvious benefits of using the existing *Spycraft* material to expand their *Stargate* adventuring options (after all, the NID and similar groups are bonafide intelligence organizations). Save basic modifications to support the *Stargate* style of play (such as the military gear system presented in Chapter 9 and a revised skill system presented in Chapter 6), virtually all *Stargate* rules are directly compatible with those featured in *Spycraft.* GMs are encouraged to incorporate rules and character options between sister systems without modification save the basic conversion rules.

Some analogous terms do change between games, however, as follows.

Stargate Term	Spycraft Term
Character	Agent
Gamemaster	Game Control
Specialty/Species	Department
Attack check	Attack roll

d20™ Character Options

The *Player's Handbook*™ describes most aspects of character design, and players should refer to that volume when creating their characters. Adjustments to character design specific to *Stargate* characters are found in the Stargate Character Options section *(see page 136).*

Where the rules in this book are different from the rules in the *Player's Handbook,*™ use the *Stargate* rules.

Specialty/Species

The Stargate Command (SGC) recruits characters not only from Earth, but also from several races discovered beyond the gate. When creating your character, you must frame his experience before joining the SGC – the specialty that convinced the SGC to recruit him, or the species from which he was recruited. The options available vary based on race.

None of the racial benefits for being human described in the *Player's Handbook*™ apply to *Stargate* characters. Instead, humans from Earth may pick from a wide range of military and civilian specialties, as the SGC draws from all these channels to deal with the challenges presented by and beyond the gate. Many specialties and species include multiple options to allow you to customize your character – these are called **macro-specialties** and **macro-species** and are indicated below. *Stargate Specialties and Species are described starting on page 139.*

The Stargate Command's standard recruitment channels include:

- Air Force (macro-specialty)
- Army (macro-specialty)
- Marines (macro-specialty)
- Navy (macro-specialty)
- National Intelligence Department (NID, macro-specialty)
- Civilian Specialist
- Diplomatic Corp.
- Engineering Corp.
- Russian Unit
- Asgard (macro-species)
- Jaffa (macro-species)
- Near-human (macro-species)
- Reol (macro-species)
- Tok'ra (macro-species)

Class

The *Stargate SG-1* RPG features two types of classes – **base classes** (which may be taken at any level) and **prestige classes** (which may only be taken after one or more required character options are gained). Prestige classes are dealt with in their own section *(see page 168);* here, during initial character creation, we only deal with base classes.

None of the base classes or prestige classes described in the *Player's Handbook*™ are available to *Stargate* characters and *Spycraft* classes not included in this or future *Stargate* books are typically restricted as well (unless the GM determines otherwise). In their place, we provide six base classes in this book. One of these classes is generally restricted to a non-human species (the guardian), but may be chosen by characters of any race with the GM's permission. The remaining five base classes are available to all characters who work, train, and fight for the Stargate Command.

The *Stargate SG-1 RPG's* base classes include:

- Explorer
- Guardian (Jaffa only, except with GM permission)
- Pointman
- Scientist
- Scout
- Soldier

For more information see the rules starting on page 154.

Skills

Stargate characters gain **ranks** with two types of skills during the course of their roleplaying career – **class skills** (skills that are typically part of their training, as determined by class, and therefore easier to learn), and **cross-class skills** (skills that are not typically part of their training, as determined by class, and therefore harder to learn). The class and cross-class skills you may choose from in *Stargate* are listed under Skills *(see Chapter 6)*, as well as in your class description.

Feats

Your *Stargate* character may choose from a wide variety of special options, which include signature attacks, useful tricks, and ways to bend the system to help him during missions. These options are called **feats**. The feats you may choose from in *Stargate* are listed in the Feats section *(see Chapter 7)*, as well as in your class description.

d20 Derived Values

The following statistics are determined by a combination of elements derived from the character's class, specialty or species, ability modifiers, and feats. Rules for deriving these statistics are described in the *Player's Handbook.*™

- Saving throws
- Melee and unarmed attack bonus
- Ranged attack bonus
- Skill modifiers

Stargate Character Options

The *Stargate SG-1 Roleplaying Game* features several new character options, described here.

Action Dice

Each character begins with 3 or more **action dice** at the start of every game session. You may spend these dice to turn the odds in your favor. *For more information on action dice, see page 389.*

Inspiration and Education Checks

Your character has two ways to obtain information from the Gamemaster – **inspiration checks** and **education checks**.

Inspiration checks are made to request hints from the GM when you're stumped – your character's inspiration bonus is equal to his character level plus his Wisdom modifier.

Education checks are made to acquire information that your character might know that you (the player) don't – information gained during training and previous missions as well as personal knowledge. Your character's education bonus is equal to his character level plus his Intelligence modifier.

For more information on inspiration and education checks, see page 389.

Vitality and Wound Points

Every character has a number of **vitality points** that represent a combination of luck, endurance, and training, as well as a number of **wound points** that represent his bodily toughness and ability to sustain physical punishment. Combined, vitality and wound points determine the chances of your character staying alive when he faces combat and other physical dangers. Soldiers receive the most vitality points (1d12 + their Con modifier per class level gained). Explorers, pointmen, and scouts receive an average number of vitality points (1d10 + their Con modifier per class level gained). Scientists receive the fewest vitality points (1d8 + their Con modifier per class level gained).

At 1st level, each character receives the standard maximum vitality points for his class and Constitution (e.g. a soldier with a +2 Constitution modifier receives 14 vitality points). When a character gains a level, the player rolls the appropriate die for the class he chooses to enter or increase, adding his character's Constitution modifier to the roll. This determines the number of vitality points his character receives. The character may never gain less than 1 vitality point when gaining a level, regardless of the character's Constitution modifier.

Every character receives a number of wound points equal to his Constitution score. Certain abilities may award a character more wound points, but typically these don't increase as the character rises in level.

Stargate Derived Values

In addition to the options listed above, each *Stargate* character's specialty or species, class, ability modifiers, and feats determine the following statistics:

- Base Defense *(see page 352)*
- Initiative modifier *(see page 353)*
- Resource points *(see page 279)*

Requisitioning Gear

Unlike *Spycraft*, the *Stargate SG-1 Roleplaying Game* is predominantly a military experience. Consequently, the gear system has been streamlined to represent that *Stargate* characters have somewhat less choice in the gear they receive from the SGC. This results in a streamlined gear system in which characters accumulate **operation gear** – tools, weapons, and other devices – using a combination of **bundles** (pre-set equipment collections, themed by purpose) and **gear picks** (individual items chosen by each character to supplement his pre-set bundle options). Each character's bundle and pick options change at the outset of each mission, and are determined by his class and possibly his specialty or species, feats, and other options as well.

Also, each character gains a number of **resources** for use during missions. Resources include special SGC tools and training, alien devices, and drone use, and are paid for with **resource points**.

Finally, all characters are also assumed to possess a limited number of **personal belongings**, including non-mission items such as personal vehicles, furniture, household appliances, and civilian clothes, which may potentially be useful during operations on Earth. Personal belongings are initially determined during character creation, though they may be changed out each time the character gains a new level.

Mission gear and resources are catalogued at the start of each mission and therefore need not be prepared during character creation (instructions for determining these are located *on page 279*, for those who want to skip ahead). Personal belongings, however, are handled now – instructions for choosing them are located on *on page 280*.

Fleshing Out Your Character

Choose a name for your character. If he's joined the SGC in a military capacity, you should also determine his rank *(see page 282)*. Check with your GM to see if he's chosen an SGC team to which your character is assigned. Finally, feel free to answer any remaining questions from *pages 132-133*, or leave them to be determined during play.

Ability Scores

Your *Stargate* character's most basic (non-training) strengths and weaknesses are defined by six **abilities** – Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Your character's starting **ability score** with each of these ranges from 3 to 18, though the scores will rise as you gain character levels and may rise or fall depending on events during your game.

When creating a character, you should assign the highest scores to those abilities that represent your character's strengths and the lowest scores to those abilities that represent your character's weaknesses. Keep in mind that certain abilities are more important than others for certain classes, and that your specialty or species often adjusts one or more of them *(see Tables 5.2 and 5.3, pages 143 and 149)*.

After all adjustments are made to your ability scores, you should refer to Table 5.1: Ability Score Modifiers to determine your character's **ability modifiers**. These modifiers are used in a variety of different ways, as described in the following sections.

Strength (Str)

Strength measures your character's physical power and musculature. This ability is especially valuable to characters who want to be skilled with hand-to-hand combat or use heavy weapons with high recoil.

You apply your character's Strength modifier to:

- Melee and unarmed attack checks.
- Damage rolls made when your character successfully attacks using his bare hands, a melee weapon, and sometimes with a hurled weapon *(see page 328)*.

Exceptions: Damage inflicted by an off-hand attacks are increased by only ½ your character's Strength modifier (if positive, rounded down), while damage inflicted by two-handed attacks are increased by 1½ × your character's Strength modifier (if positive, rounded up). Damage inflicted by explosives, such as grenades, is never modified by your character's Strength modifier, whether the explosive is thrown or not.

- Overcoming recoil penalties from powerful firearms *(see page 332).*
- Climb, Jump, and Swim checks, and other skill checks for which Strength is the key ability.
- Strength checks made to break down doors, break restraints, and to perform like tasks of physical prowess *(see page 364).*

Dexterity (Dex)

Dexterity measures your character's hand-eye coordination, reflexes, agility, and balance. This ability is especially valuable to characters who want to be good drivers or skilled in the use of firearms.

You apply your character's Dexterity modifier to:

- Ranged attack checks, including those made using firearms and hurled weapons.
- Base Defense, provided that your character can react to the attack. Your character's Dexterity modifier to Defense might be reduced if he wears armor *(see Maximum Dexterity Bonus, page 319).*
- Reflex saving throws made to avoid grenades, expected explosions, and similar attacks.
- Driver, Move Silently, and Open Lock checks, and other skill checks for which Dexterity is the key ability.
- Initiative checks made at the beginning of combat to determine the order in which actions take place.
- Dexterity checks made to grab a falling character and to perform like tasks of physical speed and coordination.

Constitution (Con)

Constitution determines your character's health and toughness. A character's wound points are initially equal to his Constitution score, so this ability is important for everyone, but it's especially valuable to characters who want to be able to take a great deal of physical abuse before they go down.

You apply your character's Constitution modifier to:

- The number of vitality points your character gains when he rises in level. *Exceptions:* a Constitution penalty may never reduce the vitality points gained during any single level increase below 1 (i.e. a character always gains at least 1 vitality point every time he gains a level). If a character's Constitution score changes, the effects are "retroactive" – he gains or loses vitality for each level he possesses, and his subsequent wound and vitality point increases change accordingly.
- Fortitude saving throws made to resist poison, gas, and similar threats.
- Skill checks for which Constitution is the key ability.
- Constitution checks made to stay awake a long time, ignore pain while carrying out a complicated task, and to perform like tasks of physical endurance.

Intelligence (Int)

Intelligence represents your character's ability to learn and reason. This ability is especially valuable to characters who want a wide variety of skills.

You apply your character's Intelligence modifier to:

- The number of homeworld languages with which your character is considered a native speaker *(see page 218).*
- Education checks made to remember something your character might know, but that you – the player – do not *(see page 389).*
- The number of skill points your character gains when he rises in level. *Exceptions:* an Intelligence penalty may never reduce the number of skill points gained during any single level increase below 1 (i.e. a character always gains at least 1 skill point every time he gains a level). If a character's Intelligence score changes, his existing skill points do not increase or decrease.
- Search, Knowledge, and Cryptography checks, and other skill checks for which Intelligence is the key ability.
- Intelligence checks made to discover patterns in strings of numbers, find breaks in tile patterns, and to perform like tasks of puzzle solving and mental retention.

Wisdom (Wis)

Wisdom measures your character's willpower, common sense, intuition, perception, and experience with the real world. This ability is especially valuable to characters who desire to have a handle on the world around them.

You apply your character's Wisdom modifier to:

- Will saving throws made to resist torture and brainwashing, and to perform certain social actions.
- Inspiration checks made to receive hints from the GM *(see page 389).*
- First Aid, Listen, and Profession checks, and other skill checks for which Wisdom is the key ability.
- Wisdom checks made to notice people who are out of place within a group, randomly guess the correct sequence of crystals required to power an Ancients device, and to perform like tasks of intuition.

Charisma (Cha)

Charisma determines your character's strength of personality, persuasiveness, and physical attractiveness. This ability is especially valuable to characters who want to lead, trick, or seduce others.

You apply your character's Charisma modifier to:

- The number of gear picks your character gains at the start of each mission *(see page 279).*
- Bluff, Intimidate, and Perform checks, and other skill checks for which Charisma is the key ability.
- Disposition checks made to influence others *(see page 420).*
- Charisma checks made to impress others, infiltrate an alien culture, and perform like tasks requiring personality and grace.

Table 5.1: Ability Score Modifiers

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
etc...	etc...

Changing Ability Scores

Certain events may increase or decrease your ability scores during the course of play. When an ability score changes, all statistics associated with it change accordingly. Ability scores may change in the following ways:

- A character's ability scores may change as he gains levels and ages, as per the *Player's Handbook.*™
- Poisons, chemical boosters, diseases, critical wounds, special attacks, and other effects can temporarily increase or decrease a character's ability scores. Ability points lost to damage return naturally, usually at a rate of 1 point per ability per day. Bonus ability points usually wear off much faster than that (per the rules for the effect that boosts them).

Specialty/Species

Your character was recruited into the Stargate Command because he already possesses at least some degree of professionalism and certain skills that are deemed valuable to the effort to protect the Earth. The SGC can afford to be picky, so characters are generally in superior to excellent shape, possess highly specialized knowledge and/or experience, and have a proven ability to react decisively during a crisis. These facets of a character are collectively referred to as his military **specialty** or his alien **species.**

A character may only benefit from *one* specialty or one species, chosen at character creation *(most alien species have options equivalent, though not mechanically identical, to human Military Specialties – see Macro-Species, below).* Specialty and species benefits – called **talents** – remain with a character forever. While joining the SGC presents new opportunities for experience and learning, a character always retains all the abilities of his race and early instruction. Likewise, no matter how long a character remains with another military branch or species, he never truly learns all of their talents.

Macro-Specialties and Macro-Species

Some specialties and most species have a lot to offer the SGC, and alien characters and those from broad military branches are recruited from a variety of sub-specialties. Characters recruited from such groups all share certain basic talents, though additional talents are derived from the character's specific sub-specialty. In practice, this allows you to customize your character's specialty or species, making him somewhat different from other members of his source branch or alien race and allowing you to tune his personality and history to best fit your vision, as well as his place on an SG team.

Specialties and species which offer this customization option are called **macro-specialties** and **macro-species.** When a character chooses a macro-specialty or macro-species, he gains all the listed shared talents as well as all the talents listed for any one of the **sub-specialties** or **sub-species** that follow.

Example: Lt. Gary Wilson is an Enlisted Air Force recruit *(see page 140).* He gains all the shared talents listed under the Air Force heading, as well as all the bonus talents listed under the Enlisted Air Force Recruit heading.

Native Homeworld Languages

One of the greatest barriers to the exploration of other worlds is simple discourse and determining the languages in which your character is fluent is therefore vital to the success of many missions. Fortunately, the history of mankind's spread through the stars and domination by the Goa'uld has simplified this challenge from impossible to merely difficult. With the proliferation of human and near-human racial strains across the explored universe, especially on planets with Stargates, SG teams encounter civilizations with languages based on fundamental precepts similar to their own *(see page 101 for more about the link*

between human and near-human racial strains across the universe).

Mechanically, every *Stargate* character who can speak a language is considered either **fluent** (meaning he can understand the language and use it to get his point across, but doesn't sound like he was raised to speak it) or **native** (those observing the character have a hard time telling whether he was raised to speak the language or not). Whether fluent or native, each characters' actual skill with languages is determined by two skills – **Languages** *(see page 218)* and **Xeno-Languages** *(see page 239).*

At character creation, a character knows one native language spoken on his homeworld, determined by his species or nationality (most SGC recruits are American, and therefore all who do not speak English as a native gain English as a fluent language for free). Additionally, every character also gains a number of bonus native languages equal to his Intelligence modifier (minimum 0). These bonus native languages may be either homeworld or alien languages.

A partial list of Earth's homeworld languages may be found within the Languages skill description, and a list of languages not common to Earth may be found within the Xeno-Languages skill description.

A character may learn a new language (or improve one he already knows) each time he improves either his Languages or Xeno-Languages skill *(see each skill description for details).*

Finally, every character may make one – *and only one* – skill check with the appropriate skill to "get by" in areas or on planets where he doesn't already know the language. This check is made the first time the character encounters the language and the results of each skill check made in this fashion should be recorded on the character's sheet for future reference. *See each skill description for details about using the skills in this fashion.*

All characters can read and write every language they speak, whether fluently or as a native. Illiterate characters don't last very long in dangerous off-world missions.

Air Force (Macro-Specialty)

The Stargate Command is directly under the control of the United States Air Force (USAF), and as a result the majority of its personnel come from this branch of the military and its subsidiary specialties. Most characters with this macro-specialty receive their training at the U.S. Air Force Academy in Colorado Springs, Colorado, or else they're recruited from a field particularly relevant to the Stargate Program, such as aerospace engineering or astrophysics.

Shared Special Talents

- +2 Intelligence, -2 to any one ability (except Intelligence).
- The character may choose 2 cross-class skills to become class skills. He may choose one additional cross-class skill to become a class skill at 4th level and for every 4 character levels gained thereafter.

Air Force Officer

Air Force officers possess a degree of political pull that most other Air Force personnel are without, and the Air Force's jurisdiction over the Stargate Program offers several benefits as well. Air Force officers are the most common members (and in fact the most common leaders) of SG field teams. Both Colonel Jack O'Neill and Captain Samantha Carter are drawn from this specialty.

Special Talents

- Pilot is always a class skill for the character.
- +1 Specialty bonus with Bureaucracy and Pilot checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character is paid as an officer *(see page 284).*
- Bonus Feat: Any style feat. The character must meet all the prerequisites for this feat before choosing it.

Air Force Technician

Air Force technicians are recruited into the SG program as the primary experts on both the Stargate and the astrophysics involved with its use. Air Force technicians also work with the SGC's scientists to study alien technology and are involved in the research and development in the new Tauri spacecraft. The SGC relies heavily upon Air Force technicians when facing unexpected problems with the Stargate.

Special Talents

- +1 Specialty bonus with Knowledge and Electronics checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an enlisted soldier or a specialist *(see page 283).*
- Bonus Feat: Scholarly. All prerequisites for this feat – including minimum skill ranks – are waived.

Enlisted Air Force Recruit

Air Force enlisted soldiers have seen some combat and historically perform admirably under dangerous conditions. The most common enlisted USAF recruits to enter the Stargate Program are pilots and general security personnel. Though the SG program has little call for aircraft, pilots are still recruited to study Goa'uld death gliders and fly prototype spacecraft like the X-301.

Special Talents

- +1 Specialty bonus with Reflex saves. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character is paid as an enlisted soldier *(see page 283).*
- Bonus Feat: Point Blank Shot. All prerequisites for this feat – including minimum ability scores – are waived.

PARARESCUE

An elite corps of Air Force medics, Pararescue Special Operations teams are among the most reliable and selfless soldiers in the entire U.S. military. Pararescue soldiers parachute into dangerous areas to supply medical attention to wounded pilots and Special Forces units, and on occasion act as scouts and guides to lead soldiers out from behind enemy lines.

SPECIAL TALENTS

- +1 Specialty bonus with First Aid and Sport checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an officer or an enlisted soldier *(see page 283)*.
- Bonus Feat: Bandage. All prerequisites for this feat – including minimum skill ranks – are waived.

ARMY (MACRO-SPECIALTY)

Despite being one of the most common military forces on Earth, the Army has a relatively small presence at the SGC. Some units containing Army soldiers remain on standby to guard the Cheyenne Mountain complex and to fight against major Goa'uld encounters, and SG teams are occasionally assigned one or two Army soldiers as well.

SHARED SPECIAL TALENTS

- +2 Constitution, -2 to any one ability (except Constitution).
- +1 Specialty bonus to damage rolls made as a result of a successful ready action *(see page 357)*. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.

ARMY OFFICER

Army officers are involved in the SGC to coordinate major ground offenses against the Goa'uld. With incursions into enemy territory becoming more and more frequent, Army officers are integral in the SGC's planning process.

SPECIAL TALENTS

- +1 Specialty bonus with initiative checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character is paid as an officer *(see page 284)*.
- Bonus Feat: Any basic combat feat. The character must meet all the prerequisites for this feat before choosing it.

ARMY RANGER

Army Rangers are among the most recognizable of the world's Special Forces. As members of the foremost U.S. commando unit, Army Rangers serve as forward troops in the hottest and most dangerous combat zones. The SGC employs characters drawn from this elite task force to supplement its SG teams when extra firepower and combat training are required for a dangerous mission. Experts in survival and tactical deployment, Army Rangers also serve deep in combat zones occupied by the Goa'uld.

SPECIAL TALENTS

- +1 Specialty bonus with Move Silently and Survival checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an officer or an enlisted soldier *(see page 283)*.
- Bonus Feat: Combat Instincts.

ARMY TECHNICIAN

Army technicians are responsible for making sure all the heavy machinery used during off-world missions functions at peak efficiency. Additionally, it's their domain to engineer effective means of transporting supplies and weaponry to SG teams that come under enemy fire. Suspicion abounds that squads of Army technicians are also covertly assigned to deploy heavy artillery to other planets.

SPECIAL TALENTS

- +1 Specialty bonus with Electronics and Survival checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an enlisted soldier or a specialist *(see page 283)*.
- Bonus Feat: Electronic Warfare Basics. All prerequisites for this feat – including minimum skill ranks – are waived.

Enlisted Army Recruit

Affectionately nicknamed grunts and "ground pounders," enlisted Army soldiers work with their Marine counterparts as the main combat component of SGC off-world campaigns. Heavily involved with security at the Alpha Site and other Tauri installations, enlisted Army soldiers are the SGC's brute force arm and see a good deal of combat against the Goa'uld and other alien threats.

Special Talents

- +1 Specialty bonus with Will saves. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character is paid as an enlisted soldier *(see page 283)*.
- Bonus Feat: Coolness Under Fire.

Marines (Macro-Specialty)

When it became apparent that many SG missions would involve highly dangerous encounters with enemies armed with unknown technology, the SGC began drawing resources from the U.S. Marine Corps. Today, Marine units are commonly used as rescue teams and backup squads inserted into heavy combat zones and missions where Goa'uld intervention is anticipated.

Like the Navy, these hardy soldiers are mainly trained at the U.S. Naval Academy in Annapolis, MD.

Shared Special Talents

- +2 Wisdom, -2 to any one ability (except Wisdom).
- The character gains 1 extra wound point at 1st level. The character receives 1 additional wound point at 4th level, and for every 4 character levels gained thereafter.

Enlisted Marine Recruit

The SGC generally calls upon enlisted Marines to fill the ranks of its defensive forces, though highly valued soldiers amongst them are recruited for frontal assaults against encroaching alien forces. A small number of SG teams are composed entirely of Marines and serve as strike forces against well defended locations.

Special Talents

- The character receives 4 extra vitality points at 1st level and 1 additional vitality point for every character level gained thereafter.
- Pay Grade: The character is paid as an enlisted soldier *(see page 283)*.
- Bonus Feat: Iron Will.

Force Reconnaissance

Swift, efficient, and deadly, Marine Force Recon troops are tasked with amphibious and special terrain scouting, as well as precision strikes against enemy targets. Though first and foremost an elite surveillance unit, Force Recon is often called upon to eliminate enemy outposts and sensing stations, to plant SGC beacons and sensors, and to control and shape a battlefield (before or during an encounter).

Special Talents

- +1 Specialty bonus with Surveillance and Swim checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an officer or an enlisted soldier *(see page 283)*.
- Bonus Feat: Track.

Marine Officer

Marine officers – such as Colonel Makepeace and Major Castleman – are usually in charge of Marine-based SG teams. These officers receive special field training, and are notoriously prepared for all eventualities. Most Marine officers are amazingly in tune with the tide of battle and are called upon to anticipate upcoming enemy maneuvers and lead units during critical battles.

Special Talents

- +1 Specialty bonus with initiative checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character is paid as an officer *(see page 284)*.
- Bonus Feat: Any gear feat. The character must meet all the prerequisites for this feat before choosing it.

Marine Technician

Marine technicians are frequently tasked with evaluating alien weaponry. Like the SGC's civilian scientists, Marine technicians constantly seek out new technologies and ways to counter them or adapt them for use by the U.S. government. Marine technicians are called in to determine the urgency of new threats when the enemy's weapons technology becomes a deciding factor.

Special Talents

- +1 Specialty bonus with Craft and Mechanics checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.

Table 5.2: Specialty Modifiers

Specialty	Ability Adjustments	Bonus Feat
Air Force	+2 Intelligence, −2 to any one ability (except Intelligence)	Per sub-specialty
Air Force Officer	Per Air Force	Any style feat
Air Force Technician	Per Air Force	Scholarly *(see page 261)*
Enlisted Air Force Recruit	Per Air Force	Point Blank Shot *(see page 250)*
Pararescue	Per Air Force	Bandage *(see page 257)*
Army	+2 Constitution, −2 to any one ability (except Constitution)	Per sub-specialty
Army Officer	Per Army	Any basic combat feat
Army Ranger	Per Army	Combat Instincts *(see page 241)*
Army Technicians	Per Army	Electronic Warfare Basics *(see page 258)*
Enlisted Army Recruit	Per Army	Coolness Under Fire *(see page 242)*
Marines	+2 Wisdom, −2 to any one ability (except Wisdom)	Per sub-specialty
Enlisted Marine Recruit	Per Marines	Iron Will *(see page 243)*
Force Reconnaissance	Per Marines	Track *(see page 269)*
Marine Officer	Per Marines	Any gear feat *(see page 257)*
Marine Technician	Per Marines	Grease Monkey *(see page 260)*
Navy	+2 Dexterity, −2 to any one ability (except Dexterity)	Per sub-specialty
Enlisted Navy Recruit	Per Navy	Police Training *(see page 260)*
Naval Officer	Per Navy	Any basic skill feat *(see page 259)*
Naval Technician	Per Navy	Mathematical Genius *(see page 260)*
SEAL	Per Navy	Athletic *(see page 259)*
National Intelligence Department (NID)	+2 to any one ability, −2 to any one ability	Political Favors *(see page 267)*
NID Officer	Per NID	Political Favors *(see page 267)*
Area 51 Infiltrator	Per NID	Advanced Technology *(see page 263)*
Rogue Stargate Team Member	Per NID	Flawless Identity *(see page 255)*
Civilian Specialist	+2 Intelligence, −2 Strength	Any basic skill feat
Diplomatic Corp.	+2 Charisma, −2 Dexterity	Persuasive *(see page 260)*
Engineering Corp.	None	Ordinary Past *(see page 260)*
Russian Unit	+2 Wisdom, −2 to any one ability (except Wisdom)	Stargate Explorer *(see page 267)*

- Pay Grade: The character may choose to be paid as either an enlisted soldier or a specialist *(see page 283)*.
- Bonus Feat: Grease Monkey. All prerequisites for this feat – including minimum skill ranks – are waived.

Navy (Macro-Specialty)

Though the Navy isn't as frequently called upon to serve the SGC as other divisions of the U.S. armed forces, its soldiers are still requested during certain off-world missions *(see the episode Watergate for one example of such a mission in the Stargate SG-1 television series)*. Naval soldiers are also recruited to defend the Earth during alien incursions.

Shared Special Talents

- +2 Dexterity, -2 to any one ability (except Dexterity).
- +1 Specialty bonus with Profession (Military) and Swim skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.

Enlisted Navy Recruit

Enlisted Navy personnel are extremely uncommon amongst SG teams, though certain missions requiring specific Naval expertise do necessitate their presence. Such missions generally involve worlds where dry land is scarce, and even then these soldiers are typically relegated to a support role. Despite all this, a few enlisted Naval personnel train for actions aboard spacegoing vessels and rumors of their ilk training aboard Asgard warships periodically surface as well.

Special Talents

- +1 Specialty bonus with Fortitude saves. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character is paid as an enlisted soldier *(see page 283)*.
- Bonus Feat: Police Training. All prerequisites for this feat – including minimum skill ranks – are waived.

Naval Officer

Accustomed to coordinating large numbers of soldiers aboard warships, Naval officers are reallocated to the SGC when appropriate command positions become available. With the SG program sending the Tauri deeper and deeper into space, Naval officers are slowly bracing for a time when their sea-going roots are little more than a distant memory.

Special Talents

- All cooperation bonuses granted by this character are increased by 1. The character's cooperation bonuses increase by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character is paid as an officer *(see page 284)*.
- Bonus Feat: Any basic skill feat. The character must meet all the prerequisites for this feat before choosing it.

Naval Technician

Naval technicians maintain SG team computers and much of their other gear, as well as the necessary power supplies required for extended off-world missions. They also work as SGC cryptographers, analyzing new languages and alien message traffic.

Special Talents

- +1 Specialty bonus with Computers and Electronics checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an enlisted soldier or a specialist *(see page 283)*.
- Bonus Feat: Mathematical Genius. All prerequisites for this feat – including minimum skill ranks – are waived.

SEAL

The U.S. Navy SEAL program evolved from the Navy's Underwater Demolitions Team as a means of efficiently deploying divers and underwater units into combat zones. They're are emulated by similar groups all around the world, but no others have managed to duplicate their ferocious dedication and skill, and none of their counterparts can yet lay claim to the stars. Like other Naval personnel, SEALs are somewhat under-utilized within the SGC, but their talents are nonetheless appreciated when submerged explosions are the flavor of the day.

Special Talents

- +1 Specialty bonus with Demolitions and Move Silently checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an officer or an enlisted soldier *(see page 283)*.
- Bonus Feat: Athletic. All prerequisites for this feat – including minimum skill ranks – are waived.

National Intelligence Department (NID, Macro-Specialty)

The National Intelligence Department (NID) is a civilian-run organization similar to the CIA or NSA. Its interest in the SG program is primarily the seizure and dissection of alien technology that might prove useful when developing weapons, or the basis for warfare technology. Every time the NID becomes involved in SGC business, it's almost certain that some form of weaponry or potentially dangerous technology is at stake, and a bitter distrust has risen between the NID and the SGC as a direct result of the two organizations' often violent conflicts.

Shared Special Talents

- +2 to any one ability, -2 to any one ability. The character may apply the bonus and penalty to the same ability.
- +1 Specialty bonus to Defense. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.

Area 51 Infiltrator

Stargate teams return to Earth with many alien wonders. These items are inspected, catalogued, and eventually transported out of the Cheyenne Mountain Complex to one of the most infamous locales in the entire world - Area 51. At this ultra-secure site, alien technology is put 'under the microscope' and tested for possible use here on Earth and by SG teams.

Unfortunately, a small number of NID agents have infiltrated Area 51 and now work toward the secondary agenda of using these alien technologies to secure Earth's supremacy in the universe. Area 51 infiltrators are primarily interested in alien weapons and don't shy away from unethical actions to acquire them.

Special Talents

- +1 Specialty bonus with Knowledge and Mechanics checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an officer or a specialist *(see page 284)*.
- Bonus Feat: Advanced Technology. All prerequisites for this feat – including species – are waived.

NID Officer

The National Intelligence Department is run much like a branch of the U.S. military, and as such has its own officers with rank designations similar to those in the armed forces. These officers direct the NID's operations and coordinate with other government programs in order to ensure that their goals are met efficiently and quickly. Unfortunately for interstellar relations, the NID Officer Corps shares the same unethical approach toward procuring alien technology as the rest of the organization, and is all too willing to authorize illegal operations in the process. NID officers are highly connected in Washington and often exhibit a surprising amount of political pull.

Special Talents

- The character's maximum rank with 3 different class skills of his choice is increased by 1. The character's maximum rank with 1 additional class skill of his choice is increased by 1 at 4th level, and for every 4 character levels gained thereafter. The character may choose any class skill after character creation, including a class skill he's chosen before. If the character chooses the same class skill more than once, this talent's effects stack.
- Pay Grade: The character is paid as an officer *(see page 284)*.
- Bonus Feat: Political Favors. All prerequisites for this feat – including minimum character level – are waived.

Rogue Stargate Team Member

Using the second Stargate found in the Arctic, the NID sent exploration teams to alien worlds to retrieve alien technology, artifacts, and other information by whatever means possible *(see page 21 for more about this operation)*. Where the SGC operates using strict diplomatic and military protocols, these rogue Stargate teams were little more than privately sponsored, well-equipped criminals who both stole from and wreaked havoc upon peaceful and hostile worlds alike.

Special Talents

- +1 Specialty bonus with Bluff and Disguise checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an enlisted soldier or a specialist *(see page 283)*.
- Bonus Feat: Flawless Identity.

Civilian Specialist (Specialty)

While most of the SGC is a strictly military operation, civilians are often recruited for their unique knowledge or experience - resources not bred into the rigid structure of most military branches. Civilians are added to SG teams only after passing triple-verified background screens and a series of intense interviews. Civilian specialists often are exceptionally talented in one or two narrow scientific or academic fields, and rarely possess any true combat acumen.

Special Talents

- +2 Intelligence, -2 Strength.
- The character chooses any 2 Craft, Knowledge, or Profession skill focuses. These skill focuses are always considered class skills for the character.
- The character may take 10 with one Craft, Knowledge, or Profession skill focus of his choice, even when stress and distraction would typically interfere. He may choose one additional Craft, Knowledge, or Profession focus with which he may take 10 at 5th level and for every 5 character levels gained thereafter.

- +1 Specialty bonus with education checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: The character is paid as a specialist *(see page 284)*.
- Bonus Feat: Any basic skill feat. The character must meet all the prerequisites for this feat before choosing it.

Diplomatic Corps (Specialty)

The Diplomatic Corps is one of two special SGC divisions that are specifically non-military in design (though some military personnel do belong to the unit). This organization is comprised of civilian liaisons and diplomats whose principal function is to maintain smooth negotiations with alien worlds. The Diplomatic Corps is called in when delicate situations arise involving alien cultures and governments, and are often a preferred alternative to violent contact with any species that might potentially become an ally in the struggle against the Goa'uld System Lords.

Special Talents

- +2 Charisma, -2 Dexterity.
- Diplomacy is always a class skill for the character.
- The threat ranges of Cultures and Diplomacy checks made by the character are increased by 1 (i.e. a threat range of 20 becomes 19-20). These threat ranges are increased by an additional 1 at 5th level, and for every 5 character levels gained thereafter.
- The character receives 4 extra skill points at 1st level and 1 additional skill point for every character level gained thereafter. The 4 extra skill points gained at 1st level are counted as a bonus *after* the character's starting skill points are calculated; they are *not* included in the skill points multiplied by 4 *(see the Player's Handbook™ for more information)*.
- Pay Grade: The character is paid as a specialist *(see page 284)*.
- Bonus Feat: Persuasive. All prerequisites for this feat - including minimum skill ranks - are waived.

Engineering Corps (Specialty)

Like the Diplomatic Corps, this SGC division isn't intimately military in design or nature. The Engineering Corps handles the construction of off-world facilities such as the Alpha Site and coordinates mining and other planetary resource operations. Its members work to establish permanent and semi-permanent bases and command outposts within enemy territory, and have also been known to work alongside civilian specialists to research alien technology.

Special Talents

- No ability modifiers.
- Profession (Engineer) is always a class skill for the character.
- The character chooses any 2 Craft skill focuses. He gains a +1 Specialty bonus with skill checks made with these focuses. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- The threat ranges of skill checks made with the character's chosen Craft focuses are increased by 1 (i.e. a threat range of 20 becomes 19-20). These threat ranges are increased by an additional 1 at 5th level, and for every 5 character levels gained thereafter.
- Pay Grade: The character is paid as a specialist *(see page 283)*.
- Bonus Feat: Ordinary Past. All prerequisites for this feat – including minimum skill ranks – are waived.

Russian Unit (Specialty)

As a part of the compromise that allowed the Stargate Program to continue following the destruction of the Cheyenne Mountain gate, a few Russian mission groups now operate alongside the SGC's established teams, reporting primarily to the Russian government. These troops travel to alien worlds and aid in planetary defense against the Goa'uld. Though tension remains between SGC and Russian team members who haven't forgotten the Cold War, these mismatched allies have thus far managed to work alongside one another without a serious altercation.

Special Talents

- +2 Wisdom, -2 to any one ability (except Wisdom).
- Profession (Military) is always a class skill for the character.
- The character receives 4 extra skill points at 1st level and 1 additional skill point for every character level gained thereafter. The 4 extra skill points gained at 1st level are counted as a bonus *after* the character's starting skill points are calculated; they are *not* included in the skill points multiplied by 4 *(see the Player's Handbook™ for more information)*.
- Pay Grade: The character may choose to be paid as either an officer or a specialist *(see page 284)*.
- Bonus Feat: Stargate Explorer. All prerequisites for this feat – including minimum character level – are waived.

Asgard (Macro-Species)

One of the four races that originally guided the known universe, the Asgard are extremely guarded about their history and technology, and rarely deign to interfere with humans and other "lesser beings." Since SG-1's first encounter with the Asgard, however, the race has slowly warmed to Earth, even placing it under their vast protectorate of allied worlds. Some Asgard – most notably Thor – are known to involve themselves in SGC missions, allowing players to take on the challenging role of playing a character from this elusive species.

Shared Species Talents

- +2 Wisdom, -2 Strength, -2 Constitution. The Asgard benefit from centuries of species experience, but are frail and lack genetic diversity.
- Small: The character is Small-sized *(see page 354)*.
- Speed: The character has a base speed of 20 *(see page 354)*.
- +2 species bonus with education checks. This bonus increases by an additional +1 at 3rd level and for every 3 character levels gained thereafter. The Asgard race has catalogued a wide variety of knowledge in its many hundreds, if not thousands, of generations.
- Species Feats: The character may choose level-based feats from the species feat tree *(see page 264)*. Typically, a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Pay Grade: While working with the SGC, the character is paid as an officer *(see page 284)*. Alien characters are often paid in commensurate non-monetary concessions and favors.
- Languages: Asgard is a native language for the character.

Asgard Fleet Officer

The Asgard possess one of the most powerful space fleets yet encountered by humans, boasting thousands of ships armed with incredibly advanced weaponry, though its commanders are as often called upon to maintain diplomatic relations with other species as to put down enemies. Though the war with the Replicators devastated much of the Asgard armada and Anubis' recent return has devoured or tied up the majority of its remaining resources, limited support is still periodically offered to the Tauri.

Special Talents

- +2 Charisma.
- +1 Species bonus with Diplomacy and Pilot checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Bonus Feat: Speed Demon. All prerequisites for this feat – including minimum skill ranks – are waived.

Asgard Geneticist

Since each Asgard is actually a clone, it falls to the scientists among them to keep the genetic material from which their bodies are composed from disintegrating. Scouring the galaxy for any means of prolonging their own existence, these Asgard are the most knowledgeable healers and genetic engineers in existence.

Special Talents

- +2 Intelligence.
- +1 Species bonus with First Aid and Knowledge (any one focus) checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Bonus Feat: Alien Healer. All prerequisites for this feat – including species and minimum skill ranks – are waived.

Protected Planets Enforcer

The Asgard devote much of their incredible martial prowess to draw less powerful planets under their protection against Goa'uld exploitation, and the Protected Planets Treaty ensures that several worlds, including Earth and Cimmeria, are free of Goa'uld incursions (for the time being, at least). Asgard with this species specialty are dedicated to ensuring this treaty isn't violated and that all Goa'uld attempts to seize protected worlds are repelled as quickly as efficiently as possible.

Special Talents

- +2 Dexterity.
- +1 Species bonus with initiative checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Bonus Feat: Perfect Stance. All prerequisites for this feat – including minimum base attack bonus – are waived.

Jaffa (Macro-Species)

The Goa'uld System Lords found their finest hosts in the Jaffa, a race of near-humans forcibly splintered off of the original Earth strain thousands of years ago *(see page 93)*. Bred as powerful shock troops and prepared at a young age to act as hosts for larval Goa'uld symbiotes, the Jaffa are remarkably resilient and highly capable warriors, though the priestly caste developed on Chulak also offers them a deep spiritual side.

Note that these rules apply to all Jaffa, even those who have not been implanted with a symbiote. *(For additional benefits conferred on those who carry a symbiote, please (see page 265).*

Shared Species Talents

- +2 Constitution, -4 Charisma. Bred as Goa'uld warriors and defenders, Jaffa are naturally more hardy than many other species, but their training regiment spares little time for social interaction.
- Radiation Resistance: The character gains a +1 Species bonus with Fortitude saves made to resist the effects of radiation. This bonus increases by an additional +1 at 2nd level and for every 2 character levels gained thereafter.
- Species Feats: The character may choose level-based feats from the species feat tree *(see page 264)*. In particular, he may choose the Symbiote feat *(see page 265)*. Typically, a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier *(see page 283)*. Alien characters are often paid in commensurate non-monetary concessions and favors.
- Languages: Goa'uld is a native language for the character.

Horus Guard

Created and trained by the supremely powerful overlord Ra *(see page 127)*, the Horus Guard are the personal bodyguards of the Goa'uld royal family, including Ra and his immediate relatives. Above all, the Horus Guard are conditioned to offer up their lives before allowing any harm to come to their masters. Their religion is the training required to face any and all adversaries, no matter their nature and no matter the cost.

Special Talents

- +2 Wisdom.
- +1 Species bonus with initiative checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Horus Guards must be able to sense danger before it happens, and react decisively to prevent injury to their charges.
- Bonus Feat: Weapon Focus. All prerequisites for this feat – including minimum base attack bonus and other feats – are waived.

Shol'va Rebel

When humans from Earth arrived on the planet Chulak, many Jaffa rebelled against the Goa'uld System Lords and joined the fight against their former masters. These *shol'va*, or "traitors," now wage a bloody revolution from both within the Goa'uld organization and the Jaffa base located at the SGC Alpha Site *(see page 80)*. Having learned much about the galaxy around them, shol'va rebels are the first wave of a new, liberated people determined not only to keep their fragile freedom, but in many cases obtain brutal revenge on the race that held them captive for centuries.

Serpent Guard

The Serpent Guard are the Jaffa most commonly encountered during the present conflict against the System Lords. Originally created by Apophis, Serpent Guard warriors are found primarily in the service of the Serpent God and his allies. They are agents of terror and violence, and the foremost physical troops associated with the Goa'uld.

Special Talents

- +2 Strength.
- +1 Species bonus with Intimidate and Survival checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Serpent Guards are employed to keep primitive populations cowed with the "might of the gods."
- Bonus Feat: Stone Cold.

Setesh Guard

Often regarded as myths, fables, or amusing jokes among the Jaffa, these servants of the Goa'uld Seth were unlike almost all their brethren. Representing the god of trickery and chaos, these Jaffa troops practice subterfuge, misdirection, and deception to fool both their lord's followers and his enemies. Setesh Guards sow confusion and mistrust wherever they go, dividing their master's potential foes and pitting them against one another to thin their ranks. Since Seth's imprisonment on Earth, the Setesh Guard's numbers have dwindled, but the order still secretly passes on its master's legacy, preparing for his return and its own rise to renewed glory.

Special Talents

- -2 Charisma. This replaces the standard -4 Charisma penalty suffered by all Jaffa characters *(see Jaffa Shared Talents, page 147)*.
- +1 Species bonus with Bluff and Sense Motive checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Setesh guards are trained to sway others to their master's influence using deception, persuasion, and guile.
- Bonus Feat: Silver Tongue.

Special Talents:

- +2 Intelligence.
- +1 Species bonus with Bluff and Hide checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Shol'va rebels must often hide their true inclinations for months or years before escaping their former comrades. Many later return to the same task in service of freedom, infiltrating System Lord forces to wreak havoc and dissension within the ranks.
- Bonus Feat: Any covert feat. The character must meet all prerequisites for this feat before choosing it.

Near-Human (Macro-Species)

This generic near-human species is designed to represent the wide variety of genetic and cultural strains that that have evolved from the original humans kidnapped from Earth and spread across the galaxy by the Goa'uld thousands of years ago. Each group of humans has evolved both culturally and occasionally physiologically independent of their distant cousins on Earth, offering near-unlimited opportunity for new variant human character packages. The following are just the most basic near-human species options, allowing the players and the GM to craft their own unique near-human characters from one of the many worlds that humans traveled to via the Stargate network.

Shared Species Talents

- Evolutionary Advantage/Disadvantage: Per the GM's discretion, the character chooses one evolutionary advantage and one evolutionary disadvantage from the following lists, as befits his vision of the near-human strain from which his character is recruited. Each evolutionary advantage includes recommended evolutionary disadvantages, though with the GM's permission, the player may choose another combination appropriate to his near-human character's development.
- Cultural Weaponry: At 1st level, the character does *not* gain the Weapon Group Proficiency feats typically granted by his class. Instead, he gains the Weapon

Group Proficiency feats granted by his near-human culture's level of society *(see page 448)*. The GM may always grant one or more additional Weapon Group Proficiency feats as fits the near-human culture concept.

- Species Feats: The character may choose level-based feats from the species feat tree *(see page 264)*. Typically, a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Languages: The character gains one language of his choice as a native language. This language should be appropriate to the character's background and must be approved by the GM.

Evolutionary Advantages

Special Note: All evolutionary advantages must be approved by the GM.

Eidetic Memory: A near-human character possessing this evolutionary advantage has photographic memory and may recall anything he's seen, heard, or read as though the original information is right in front of him. This increases the character's Intelligence modifier by 2. *Recommended Evolutionary Disadvantages:* Gene Pool Deficiency.

Environmental Resistance: Some near-humans possess the ability to function in environments of extreme radiation, cold, heat, and other conditions. A near-human character possessing this evolutionary advantage gains a +2 species bonus with Fortitude saves made to resist the effects of one chosen environment. This bonus increases by an additional +1 at 2nd level and for every 2 character levels gained thereafter. Sample environments include high radiation, subzero cold, blazing heat, intense pressure, etc. *Recommended Evolutionary Disadvantages:* Dependency.

Expanded Lung Capacity/Low Air Requirement: Humans who evolve in low oxygen or aquatic environments often possess less of a dependence on oxygen than others. Conversely, those who evolve under adverse conditions that require them to frequently go without air often develop expanded lung capacities. A near-human character possessing this evolutionary advantage can hold his breath for twice as long as standard – up to a number of minutes equal to 4 × his Constitution score. Additionally, after this period expires, the character must only make drowning checks once every other round (though the drowning check DC remains the same). *(For more information about drowning, see page 432). Recommended Evolutionary Disadvantages:* Vulnerability.

Genetically Engineered: Whether through cloning or DNA sequencing, some near-human cultures learn to tinker with the basic building blocks of human biology, mastering the art of genetic manipulation. A near-human character possessing this evolutionary advantage gains a +2 species bonus with one ability score of his choice, as befits his cultural concept. *Recommended Evolutionary Disadvantages:* Dependency, Gene Pool Deficiency.

Increased Size: The character's race typically matures to a size greater than 7 ft. tall. A near-human character possessing this evolutionary advantage is Large-sized. *Recommended Evolutionary Disadvantages:* Impact Sensitivity.

Long Life: Some near-human species develop an uncanny resilience to the aging process, having far longer lifespans than their genetic cousins. For the purposes of determining aging effects, a near-human character possessing this evolutionary advantage is considered to be ½ his current age, rounded down. Further, the character receives 4 extra skill points at 1st level and 1 additional skill point for every character level gained thereafter. The 4 extra skill

Table 5.3: Species Modifiers

Species	Ability Adjustments	Bonus Feat
Asgard	+2 Wisdom, –2 Strength, –2 Constitution	Per sub-specialty
Asgard Fleet Officer	+2 Charisma	Speed Demon *(see page 261)*
Asgard Geneticist	+2 Intelligence	Alien Healer *(see page 263)*
Protected Planets Enforcer	+2 Dexterity	Perfect Stance *(see page 250)*
Jaffa	+2 Constitution, –4 Charisma	Per sub-specialty
Horus Guard	+2 Wisdom	Weapon Focus *(see page 244)*
Serpent Guard	+2 Strength	Stone Cold *(see page 267)*
Setesh Guard	–2 Charisma (replaces Jaffa's standard –4 penalty)	Silver Tongue *(see page 267)*
Shol'va Rebel	+2 Intelligence	Any covert feat
Near-human	None	Per sub-specialty
Primitive Society	+2 Constitution, –2 Intelligence	Any terrain feat
Modern Society	None	Any style feat
Advanced Society	+2 Intelligence, –2 Strength	Any basic or advanced skill feat
Reol	+2 Charisma, –2 Constitution	Per sub-specialty
Alien Observer	+1 Intelligence	Any basic skill feat
Fugitive Reol	+2 Wisdom	Stargate Explorer *(see page 267)*
Reol Mole	+2 Charisma	Shared Deception *(see page 265)*
Tok'ra	+2 Intelligence, –2 Charisma	Naquadah Sense *(see page 264)*
Tok'ra High Commander	+2 Wisdom	Charmer *(see page 266)*
Tok'ra Undercover Operative	None	Traceless *(see page 257)*
Tok'ra Warrior	+2 Dexterity	Point Blank Shot *(see page 250)*

points gained at 1st level are counted as a bonus after the character's starting skill points are calculated; they are not included in the skill points multiplied by 4 *(see the Player's Handbook™ for more information). Recommended Evolutionary Disadvantages:* Dependency.

Low-Light Vision: Some worlds with longer night cycles or environments that necessitate underground habitation cause near-humans to develop better-than-average low-light vision. The Defense values of those targeted by a near-human character possessing this evolutionary advantage are unaffected by concealment modifiers gained due to low-light conditions *(see page 368). Recommended Evolutionary Disadvantages:* Light Sensitivity.

Reduced Size: The character's race typically matures to a size less than 4 ft. tall. A near-human character possessing this evolutionary advantage is Small-sized *(see page 354). Recommended Evolutionary Disadvantages:* Shortened Lifespan.

Skill Enhancement: One task or habit that becomes ingrained in a near-human's mind can sometimes turn into an advantage when involved in a mission away from his homeworld. A near-human character possessing this evolutionary advantage may choose one skill with which he's considered to possess the Unlocked Potential feat *(see page 262).* This evolutionary advantage does not affect the number of times the character may typically choose the Unlocked Potential feat, nor the number of times it may be applied to the chosen skill. *Recommended Evolutionary Disadvantages:* Vulnerability.

Evolutionary Disadvantages

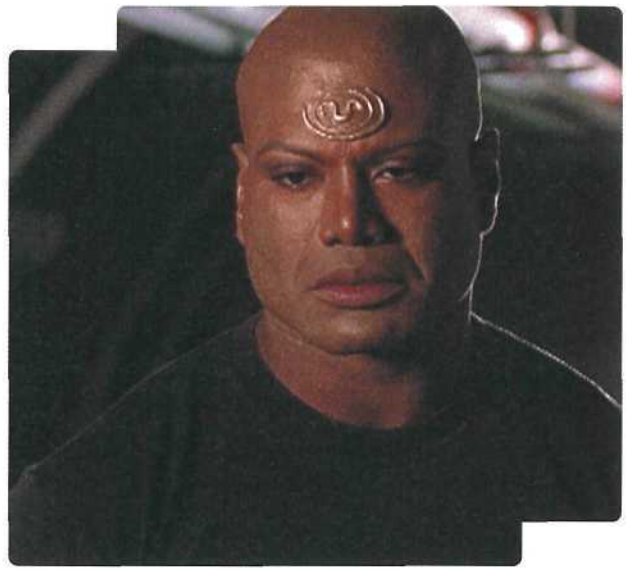
Special Note: All evolutionary disadvantages must be approved by the GM.

Dependency: After prolonged exposure to certain chemicals, radiation, subsonic waves, or other elements within their native environments, some near-human strains develop a permanent dependence upon the condition or element. A near-human character possessing this evolutionary disadvantage must be exposed to one chosen condition or element at least once per 24-hour period or fall ill, suffering a -2 species penalty with all attack, education, inspiration, and skill checks until he's exposed to his the condition or element for at least 1 full hour. *Sample Dependencies:* Food (one type), medicine (one type), direct sunlight.

Gene Pool Deficiency: In particularly small near-human communities and those within whose collective gene pool something goes missing, a deficiency builds up that can cause natural weaknesses. A near-human character possessing this evolutionary disadvantage suffers a -2 species penalty to one ability of the GM's choice, per the near-human cultural concept.

Impact Sensitivity: Either due to weak bones or high mass, the character is susceptible to severe injury from falls. When the character suffers falling damage, all d6s are replaced with d8s (e.g. a falling damage value of 6d6 becomes 6d8).

Light Sensitivity: Some near-humans who evolve in low light environments have a natural sensitivity to standard daylight conditions. When exposed to light equal to or



greater than standard daylight conditions, a near-human character possessing this evolutionary disadvantage suffers a -2 species penalty with all attack and skill checks made involving sight, unless the character is wearing specialized protective eyewear costing 1 gear pick.

Shortened Lifespan: Some near-human cultures are either engineered to live short lives ("burning bright before winking out") or to develop shortened life spans as a result of their environment. For the purposes of determining aging effects, a near-human character possessing this evolutionary disadvantage is considered to be twice his current age, rounded up. Further, the character suffers a -1 species penalty with all Intelligence-based skill checks.

Vulnerability: Some worlds force human life to evolve with certain vulnerabilities to conditions and elements that are common or semi-common on other worlds (such as Earth). The GM chooses one condition or element *(see below).* After a character with this evolutionary disadvantage is directly exposed to the chosen condition or element for 1 full round, he suffers 1d6 normal damage at the end of each round during which the exposure continues. The damage ceases when the character escapes direct exposure.

Further, a character with this evolutionary disadvantage suffers an additional 1d6 normal damage per successful attack with a weapon made of or at least 50% comprised of a chosen element.

Finally, if a character with this evolutionary disadvantage ingests 1 or more ounces of a chosen element, he is attacked with a poison having a Fort DC of 15, an onset time of 1 round, a primary damage value of 1d6 Con, and a secondary damage value of 2d6 Con.

The chosen condition or element need not directly cause harm on its own (though it must be something that can easily be applied to inflict damage). For example, a near-human character vulnerable to ordinary salt would suffer double damage from a salt-laced weapon, and would be poisoned by ingested salt.

Sample Vulnerabilities: Fire, extreme cold, ultraviolet light, ocean water.

Near-Human Society Options

The following options determine a near-human society's levels of cultural and technological advancement, which in turn determines the skills and attributes available to characters recruited from the society. The core *Stargate SG-1* release presents only three very basic societal structures; as with evolutionary advantages and disadvantages, more society options will appear in future supplements for the *Stargate SG-1* game line.

Special Note: All near-human society options must be approved by the GM.

Primitive Society

Primitive societies exist at a pre-industrial technological level. This type of society might be anything from an ancient tribal culture not unlike early Native Americans to Renaissance-level development as seen in 16th Century Western Europe. Primitive societies focus on the need for survival and often lend themselves to violent lifestyles.

Special Talents

- +2 Constitution, -2 Intelligence. While not necessarily less intelligent than his modern Earth counterparts, a primitive near-human character lacks the early education and resources to fully capitalize on his mental faculties.
- +1 Species bonus with skill checks made using any 2 of the following skills, per the society concept: Balance, Climb, Handle Animal, Jump, Survival, and Swim. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level, the character does *not* gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier *(see page 283)*. near-human characters are often transplanted to Earth while they work with the SGC.
- Bonus Feat: Any terrain feat. The character must still meet all prerequisites for this feat before choosing it.

Modern Society

Possessing new technology ushering in an era of luxury for the common man, modern societies commonly focus their conflicts on social interaction and ideological debate over the perceived need for survival fought over by their cultural predecessors. War and violence are not completely abandoned, though modern societies are not only aware of but in many cases actively strive for self improvement.

Special Talents

- No ability modifiers.
- +1 Species bonus with skill checks made using any 2 of the following skills: Bluff, Bureaucracy, Cultures, Diplomacy, Gather Information, Profession (any one), and Sense Motive. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level, the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he may choose any 2 of the following feats: Weapon Group Proficiency (Handgun), Weapon Group Proficiency (Hurled), Weapon Group Proficiency (Melee), and Weapon Group Proficiency (Rifle).
- Pay Grade: While working with the SGC, the character may choose to be paid as an enlisted soldier or a specialist *(see page 283)*. near-human characters are often transplanted to Earth while they work with the SGC.
- Bonus Feat: Any style feat. The character must still meet all prerequisites for this feat before choosing it.

Advanced Society

Advanced societies have moved beyond the Information and Space Ages and into a new era of scientific enlightenment and evolved philosophy. These societies often possess a drastically different point of view from their cousins on Earth, focusing on knowledge, information, science, and technology as a means of better understanding themselves and the universe. Some, however, are extremely narrow-minded, seeing only the universe they have crafted for themselves and omitting all else.

Special Talents

- +2 Intelligence, -2 Strength. While highly educated and skillful, advanced societies typically abandon many physical pursuits.
- +1 Species bonus with skill checks made using any 2 of the following skills: Computers, Craft (any one), Electronics, Knowledge (any one), and Mechanics. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Pay Grade: While working with the SGC, the character may choose to be paid as an officer or a specialist *(see page 283)*. Near-human characters are often transplanted to Earth while they work with the SGC.
- Bonus Feat: Any basic or advanced skill feat. The character must still meet all prerequisites for this feat before choosing it.

Reol (Macro-Species)

Following the invasion of their homeworld by the Goa'uld and their subsequent escape to the stars *(see page 107)*, the Reol scattered to avoid recapture. Some Reol have migrated to planets were they've come into contact with SG teams, and after delicate negotiations, have joined the SGC's struggle against the tyranny of their long-time subjugators. Others might have infiltrated the SGC or observe it from a distance, never revealing their true natures.

Shared Species Talents

- +2 Charisma, -2 Constitution. The Reol are exceptionally talented at using their natural abilities for deception and subterfuge, but are lanky and physically frailer than most other species.
- Chemical Deception: The Reol emit a neurotransmitting chemical that gives them the exceptional ability to blend in with beings around them. With a successful half action touch attack *(see page 353)*, the character may target one person with this ability. With success, all Disguise checks made to convince the target that the character is of the same species gain a +8 circumstance bonus. This bonus lasts for a number of rounds equal to the difference between the character's touch attack result and the target's Defense.
- Unskilled Warriors: The character suffers a permanent -1 species penalty with all attack checks except the check required to activate his chemical deception species ability *(see above)*.
- Poor Species Reputation: The character suffers a -4 species penalty with all Diplomacy checks targeting a being who's aware that he's interacting with a Reol.
- Cultural Weaponry: The character does not gain the Weapon Group Proficiency feats typically granted by his class, nor does he gain any replacements. He must choose Weapon Group Proficiency feats with his level-based and applicable bonus feats.
- Species Feats: The character may choose level-based feats from the species feat tree *(see page 264)*. Typically, a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Pay Grade: While working with the SGC, the character may choose to be paid as an enlisted soldier or a specialist *(see page 283)*. Alien characters are often paid in commensurate non-monetary concessions and favors.
- Languages: Reol is a native language for the character.

Alien Observer

Some adventurous Reol use their natural blending talents to expand their knowledge of other planets and cultures. Much like Earth's scientists who live among primates in order to better understand them, these Reol integrate themselves into other societies and harvest information and experiences for other members of their scattered species. Alien observers often spend great periods of time in the field, only rarely returning home to report their findings.

Special Talents

- +2 Intelligence.
- +1 Species bonus with Bluff and Cultures checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Alien observers must blend in perfectly with their target societies, and benefit directly from their findings.
- Bonus Feat: Any basic skill feat. The character must still meet all prerequisites for this feat before choosing it.

Fugitive Reol

Seeking to discover the secret of the Reols' chemical blending ability, the Goa'uld hunt down Reol across the known galaxy, tasking relentless hordes of Jaffa with seizing them for interrogation, or worse. A small number of Reol remain just a step ahead of their pursuers using the pan-galactic system of Stargates, jumping from planet to planet to keep the System Lords distracted and to ensure that small cells of their fellow Reol survive in relative peace.

Special Talents

- +2 Wisdom.
- +1 Species bonus to Defense. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Reol on the run learn to avoid danger at all times, lest they be captured and all other Reol they know compromised.
- Bonus Feat: Stargate Explorer. All prerequisites for this feat – including minimum character level – are waived.

Reol Mole

Though the Reol don't embrace violence or conflict as a species, some among them are not averse to aiding those fighting against their former oppressors, and act as spies and saboteurs for the cause. Some of these Reol present themselves to allies directly, while others quietly infiltrate the ranks of potential allies, assisting in silence or using a disguise.

Special Talents

- +2 Charisma.
- +1 Species bonus with Hide and Move Silently checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Reol moles are discrete about espionage and remain out of sight despite their immaculate disguises.
- Bonus Feat: Shared Deception. All prerequisites for this feat – including minimum character level minimum ability scores, and species – are waived.

Teammates vs. Allies

Some abilities and other rules make reference to a character's "allies" and his "teammates." There is a difference between these terms, as follows.

Allies: Unless otherwise specified, when a character uses an ability that affects his allies, the *GM* chooses which other characters are affected.

Teammates: Unless otherwise specified, when a character uses an ability that affects his teammates, the *character* chooses which other characters are affected.

Tok'ra (Macro-Species)

Perhaps the Earth's most persistent ally since the formation of the Stargate Command, the Tok'ra have suffered great losses in the war against the Goa'uld. But they have also scored marked successes alongside their new friends and built lasting relationships with humans that make them prime candidates to join SG mission teams. Tok'ra knowledge of the Goa'uld is unparalleled – they are, after all, essentially the same species.

Shared Species Talents

- +2 Intelligence, -2 Charisma. The Tok'ra possess vast knowledge of science and technology, but are still negatively associated with the Goa'uld.
- Long Life: For the purposes of determining aging effects, you're considered to be ⅓ your current age, rounded down.
- Immunity to Disease: The character is completely immune to all forms of natural and synthetic disease, except for contagions specially engineered to affect Tok'ra.
- Radiation Resistance: The character gains a +1 Species bonus with Fortitude saves made to resist the effects of radiation. This bonus increases by an additional +1 at 2nd level and for every 2 character levels gained thereafter.

- Inherited Memory: The character gains a +2 species bonus with inspiration checks. This bonus increases by an additional +1 at 2nd level and for every 2 character levels gained thereafter.
- Symbiotic Blending: The character receives 4 extra skill points at 1st level and 1 additional skill point for every character level gained thereafter. The 4 extra skill points gained at 1st level are counted as a bonus after the character's starting skill points are calculated; they are not included in the skill points multiplied by 4 *(see the Player's Handbook™ for more information).*
- Shared Body: Only one personality – either that of the Tok'ra symbiote or its host – may make use of the host body at any given time. During character creation, the player must determine which of these two personalities he controls; the GM controls the other. When the character disagrees with his other personality about a course of action, he may make a Concentration check (DC 10) to force the issue. With success, the action is taken without pause; otherwise, the character loses 1 half action to confusion and may not attempt the same action during the current combat round (though he may attempt it again during the following round, using the same process). Swapping between personalities requires 1 free action.
- Species Feats: The character may choose level-based feats from the species feat tree *(see page 264).* Typically, a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Pay Grade: While working with the SGC, the character may choose to be paid as an officer or an enlisted soldier *(see page 283).* Off-world alien characters are often paid in commensurate non-monetary concessions and favors, and Tok'ra are often transplanted to Earth while they work with the SGC.
- Bonus Feat: Naquadah Sense. All prerequisites for this feat – including minimum skill ranks – are waived for this character.
- Languages: Goa'uld is a native language for the character.

Tok'ra High Commander

Tok'ra High Commanders are the species' chosen leadership and finest tacticians, and frequently act as diplomats during negotiations with the species' allies, such as the SGC. They always think strategically and are usually several moves ahead of the current strategy.

Special Talents

- +2 Wisdom.
- +1 Species bonus with Diplomacy and Sense Motive checks. This bonus increases by an additional +1 at 4th level, and for every 4 character levels gained thereafter. Tok'ra High Commanders are highly qualified in mediators and threat assessors.
- Bonus Feat: Charmer.

Tok'ra Undercover Operative

The Tok'ra's racial link to the Goa'uld simplifies the process of espionage, infiltration, and sabotage, making the race's undercover operatives one of its most valuable assets in the prolonged campaign against the System Lords' vastly superior forces. These valiant – often foolhardily devoted – foot soldiers are placed deeply within the Goa'uld's innermost circles, though many who have made it to the enemy's right hand find it difficult to get their treasured intelligence back to the High Command.

Special Talents

- +1 Species bonus with Bluff and Surveillance checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- +2 species bonus with Bureaucracy and Gather Information checks when dealing with Goa'uld characters and their subordinates. This bonus increases by an additional +1 at 2nd level and for every 2 character levels gained thereafter.
- Bonus Feat: Traceless. All prerequisites for this feat – including minimum ability scores – are waived.

Tok'ra Warrior

Without the Goa'uld-dominated Jaffa at their disposal, the Tok'ra must assume the responsibility of fighting for their own cause. Their warriors train extensively in the use of Goa'uld weaponry and serve as backup support for Tok'ra field agents and as guards at Tok'ra installations.

Special Talents

- +2 Dexterity.
- +1 Species bonus with ranged attack checks made using any Goa'uld weapon. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Bonus Feat: Point Blank Shot. All prerequisites for this feat – including minimum base attack bonus – are waived.

Class

Your character's **class** determines the role he plays on an SG team. It represents his training and provides a number of special abilities that aid him and the team during missions. Class is one of the first choices you should make when creating a character, since it helps you place your ability scores and suggests which specialty or species may best suit your character.

Base Classes

The core *Stargate SG-1* release features six base classes, or team positions. They are:

Explorer: Explorers react quickly to danger, and possess an intuitive knack for dealing with the unknown. Their seat-of-the-pants daring and enthusiasm ensure that their team can make the critical leaps beyond logic that often make all the difference off-world.

Guardian: Trained as fierce warriors, and skilled with the weapons of the Goa'uld System Lords, rebellious Jaffa offer a unique insight into the ways and means of the enemy, as well as military and alien traditions literally thousands of years old. *Special Note:* This class is typically restricted to Jaffa, but may be chosen by characters of other species with the GM's permission.

Pointman: Pointmen enhance the talents of their teammates and are also the most versatile members of any SG team.

Scientist: Providing expert technical assistance and creative problem-solving skills, scientists ensure that a team can discern the best course of action even in the most complex situations.

Scout: Traveling to alien worlds subjects the team to a plethora of unknown dangers. These masters of primitive tools and techniques – as well as the latest survival gear – ensure the team lives long enough to reach its goals and comes back alive to report its findings.

Soldier: The muscle of any team, soldiers are trained to do one thing and do it extremely well – eliminate everything and everyone who gets in the team's way.

Class Name Abbreviations: Class names are abbreviated as follows: Exp, Explorer; Grd, Guardian; Ptm, Pointman; Sci, Scientist; Sct, Scout; Sol, Soldier.

Level-Dependent Benefits

As your character gains experience, he grows more capable. When a character's level increases, he gains feats and ability increases as described in the *Player's Handbook,*™ as well as all benefits listed within his *Stargate* class descriptions. Additionally, at the start of each session, each character receives a number of action dice, as defined below. The number of action dice that a character begins each play session with, and the type of die used, are determined by the character's level:

Table 5.4: Action Dice

Level	Action Dice
1–5	3 (d4)
6–10	4 (d6)
11–15	5 (d8)
16–20	6 (d10)

The first number on Table 5.4 is the number of action dice the character possesses at the start of each play session. The die type your character rolls when he uses his action dice is listed in parentheses.

All action dice left unspent at the end of a play session are lost. Each character then starts over with a fresh pool of action dice at the start of the next session of play.

For more information about action dice, *see page 389.*

The Order of Character Creation

A character may assign or choose the facets of each level (i.e. skills, feats, department bonuses, class abilities, etc.) in any order, but all the facets of a level must be assigned before he may proceed to the next level.

Example: At level 1, a character could spend 4 skill points to raise a cross-class skill to rank 2, then choose the Talented feat for that skill (making it a class skill, raising it to rank 3, and raising his maximum skill rank with it from 4 to 5). Then he could apply, for instance, the Unlocked Potential feat to the same skill, raising its maximum skill rank one last time to rank 8.

The Multi-Class Character

As your character advances in level, he may add new classes to his repertoire. This gives him a broader range of abilities at the expense of progression in his first class. A scientist might gain a level and choose to gain that level in the soldier class, for example, in order to increase his fighting skills, but as a result his scientist class wouldn't be as advanced as it otherwise could be.

Special Note: There are no experience point penalties for multi-classing in *Stargate*.

As a character gains one or more new classes, the class abilities from all of his various classes add together to determine his overall abilities, as described in the following sections.

Character Levels vs. Class Levels

Character Level: This is the sum number of levels the character possesses in all his classes. It's derived from his overall XP, and determines when generic level-dependent benefits are gained, as per the *Player's Handbook.*™ For instance, a character with 3 levels in soldier, 1 level in guardian, and 1 level in scout has a character level of 5.

Class Level: This is the number of levels a character possesses in one particular class. For instance, a character with 3 levels in soldier, 1 level in guardian, and 1 level in scout is considered to have a soldier class level of 3, a guardian class level of 1, and a scout level of 1. *Special Note:* Unless otherwise specified, when a class description mentions "class level," it's always referring to class levels in the class being described.

Class and Level Features

A multi-classed character's statistics are the sum of the statistics granted by each of his classes, as follows.

Level Increases, Base Attack Bonus, Level-Based Feats, Class Features, Ability Increases, Saving Throws, and Skills: These improve and adjust for a multi-classing character as per the multi-classing rules in the *Player's Handbook.*™

Vitality, Defense Bonus, Initiative Bonus, Gear Picks, and **Resource Points:** Each of these statistics is determined by adding together the bonuses provided by each of the character's class levels.

Starting Action Dice: The character receives action dice according to his *character level*, regardless of individual class levels.

Acquiring a New Class

The *Player's Handbook*™ explains a number of benefits that your character does not gain when he acquires a second or later class in the *Stargate SG-1 RPG.* Additionally, the character does not gain the following 1st-level benefits from second and later classes:

- Maximum vitality points from 1st level.
- Quadruple the standard skill points per level.
- Core abilities.

Class Descriptions

The following section contains descriptions of each *Stargate* base class, in alphabetical order (prestige classes, which are formatted similarly, are explained on page 168).

Each class description first offers a general summary of its function, both on its own and as part of a character

Level vs. Character Status

The class system exists to provide a simple scale for balancing a character's relative experience against challenges that the Gamemaster throws at the team. Without this system, game balance is far more difficult to gauge and missions far more difficult for the GM to prepare.

However, the class system should not be considered a judge of the in-game status of a character. For example, a 1st-level soldier with an Air Force specialty should not automatically be considered to be of the lowest rank possible, nor should it be assumed that a 20th-level Tok'ra High Commander runs his species' entire war effort.

As in life, characters should be judged not solely by their level by also by their actions. That 1st-level soldier may have saved the world from an imminent alien invasion, resulting in a national commendation and immediate recognition throughout the ranks of the SGC and its off-world allies. Likewise, that 20th-level high commander might have a blind spot where tactical strategy is concerned, having achieved his position through complex nuances of Tok'ra culture. He might never be allowed to command more than a small number of unimportant Tok'ra warriors guarding a backwater planet.

If you want to design a legendary guardian whose strikes against the Goa'uld are known throughout the Jaffa culture, don't let your 1st-level status get in the way. Talk with your GM – he might let you design the character (and his background) for the cost of coming up with a number of NPCs named in your bio, or might propose a compromise by which your rebel guardian fled a Goa'uld System Lord stronghold and is starting over here on Earth (like Teal'c). Conversely, it's often a great challenge to design a high-level character who's restricted by his conditions in play. Play the story you want, and leave the mechanics to balance the game.

group or SG team. The descriptions offered on these pages are broad – individual characters probably vary from these stereotypes, based on the specifics of their backgrounds and the setting and stories the Gamemaster presents.

Game Rule Information

After the general summary of each class are several pieces of game rule information, as follows.

Abilities: This entry offers some advice about which abilities are most important for a member of this class. It isn't necessary to follow this advice, but beginners may want to put their highest ability scores in the abilities listed here until they become familiar with the *Stargate SG-1* game system.

Vitality: This entry states how many **vitality points** a character of this class receives upon gaining a level. Typically, a character gains 1d8, 1d10, or 1d12 vitality points per level, adjusted by his Constitution modifier (to a minimum of 1 per level). At 1st level, the character receives the maximum possible vitality points, rather than rolling. A character also receives wound points equal to his Constitution score. *For more information about vitality and wound points, see page 354.*

Class Skills: This section lists the skills which are considered class skills for a character possessing 1 or more levels in the class. Skills not listed in this section are considered cross-class skills. This section also shows the number of the skill points received by a character each time he gains 1 level in the class. *For more information about using these skill points, see the Player's Handbook.™*

Class Features: These are special abilities or restrictions that members of the class automatically receive. Class features may include some or all of the following information.

Weapon and Armor Group Proficiency: This section describes which weapons and armor the character is familiar with when he chooses this class at 1st level. Characters may become familiar with additional weapons and armor groups by acquiring the various Armor and Weapon Group Proficiency feats using level-based or bonus feats *(see pages 241 and 244).*

Other Features: Each class possesses certain unique **class abilities**. Occasionally, a character may choose between several different **special abilities** when he reaches a particular level.

A Note About Core Abilities: Some special abilities listed under the classes are described as core abilities. A character only ever gains the **core abilities** of the first base class and the first prestige class he chooses – the core abilities of all other classes are unavailable to him.

Example: A soldier gains the accurate core ability at 1st level. However, a 3rd-level guardian who multi-classes to gain a level in soldier could never receive the accurate ability unless a special rule permitted him to.

Class Table: This table describes how a member of the class grows in power as he gains levels. Each class table includes the following information.

Level: The character's level in the class (his class level).

Base Att Bon: The character's base attack bonus *(see page 350).*

Fort Save: The character's base save bonus for Fortitude saving throws *(see page 354).* The character's Constitution modifier is added to this bonus.

Ref Save: The character's base save bonus for Reflex saving throws *(see page 354).* The character's Dexterity modifier is added to this bonus.

Will Save: The character's base save bonus for Will saving throws *(see page 354).* The character's Wisdom modifier is added to this bonus.

Def Bon: The character's bonus to his Defense *(see page 352).* If armor is worn, the armor's Defense bonus replaces this bonus – the two modifiers do not stack.

Init Bon: The character's base initiative bonus *(see page 353).*

Gear Picks: The base number of gear picks the character receives at the start of each mission to requisition or upgrade his operation gear. These points may be modified by the character's Charisma, rank, and other feats and character options *(see Chapter 9, beginning on page 278, for more information).*

Res Pts: The base number of resource points the character receives at the start of each mission to requisition SGC support and alien devices. These points may be modified by the character's rank and other feats and character options *(see Chapter 9, beginning on page 278, for more information).*

Special: The character's level-dependent class abilities, each of which is explained under "Class Features" *(see above).*

Explorer

Since the Stargate has offered bold adventurers and daring academics a chance to venture beyond the limits of our solar system, the explorer has epitomized both of these archetypes – those who contribute to understanding alien technology and those who explore worlds beyond the gate. A team without an explorer may find itself baffled by the puzzles and quirks of alien technologies and cultures.

Abilities: Most explorers fancy a bit of rough and tumble, and decent Strength and Dexterity can be very helpful. The most pressing ability for any explorer, however, is unquestionably Intelligence, the source of wits he stakes his life upon during every mission.

Vitality: 1d10 plus Con modifier per level.

Class Skills

The explorer's class skills and key abilities are:

Class Skill	Key Ability
Balance	Dex
Boating	Dex
Climb	Str
Cryptography	Int
Cultures	Wis
Driver	Dex
First Aid	Wis
Gather Information	Cha
Handle Animal	Cha

Jump	Str
Knowledge	Int
Languages	Int
Listen	Wis
Mechanics	Int
Open Locks	Dex
Search	Int
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Dex

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the explorer.

Starting Feats: The explorer begins play with the following feats:

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Pistol)

Obsessive: The explorer makes his way through determination and the occasional flash of brilliance. Whenever the explorer spends 1 or more action dice to increase an Intelligence-based skill check, his threat range with that skill check is increased by ¼ his class level (rounded up). This is the explorer's core ability.

All Over the World: Even after joining the SGC, the explorer never ceases to wander the globe, honing his skills and nosing around in new places. At 1st level, he gains the World Traveler feat *(see page 261)*.

At 6th level, the explorer gains the Advanced Skill Mastery feat for the World Traveler feat.

At 12th level, the explorer gains the Grand Skill Mastery feat for the World Traveler feat.

At 18th level, the explorer gains the Perfect Skill Mastery feat for the World Traveler feat.

All prerequisites for these feats – including minimum skill ranks and character level – are waived.

Direction Sense: At 1st level, the explorer gains a +2 competence bonus with all skill checks made to navigate from place to place, regardless of the skill being used. Further, he does not need to spend an action die to convert a threat to a critical success when making navigation checks. These bonuses also apply when navigating through space. This bonus increases by an additional +1 at 4th level and for every 4 class levels gained thereafter.

Bookworm: The explorer has unparalleled research skills and can frequently just walk up to the right part of any library or flip open a book to the right page with spooky accuracy. Starting at 2nd level, the explorer may reduce the amount of time required to conduct any research – whether using books, a computer, or other means. This ability only affects researches that would otherwise take 5 minutes or longer.

At 2nd level, this ability reduces the research time required to ½ standard (rounded up).

At 11th level, this ability reduces the research time required to ¼ standard (rounded up).

Finally, at 19th level, this ability reduces the research time required to 1/10 standard (rounded up).

Bonus Feat: At 3rd level and for every other class level gained thereafter, the explorer gains 1 bonus basic combat or basic skill feat. He must meet all prerequisites for this feat before choosing it.

Uncanny Dodge: Starting at 4th level, the explorer gains the ability to react to danger before his senses would typically permit him to become aware of it. He retains his Dexterity bonus to Defense (if any) when flat-footed or being attacked by an invisible adversary (though he still loses his Dexterity bonus to Defense when immobilized).

At 8th level, the explorer may react to opponents on all sides as easily as he can to one attacker, and may therefore no longer be flanked. This ability denies scouts and others with the sneak attack ability the opportunity to use flank condition to sneak attack the explorer unless the attacker is at least 4 character levels higher than the explorer.

At 12th level, the explorer gains an intuitive sense that grants him a +1 competence bonus with Reflex saves made to avoid traps and a +1 competence bonus to Defense against attacks from traps. These two bonuses increase to +2 at 16th level and to +3 at 20th level.

A character who gains the uncanny dodge ability from two or more classes may combine his class levels from all such classes in a limited fashion to determine this ability's effectiveness. The character's class levels in each class are rounded down to the nearest multiple of 4 and then added together to determine the character's uncanny dodge abilities.

Example: A 9th-level explorer/7th-level Prime possesses the uncanny dodge benefits of a 12th-level character (8 class levels from the 9th-level explorer and 4 class levels from the 7th-level explorer).

Danger Sense: At 9th level, the explorer may use his keen wits to avoid harm. So long as he is no more than lightly encumbered and either wearing no armor or light armor, the explorer may add his Intelligence modifier to his Dexterity modifier when determining his Defense against melee and unarmed attacks.

At 15th level, this bonus extends to attacks with hurled weapons, firearms, and all other ranged attacks.

This bonus is lost any time the explorer is denied his Dexterity modifier to Defense.

Rugged: At 10th level, the explorer's Constitution score rises by 2.

At 20th level, the explorer's Constitution score rises by an additional 2 (for a total rise of 4).

Lifeline: At 14th level, the explorer's fortune reaches a zenith and he may slip out of even the most shocking circumstances (largely) unscathed. Whenever the explorer has 1 or more vitality points remaining and suffers enough damage to lower his vitality below 0, he suffers only enough damage to lower his vitality to 0.

Likewise, whenever the explorer has 1 or more wound points remaining and suffers enough damage to lower his wounds below 0, he suffers only enough damage to lower his wounds to 0. All excess damage is ignored.

This ability is applied every time the explorer suffers at least 1 point of damage (after armor, damage reduction, and other damage-reducing abilities are applied), regardless of

TABLE 5.5: THE EXPLORER

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+0	+1	+2	+1	+1	+1	0	0	Starting feats, All over the world, Direction sense +2, Obsessive*
2	+1	+2	+3	+2	+1	+2	0	1	Bookworm (1/2)
3	+2	+2	+3	+2	+2	+3	1	1	Bonus feat
4	+3	+2	+4	+2	+2	+3	1	2	Direction sense +3, Uncanny dodge (Dex bonus)
5	+3	+3	+4	+3	+3	+4	1	2	Bonus feat
6	+4	+3	+5	+3	+4	+5	2	3	All over the world (Advanced)
7	+5	+4	+5	+4	+4	+6	2	3	Bonus feat
8	+6	+4	+6	+4	+5	+6	2	4	Direction sense +4, Uncanny dodge (can't be flanked)
9	+6	+4	+6	+4	+5	+7	3	4	Bonus feat, Danger sense (melee)
10	+7	+5	+7	+5	+6	+8	3	5	Rugged (+2)
11	+8	+5	+7	+5	+7	+9	3	5	Bonus feat, Bookworm (1/4)
12	+9	+6	+8	+6	+7	+10	4	6	All over the world (Grand), Direction sense +5, Uncanny dodge (traps +1)
13	+9	+6	+8	+6	+8	+10	4	6	Bonus feat
14	+10	+6	+9	+6	+8	+11	4	7	Lifeline
15	+11	+7	+9	+7	+9	+12	5	7	Bonus feat, Danger sense (ranged)
16	+12	+7	+10	+7	+10	+13	5	8	Direction sense +6, Uncanny dodge (traps +2)
17	+12	+8	+10	+8	+10	+14	5	8	Bonus feat
18	+13	+8	+11	+8	+11	+14	6	9	All over the world (Perfect)
19	+14	+8	+11	+8	+11	+15	6	9	Bonus feat, Bookworm (1/10)
20	+15	+9	+12	+9	+12	+16	6	10	Direction sense +7, Rugged (+4), Uncanny dodge (traps +3)

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

the source of damage. The explorer's lifeline ability affects damage from attacks, falls, poison, and all other sources of injury.

GUARDIAN

After centuries of service to the System Lords, the Jaffa have developed a unique warrior class, prepared to fight to the death for their Goa'uld masters. With the rebellion of some of these warriors, the SGC has discovered a new source of rugged combatant recruits. While the guardian fulfills many of the same functions as the soldier *(see page 166)*, this character's fighting style relies more on the legendary hardiness and resilience of the Jaffa/symbiote fusion. A team without a guardian lacks his near fanatical commitment to the cause, and his experience with Goa'uld technology.

Abilities: Like the soldier, the guardian prizes all the physical abilities – Strength, Dexterity, and Constitution.

Vitality: 1d12 plus Con modifier per level.

REQUIREMENTS

Species: Jaffa. This class is typically restricted to Jaffa characters, though an inventive player may convince his GM that his character concept warrants another species being trained in the class.

CLASS SKILLS

The guardian's class skills and key abilities are:

CLASS SKILL	KEY ABILITY
Balance	Dex
Climb	Str
Concentration	Wis

Craft	Int
Escape Artist	Dex
First Aid	Wis
Hide	Dex
Intimidate	Str or Cha
Jump	Str
Move Silently	Dex
Pilot	Dex
Sport	Str or Dex
Spot	Wis
Survival	Wis
Tumble	Dex

Skill Points at 1st Level: (4 + Int modifier) × 4.
Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are class features of the guardian.

Starting Feats: The guardian begins play with the following feats:

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)

Unbreakable: The guardian may spend 1 action die to ignore any and all morale penalties for a number of minutes equal to the highest face on his current action dice type (for example, spending 1d6 in this fashion grants immunity for 6 minutes).

Further, the guardian may spend his action dice to increase the result of any saving throw to resist fear made by an ally or teammate within verbal or visual contact.

This is the guardian's core ability.

Enforcer: The guardians have long served the Goa'uld as enforcers, controlling occupied worlds through fear and oppression. At 1st level, the guardian gains a virtual basic skill feat called "Enforcer." This feat grants a +2 bonus with Concentration and Intimidation checks, and increases the guardian's threat range with these skills to 19-20.

At 6th level, the guardian gains the Advanced Skill Mastery feat for his Enforcer feat.

At 12th level, the guardian gains the Grand Skill Mastery feat for his Enforcer feat.

Finally, at 18th level, the guardian gains the Perfect Skill Mastery feat for his Enforcer feat.

All prerequisites for these feats – including minimum character level – are waived.

Soak: Beginning at 2nd level, once per session as a free action, the guardian may gain a number of points of damage reduction equal to his base attack bonus until the start of his initiative count during the following round. These points follow all the standard rules for damage reduction *(see page 352)*, and stack with points of damage reduction gained from armor, other class abilities, and other character options.

The guardian may use this ability up to twice per session at 11th level and up to three times per session at 19th level. This ability may not be used more than once during any one round.

If the guardian also possesses this ability from levels gained with another class (such as Prime), the number of uses per session stack, but the ability may still not be used more than once during any one round.

Toughness: At 3rd level and for every 4 class levels gained thereafter, the guardian gains the Toughness feat *(see page 243 for details about this feat and how the effects of multiple Toughness feats stack together)*.

Bonus Feat: At 4th level, the guardian gains 1 bonus feat from any combat tree (basic, melee, ranged, or unarmed). He must meet all prerequisites for this feat before choosing it.

At 8th level and for every 4 class levels gained thereafter, the guardian gains 1 additional bonus combat feat, with the same restrictions.

Accelerated Healing: The guardian recovers from minor injuries at a truly startling rate. Beginning at 5th level, he recovers 1 point of vitality every ten minutes (100 rounds), regardless of his level of exertion *(see page 382 for more about healing)*. Further, the guardian also recovers 2 wounds per day of rest (instead of 1, as standard).

At 9th level, the guardian recovers 1 point of vitality every 5 minutes (50 rounds), and recovers 3 wounds per day of rest.

At 13th level, the guardian recovers 1 point of vitality every 2 minutes (20 rounds), and recovers 4 wounds per day of rest.

Jaffa – Guardian

At 17th level, the guardian recovers 1 point of vitality every minute (10 rounds), and recovers 5 wounds per day of rest.

The guardian does not benefit from this ability while his wound points are below 0.

Superior Metabolism: Beginning at 9th level, whenever the guardian succeeds with a Fortitude save to suffer reduced damage from any effect (such as poison), he instead suffers no damage.

Starting at 15th level, whenever the guardian fails with a Fortitude save to suffer reduced damage from any effect (such as poison), he suffers only ½ damage (rounded down).

TABLE 5.6: THE GUARDIAN

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+1	+2	+0	+2	+1	+0	0	0	Starting feats, Enforcer (Basic), Unbreakable*
2	+2	+3	+0	+3	+1	+1	0	1	Soak 1/session
3	+3	+3	+1	+3	+2	+1	1	2	Toughness
4	+4	+4	+1	+4	+2	+2	1	3	Bonus feat
5	+5	+4	+1	+4	+3	+2	1	3	Accelerated healing
6	+6	+5	+2	+5	+4	+2	2	4	Enforcer (Advanced)
7	+7	+5	+2	+5	+4	+3	2	5	Toughness
8	+8	+6	+2	+6	+5	+3	2	6	Bonus feat
9	+9	+6	+3	+6	+5	+4	3	6	Accelerated healing, Superior metabolism (no damage with save)
10	+10	+7	+3	+7	+6	+4	3	7	Superior conditioning
11	+11	+7	+3	+7	+7	+4	3	8	Soak 2/session, Toughness
12	+12	+8	+4	+8	+7	+5	4	9	Bonus feat, Enforcer (Grand)
13	+13	+8	+4	+8	+8	+5	4	9	Accelerated healing
14	+14	+9	+4	+9	+8	+6	4	10	Soul of war
15	+15	+9	+5	+9	+9	+6	5	11	Superior metabolism (1/2 damage with failed save), toughness
16	+16	+10	+5	+10	+10	+6	5	12	Bonus feat
17	+17	+10	+5	+10	+10	+7	5	12	Accelerated healing
18	+18	+11	+6	+11	+11	+7	6	13	Enforcer (Perfect)
19	+19	+11	+6	+11	+11	+8	6	14	Soak 3/session, Toughness
20	+20	+12	+6	+12	+12	+8	6	15	Bonus feat, superior conditioning

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

Superior Conditioning: Guardians train with a ferocity and dedication that has terrified the System Lords' lesser servants for millennia. At 10th level, the guardian chooses two of his three physical abilities (Strength, Dexterity, or Constitution). Each of the two chosen abilities rises by 1. The guardian may not choose the same ability twice.

At 20th level, the guardian once again chooses two of his three physical abilities, each of which rises by 1. The guardian may choose the same two abilities he chose at 10th level. Once again, the guardian may not choose the same ability twice.

Example: At 10th level, Mad'rak chooses Strength and Dexterity, each of which rises by 1. When he achieves 20th level, he chooses Strength and Constitution, each of which rises by an additional 1. Mad'rak's Strength was increased by a total of 2 by this ability, while his Dexterity and Constitution were each raised by 1.

Soul of War: With high-tech weapons, ancient blades, and even his bare hands, the guardian is a whirlwind of violence. Beginning at 14th level, once per round after the guardian takes his standard action(s), he may make 1 single attack as a free action *(see page 353 for more about single attacks)*. This attack occurs *in addition* to any other attacks or actions the guardian makes during the same round. This ability may be used a number of times per session equal to the guardian's class level.

POINTMAN

SG teams are by nature small and tightly coordinated self-reliant squads. To maximize their efficiency, the SGC often assigns a pointman, either as a team leader or coordinator to bring out the best in all of the team's members. Pointmen train with many skills, and often enhance or assist their fellow teammates. They're also the most flexible characters available. A team that lacks a pointman may have trouble becoming more than the sum of its parts.

Abilities: No ability is most important for pointmen, but Charisma and Wisdom come close. These abilities form the basis for most of their pre-set class skills, and are most often used when interacting with other people – something good pointmen do a lot.

Vitality: 1d10 plus Con modifier per level.

CLASS SKILLS

The pointman's class skills and key abilities are:

CLASS SKILL	KEY ABILITY
Bluff	Cha
Bureaucracy	Cha
Craft	Int
Diplomacy	Cha
Driver	Dex
First Aid	Wis

Knowledge	Int
Profession	Wis
Sense Motive	Wis
Sport	Str or Dex

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the pointman.

Starting Feats: The pointman begins play with the following feats:

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)

Generous: A pointman may spend (and roll) action dice to increase the rolls of teammates and allies within verbal or visual contact just as if increasing his own rolls, so long as he's within line of sight or can speak directly to them throughout their action (radio communication is acceptable). When this ability is used, the pointman's class abilities, modifiers, and other character options that affect action die use supersede those of the target.

Example: If a pointman's target possesses an ability that typically allows him to spend 1 action die to roll 2 in a situation in which the pointman is spending 1 or more action dice to increase 1 of the target's rolls, then only 1 action die is rolled per action die spent. The target's ability is ignored, as only the pointman's abilities relating to action die use are applied when he spends and rolls action dice to increase a teammate's or ally's roll.

Also, when the pointman and target character disagree about how 1 or more action dice granted by this ability should be spent, the pointman's decision is final. The target character cannot overrule the pointman concerning how the pointman's action dice are applied.

This is the pointman's core ability.

Versatility: At 1st level, a pointman may choose 6 cross-class skills to become class skills for him.

At 3rd level and for every 3 class levels gained thereafter, the pointman may choose 1 additional cross-class skill to become a class skill for him.

Further, when the pointman gains a level in another class, his versatility skills are not considered cross-class skills unless his new class also features them as class skills.

Finally, when the pointman uses his versatility class ability to turn Hobby into a class skill for him, then all Hobby focuses are considered to be class skills for him.

Assistance: Starting at 2nd level, the pointman may choose to assist one teammate within verbal or visual contact. The amount of time it takes this teammate to use one of his class abilities or skills is reduced as follows.

At 2nd level, the pointman's assistance reduces the time required to ½ standard (rounded up).

At 11th level, the pointman's assistance reduces the time required to ¼ standard (rounded up).

"TEAL'C, LOOK SCARY AND TAKE POINT."

–COL. JACK O'NEILL

Finally, at 19th level, the pointman's assistance reduces the time required to 1/10 standard (rounded up).

The pointman's assistance only affects activities that would otherwise take 1 hour or longer.

Lead: Starting at 3rd level, once per session, any or all of the pointman's teammates within his line of sight may use his result from one skill check for one action they're performing as a group, such as climbing, sneaking, or setting explosives.

Example: A team is sneaking past some sleepy guards, and its pointman uses this ability. Only the pointman must make a Move Silently check, using his skill bonus. If the pointman succeeds, then the entire team succeeds, but if he fails, the entire team fails.

This ability may not be used in conjunction with any check prompted by a species feat.

At 5th level, and for every 2 class levels gained thereafter, the pointman may use this ability one additional time per session.

Tactics: At 4th level, once per session as a free action, the pointman may issue an order to a number of teammates or allies equal to his Charisma modifier +1 (minimum 1). This order must be specific, such as "Cover Sam while she gets the door open!" as opposed to "Help Sam!" While the pointman's teammates or allies carry out this order, they gain a +1 morale bonus with all skill checks made to carry out the order (at the GM's discretion). The pointman may be one of the characters targeted to benefit from this ability. If the pointman is the only character benefiting from this ability, he need not speak in order to advise himself.

At 8th level, this bonus increases to +2, and at 16th level, this bonus increases to +3.

Finally, at 8th level and for every 4 class levels gained thereafter, the pointman may use this ability one additional time per session.

If the pointman also possesses this ability from levels gained with another class (such as officer), the number of uses per session stack, but the ability's effects do not stack - the pointman applies only the highest bonus gained from any one class to all uses of this ability.

Cross-Class Ability: At 6th level, the pointman gains one ability from one base class listed below. An ability followed by text such as "1/session, 2/session" may be taken multiple times, gaining the improvements listed after each comma with each successive "upgrade."

At 9th level, and for every 3 class levels gained thereafter, the pointman gains one additional cross-class ability, also from the following list.

Explorer: All over the world; bonus basic combat or basic skill feat ×1, ×2; bookworm (½), direction sense +2, +3; uncanny dodge (Dex bonus).

TABLE 5.7: THE POINTMAN

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+0	+1	+1	+2	+0	+0	2	0	Starting feats, Generous,* Versatility (6 skills)
2	+1	+2	+2	+3	+1	+1	3	1	Assistance (1/2 time)
3	+2	+2	+2	+3	+1	+1	3	2	Lead 1/session, Versatility (7 skills)
4	+3	+2	+2	+4	+2	+2	4	3	Tactics 1/session
5	+3	+3	+3	+4	+2	+2	4	3	Lead 2/session
6	+4	+3	+3	+5	+2	+2	5	4	Cross-class ability, Versatility (8 skills)
7	+5	+4	+4	+5	+3	+3	5	5	Lead 3/session
8	+6	+4	+4	+6	+3	+3	6	6	Tactics 2/session (+2 bonus)
9	+6	+4	+4	+6	+4	+4	6	6	Cross-class ability, Lead 4/session, Versatility (9 skills)
10	+7	+5	+5	+7	+4	+4	7	7	Serendipity 1/session
11	+8	+5	+5	+7	+4	+4	7	8	Assistance (1/4 time), Lead 5/session
12	+9	+6	+6	+8	+5	+5	8	9	Cross-class ability, Tactics 3/session, Versatility (10 skills)
13	+9	+6	+6	+8	+5	+5	8	9	Lead 6/session
14	+10	+6	+6	+9	+6	+6	9	10	Strategy 1/session
15	+11	+7	+7	+9	+6	+6	9	11	Cross-class ability, Lead 7/session, Versatility (11 skills)
16	+12	+7	+7	+10	+6	+6	10	12	Tactics 4/session (+3 bonus)
17	+12	+8	+8	+10	+7	+7	10	12	Lead 8/session
18	+13	+8	+8	+11	+7	+7	11	13	Cross-class ability, Versatility (12 skills)
19	+14	+8	+8	+11	+8	+8	11	14	Assistance (1/10 time), Lead 9/session
20	+15	+9	+9	+12	+8	+8	12	15	Serendipity 2/session, Tactics 5/session

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

Guardian: Accelerated healing (1 vitality per 10 minutes, 2 wounds per day); bonus combat feat; Enforcer (Basic); soak 1/session; Toughness. This cross-class ability is only available if the pointman is a Jaffa, or with the GM's permission.

Scientist: Improvise +2, +3; learned; Ph.D. (1 skill); research.

Scout: Bushmaster ×1, ×2; rough living +2; sneak attack +1d6; stalker.

Soldier: Bonus combat feat ×1, ×2, ×3; damage reduction 1/–; armor use +1.

If the GM approves the use of additional base classes from other *Spycraft* products, and as additional base classes are released in future *Stargate SG-1* supplements, other options may become available to the pointman.

Serendipity: At 10th level, once per session, an item, person, lucky break, or bout of inspiration comes to the team's rescue, just when they need it most. During times of crisis, the GM may, without a prompt from the pointman, introduce an element to help the team. Some examples are a contact (with information equal to that gained from a successful education check with a DC of 20 or less), a hint (as if the pointman had succeeded with an inspiration check against a DC of 20 or less), a piece of gear (with a gear pick cost equal to ½ the pointman's class level or less, rounded down), an alien device (with an RP cost equal to ⅓ the pointman's class level or less, rounded down), or a successful skill check (even if the pointman didn't make one).

Regardless of the effect, this ability implies sudden and unexpected fortune, and the GM should strive to keep his serendipitous assistance fresh and inventive. The pointman may ask for his lucky break at any time, though the GM may refuse by offering the pointman 2 action dice instead. This ability is considered to have been used if the pointman accepts the dice, and the pointman does not earn XP for gaining these action dice *(as described on page 389).*

At 20th level, the GM may introduce up to two lucky breaks per session.

Strategy: Beginning at 14th level, once per session as a free action, the pointman may activate this ability at the start of a combat round. All teammates and allies within line of sight who can hear the pointman's voice (including the pointman himself) gain 1 extra half action during this round. This half action may be a standard attack. *No character may benefit from this ability more than once* per round.

Scientist

The SGC deals with a variety of situations and races unknown on Earth, these conditions call for the technical and scientific expertise of Earth's greatest minds, and those of her allies. The scientist may begin work with the SGC as a mild-mannered academic, but after a few operations on isolated worlds he quickly picks up the essentials of being an SG team member. A team without a scientist may find itself unable to glean a solution to a technical problem or an explanation for a mysterious event.

Abilities: The scientist contributes to his team's exploits with the strength of his mind, and a high Intelligence is therefore key. Also, Wisdom supports the analytical skills that let the scientist bring his mind to bear against a problem.

Vitality: 1d8 plus Con modifier per level.

Class Skills

The scientist's class skills and the key abilities are:

Class Skill	Key Ability
Appraise	Int
Balance	Dex
Computers	Int
Concentration	Wis
Craft	Int
Cryptography	Int
Cultures	Wis
Demolitions	Int
Diplomacy	Cha
Driver	Dex
Electronics	Int
First Aid	Wis
Forgery	Int
Hobby	Wis
Knowledge	Int
Languages	Int
Listen	Wis
Mechanics	Int
Profession	Wis
Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis
Survival	Wis
Xeno-Languages	Int

Skill Points at 1st Level: (8 + Int modifier) × 4.
Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

The following are class features of the scientist.

Starting Feats: The scientist begins play with the following feats:

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)

Scientist – Dr. Samantha Carter

Professor: As a free action, the scientist may spend 1 action die to grant the benefits of any basic skill feat he possesses to each other member of his team. The scientist may grant the benefits of any number of basic skill feats to his teammates, up to the number of basic skill feats he possesses, at a cost of 1 action die per feat granted. This effect lasts for the duration of the current scene. This is the scientist's core ability.

Learned: Beginning at 1st level, and for each class level gained thereafter, the scientist receives 1 additional skill point which must be spent on a Knowledge skill.

The scientist also gains the Scholarly feat. All prerequisites for this feat – including minimum skill ranks – are waived.

PhD: At 2nd level, the scientist may choose 1 Intelligence-based skill. His maximum ranks with this skill increase to his character level + 10. This skill rank maximum cannot be further increased by feats or other abilities (though it rises naturally as the scientist's character level increases).

At 11th level, the scientist may choose a second Intelligence-based skill to receive this benefit.

At 19th level, the scientist may choose a third Intelligence-based skill to receive this benefit.

Improvise: The scientist is a master of last minute inspiration and quick technical fixes. At 3rd level, he gains a +2 competence bonus with all repair checks *(see the Computers, Electronics, and Mechanics skill descriptions for more information about repair checks).* The scientist further gains this bonus with all inspiration checks made to learn the technological solution to a problem (if such a solution exists).

This bonus increases by an additional +1 at 5th level, and for every 2 character levels gained thereafter.

Research: The scientist's work branches out into a variety of fields, allowing him to develop unique specialties. At 4th level, and for every 4 character levels gained thereafter, the scientist may choose one of the following special abilities. Each of these abilities may be chosen multiple times.

Feat: The scientist gains one bonus basic or advanced skill feat. He must meet all prerequisites of the feat before choosing it.

Inspiration: Once per session as a free action, the scientist may make one inspiration check without spending an action die.

TABLE 5.8: THE SCIENTIST

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+0	+0	+0	+2	+1	+0	2	1	Learned, Professor,* Starting feats
2	+1	+0	+0	+3	+2	+1	3	2	Ph.D. (1 skill)
3	+1	+1	+1	+3	+3	+1	3	3	Improvise +2
4	+2	+1	+1	+4	+3	+2	4	4	Research
5	+2	+1	+1	+4	+4	+2	4	5	Improvise +3
6	+3	+2	+2	+5	+5	+2	5	6	Brilliant +1
7	+3	+2	+2	+5	+6	+3	5	7	Improvise +4
8	+4	+2	+2	+6	+6	+3	6	8	Research
9	+4	+3	+3	+6	+7	+4	6	9	Brilliant +2, Improvise +5
10	+5	+3	+3	+7	+8	+4	7	10	Know it all 1/mission
11	+5	+3	+3	+7	+9	+4	7	11	Improvise +6, Ph.D. (2 skills)
12	+6	+4	+4	+8	+10	+5	8	12	Brilliant +3, Research
13	+6	+4	+4	+8	+10	+5	8	13	Improvise +7
14	+7	+4	+4	+9	+11	+6	9	14	10-second solution 1/session
15	+7	+5	+5	+9	+12	+6	9	15	Brilliant +4,Improvise +8
16	+8	+5	+5	+10	+13	+6	10	16	Research
17	+8	+5	+5	+10	+14	+7	10	17	Improvise +9
18	+9	+6	+6	+11	+14	+7	11	18	Brilliant +5
19	+9	+6	+6	+11	+15	+8	11	19	Improvise +10, Ph.D. (3 skills)
20	+10	+6	+6	+12	+16	+8	12	20	Know it all 2/mission, Research

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

Versatility: The scientist chooses 2 cross-class skills. These skills become class skills for him. When multi-classing, the scientist's versatility skills are *not* considered cross-class skills unless his new class also features them as class skills. If the scientist uses his versatility class ability to turn Hobby into a class skill for him, then all Hobby focuses are considered to be class skills for him.

Brilliant: At 6th level, the scientist's Intelligence score rises by 1.

The scientist's Intelligence score rises by an additional 1 at 9th level, and for every 3 character levels gained thereafter (to a total rise of 2 at 9th level, 3 at 12th level, 4 at 15th level, and 5 at 18th level).

Know It All: The scientist sometimes displays unusual knowledge of a topic, far beyond what his comrades thought he knew. At 10th level, once per mission as a free action, the scientist may choose one basic skill feat he already possesses. He immediately gains the Advanced Skill Mastery and Grand Skill Mastery feats linked to that basic skill feat. All prerequisites for these feats – including minimum character level – are waived. The scientist retains these feats until the end of the current mission. These feats are temporary, and may not be used to meet the prerequisites of other feats or the requirements of a prestige class.

At 20th level, the scientist may use this ability up to twice per mission.

10-Second Solution: The team can usually count on the scientist for last minute solutions... *that work.* At 14th level, once per session, the scientist may designate one Intelligence- or Wisdom-based skill check with which he is considered to automatically roll a natural 20. This roll is considered a threat and may be activated as a critical success *(see page 182).* The scientist must declare that he's using this ability *before* he makes the roll for the chosen activity.

Further, the designated skill check is accomplished in ½ the usual amount of time (rounded down), to a minimum of 1 half action.

SCOUT

With so many operations taking place on worlds with little or no technological infrastructure, the SGC finds itself with a pressing need for operatives with experience in primitive conditions. A team without a scout may find itself unable to adapt, maneuver, or survive if cut off from the Stargate.

Abilities: The scout must be able to survive in an alien environment without logistical support. This makes the scout's Wisdom and Constitution scores of paramount importance.

Vitality: 1d10 plus Con modifier per level.

Class Skills

The scout's class skills and key abilities are:

Class Skill	Key Ability
Balance	Dex
Climb	Str
Concentration	Wis
Craft	Int
Cultures	Wis
Driver	Dex
First Aid	Wis
Gather Information	Cha
Handle Animal	Cha
Hide	Dex
Innuendo	Wis
Jump	Str
Listen	Wis
Move Silently	Dex
Search	Int
Sport	Str or Dex
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Dex

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the scout.

Starting Feats: The scout begins play with the following feats:

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)

Trailblazer: The scout's primary responsibility is ensuring that every member of his team survives the hostile environments sometimes encountered beyond the gate. As a free action, the scout may spend 1 action die to grant the benefits of any one terrain feat he already possesses to each member of his team. The scout may grant the benefits of any number of terrain feats to his teammates, up to the number of terrain feats he possesses, at a cost of one action die per feat granted. This effect lasts for the duration of the current scene. This is the scout's core ability.

Stalker: Beginning at 1st level, and for every class level gained thereafter, the scout receives 1 additional skill point which must be spent on the Survival skill.

The scout also gains the Outdoorsman feat. All prerequisites for this feat – including minimum skill ranks – are waived.

Rough Living: The scout's time spent living in the wilds toughens him against cuts and bruises. At 2nd level, he gains a +2 natural armor bonus to his Defense (this bonus stacks with armor and class Defense bonuses, even though armor and class Defense bonuses don't stack with one another). The scout also gains a +2 competence bonus with all saves made against environmental dangers *(see page 394)*.

At 11th level, both of these bonuses increase to +4.

At 19th level, both of these bonuses increase to +6.

Bushmaster: At 3rd level, the scout gains 1 bonus basic combat or terrain feat. He must meet all prerequisites for the feat before choosing it.

At 5th level and for every 2 class levels gained thereafter, the scout gains 1 additional basic combat or terrain feat, with the same restrictions.

Sneak Attack: At 4th level, the precision of the scout's blows causes additional damage. The scout gains a +1d6 sneak attack bonus to damage when either flanking a target *(see page 369)* or attacking a target who is currently denied his Dexterity bonus to Defense (including a target who is flat-footed or immobilized). This bonus increases by an additional +1d6 at 8th level and for every 4 class levels gained thereafter.

This bonus is only applied to ranged attacks when the target is within 1 range increment. Beyond that, the accuracy needed to hit the target's vitals cannot be managed.

The scout may make a sneak attack with any weapon (or unarmed attack) – even a weapon that deals subdual damage. However, he cannot use a weapon that deals normal damage to inflict subdual damage during a sneak attack, even by accepting the standard -4 circumstance penalty to do so *(see page 378)*.

Further, the scout's effectiveness with autofire and strafe attack actions is limited when making a sneak attack *(see pages 362 and 364)*.

Finally, the scout may not sneak attack targets who are immune to critical hits, who have total concealment, or whose vitals are out of reach.

Hunter: At 6th level, and for every 3 class levels gained thereafter, the scout may choose one of the following special abilities. Unless otherwise specified, each of these abilities may only be chosen once.

Feat: The scout gains one bonus advanced skill feat for which the Outdoorsman feat must be a prerequisite. The scout must meet all prerequisites for the feat before choosing it. The scout may choose this special ability more than once, each time gaining one additional advanced skill feat, with the same restrictions.

Game Hunter: The scout is highly skilled at hunting animals, able to drop even largest game with just one ranged shot or melee strike. When the scout attacks a target animal (i.e. any creature with an Intelligence of 2 or lower), his threat range increases by 3 (e.g. a threat range of 19-20 becomes 16-20).

Keen Senses: The scout's sense of smell is so keen that he may detect opponents purely by their typically undetectable odor. He senses the presence of other people (and animals) within 30 ft., unless they have specifically masked their scent or are scentless. This range increases to 60 ft. if the target is located upwind and drops to 15 ft. if the target is located downwind. Distinctive scents (such as blood, carrion, offal, and perfume) are detected at twice this usual distance.

TABLE 5.9: THE SCOUT

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+0	+2	+1	+0	+0	+1	1	0	Stalker, Starting feats, Trailblazer*
2	+1	+3	+2	+0	+1	+2	2	1	Rough living +2
3	+2	+3	+2	+1	+1	+3	2	2	Bushmaster
4	+3	+4	+2	+1	+2	+3	2	3	Sneak attack +1d6
5	+3	+4	+3	+1	+2	+4	3	3	Bushmaster
6	+4	+5	+3	+2	+2	+5	3	4	Hunter
7	+5	+5	+4	+2	+3	+6	4	5	Bushmaster
8	+6	+6	+4	+2	+3	+6	4	6	Sneak attack +2d6
9	+6	+6	+4	+3	+4	+7	4	6	Bushmaster, Hunter
10	+7	+7	+5	+3	+4	+8	5	7	Alert (+2)
11	+8	+7	+5	+3	+4	+9	5	8	Bushmaster, Rough living +4
12	+9	+8	+6	+4	+5	+10	6	9	Hunter, Sneak attack +3d6
13	+9	+8	+6	+4	+5	+10	6	9	Bushmaster
14	+10	+9	+6	+4	+6	+11	6	10	Overrun
15	+11	+9	+7	+5	+6	+12	7	11	Bushmaster, Hunter
16	+12	+10	+7	+5	+6	+13	7	12	Sneak attack +4d6
17	+12	+10	+8	+5	+7	+14	8	12	Bushmaster
18	+13	+11	+8	+6	+7	+14	8	13	Hunter
19	+14	+11	+8	+6	+8	+15	8	14	Bushmaster, Rough living +6
20	+15	+12	+9	+6	+8	+16	9	15	Alert (+4), Sneak attack +5d6

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

This ability only informs the scout that someone (or something) is present – it doesn't provide a sense of direction toward the target unless the scout is adjacent to the target (i.e. within 5 feet).

Per the GM's discretion, the scout may also identify familiar odors, such as known foods, his teammates, etc., with the same clarity that most people can identify such things by sight.

Finally, the scout ignores visibility penalties while tracking *(see page 269)*.

Man Hunter: The scout's vast knowledge of the wilds may even be applied when his prey is hiding in an urban setting. He may use his Survival skill when tracking at all times, even when tracking indoors. The scout must possess the Track feat before choosing this ability *(see page 269 for more about the Track feat)*.

Night Vision: The scout gains the Blindsight 5-ft. Radius feat *(see page 245)*, and can see up to 60 ft. in all but total darkness as if it were daylight. All prerequisites for this feat – including minimum character level – are waived.

Silent Rush: The scout gains the benefits of the Hidden Run feat while operating in any terrain covered by one of his terrain feats. All prerequisites for this feat – including minimum skill ranks and other feats – are waived.

Woodcraft: The scout possesses a huge arsenal of tricks and techniques for use during outdoor operations. The competence bonuses gained from all terrain feats he possesses increase by an additional +1 (to a total competence bonus of +3). This ability may be chosen a second time, increasing the scout's total competence bonuses by an additional +1 (to a total competence bonus of +4).

Alert: At 10th level, the scout's Wisdom rises by 2.

At 20th level, the scout's Wisdom rises by an additional 2 (to a total rise of 4).

Overrun: The scout knows that the first few seconds of any fight are often the most critical. At 10th level, once per session as a free action at the start of the first round of combat, the scout and each of his teammates and allies within 30 ft. gains a modified version of the Great Cleave feat that may be used with unarmed, melee, and ranged attacks. This benefit lasts for a number of rounds equal to each character's Wisdom modifier, but no longer than the scout's Wisdom modifier (minimum 1 round). This ability may only be used in a terrain covered by one of the scout's terrain feats.

SOLDIER

A mainstay of SG field teams, the soldier is drawn from highly trained and disciplined military forces associated with the Stargate Command. The soldier is the team's backbone during firefights – no other member of an SG team is as expertly trained with combat techniques and strategies. How that training manifests differs from one soldier to another – some are intense martial artists, while others are master marksmen. Without at least one soldier around, the team is likely to find itself outgunned during a serious fight.

Abilities: Strength, Constitution, and Dexterity are the soldier's most important abilities. They enable superiority in combat, and for a soldier, nothing is more vital.

Vitality: 1d12 plus Con modifier per level.

Class Skills

The soldier's class skills and key abilities are:

Class Skill	Key Ability
Balance	Dex
Climb	Str
Concentration	Wis
Craft	Int
Demolitions	Int
Driver	Dex
First Aid	Wis
Intimidate	Str or Cha
Jump	Str
Profession	Wis
Sport	Str or Dex
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Dex

Skill Points at 1st Level: (4 + Int modifier) × 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

The following are class features of the soldier.

Starting Feats: The soldier begins play with the following feats:

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)
Weapon Group Proficiency (Tactical)

Accurate: Whenever the soldier spends 1 action die to increase an attack check or a Strength- or Constitution-based skill check, 2 dice are added instead of 1 (e.g. a 1st-level soldier's bonus of 1d4 becomes 2d4). This is the soldier's core ability.

Bonus Feat: At 1st level, the soldier gains 1 bonus feat from any combat tree (basic, melee, ranged, or unarmed). He must meet all prerequisites for the feat before choosing it.

At 3rd level, and for every 2 class levels gained thereafter, the soldier gains 1 additional bonus combat feat, with the same restrictions.

Damage Reduction: Starting at 2nd level, the soldier can easily shrug off most minor damage, gaining 1 point of damage reduction *(see page 352)*.

At 11th level, the soldier's damage reduction increases to 2 points.

At 19th level, the soldier's damage reduction increases to 3 points.

These points follow all the standard rules for damage reduction *(see page 352)*, and stack with points of damage reduction gained from armor, other class abilities, and other character options.

Armor Use: Starting at 4th level, the soldier's total Defense bonus when wearing armor increases by +1 and the total armor check penalty he suffers from wearing armor is reduced by 1.

At 8th level, and for every 4 class levels gained thereafter, this Defense bonus increases by an additional +1 and the armor check penalty decreases by an additional 1.

This ability cannot reduce the soldier's armor check penalty below 0.

Weapon Specialization: At 6th level, the soldier chooses one weapon category with which he's proficient (e.g. "barehanded", "dagger", "grapple", "shotgun", etc.). He is considered to specialize with this weapon category, inflicting 2 additional points of damage with each successful hit using any included weapon. If the soldier's choice is a ranged weapon category, this bonus applies only when the target is within 1 range increment.

At 9th level, and for every 3 class levels gained thereafter, the soldier may specialize with one additional weapon.

Portable Cover: Starting at 10th level, whenever the soldier takes a standard half action attack *(see page 353)*, he is considered to benefit from one-quarter cover until his next action, even when standing out in the open.

At 20th level, this benefit increases to one-half over.

Cover bonuses do not stack, so the soldier only gains the bonuses offered by the greatest percentage of cover from which he currently benefits (e.g. a 10th-level soldier behind three-quarters over receives no additional benefit from this ability).

TABLE 5.10: THE SOLDIER

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+1	+1	+0	+2	+0	+1	1	0	Starting feats, Accurate,* Bonus feat
2	+2	+2	+0	+3	+1	+2	2	1	Damage reduction 1/–
3	+3	+2	+1	+3	+1	+3	2	1	Bonus feat
4	+4	+2	+1	+4	+2	+3	2	2	Armor use +1
5	+5	+3	+1	+4	+2	+4	3	2	Bonus feat
6	+6	+3	+2	+5	+2	+5	3	3	Weapon specialization
7	+7	+4	+2	+5	+3	+6	4	3	Bonus feat
8	+8	+4	+2	+6	+3	+6	4	4	Armor use +2
9	+9	+4	+3	+6	+4	+7	4	4	Bonus feat, Weapon specialization
10	+10	+5	+3	+7	+4	+8	5	5	Portable cover (¼ cover)
11	+11	+5	+3	+7	+4	+9	5	5	Bonus feat, Damage reduction 2/–
12	+12	+6	+4	+8	+5	+10	6	6	Armor use +3, Weapon specialization
13	+13	+6	+4	+8	+5	+10	6	6	Bonus feat
14	+14	+6	+4	+9	+6	+11	6	7	One in a million
15	+15	+7	+5	+9	+6	+12	7	7	Bonus feat, Weapon specialization
16	+16	+7	+5	+10	+6	+13	7	8	Armor use +4
17	+17	+8	+5	+10	+7	+14	8	8	Bonus feat
18	+18	+8	+6	+11	+7	+14	8	9	Weapon specialization
19	+19	+8	+6	+11	+8	+15	8	9	Bonus feat, Damage reduction 3/–
20	+20	+9	+6	+12	+8	+16	9	10	Armor use +5, Portable cover (½ cover)

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

One in a Million: At 14th level, once per session, the soldier may designate one attack check, Reflex or Fortitude save, or ability or skill check for which Strength, Constitution, or Dexterity is applied. The soldier is considered to automatically roll a natural 20 with this check. This roll is considered a threat and may be activated as a critical success *(see page 182)*. The soldier must declare that he's using this ability before he makes the roll for the chosen activity.

PRESTIGE CLASSES

Where base classes provide a broad range of skills and abilities, allowing characters to remain broadly adaptable, **prestige classes** represent the character choosing to focus exclusively on some aspect of his training. Some prestige classes are story specific, relating to power groups or special events in the *Stargate* universe, while others are advanced professions, specialties, or archetypes. Some prestige classes are obvious extensions of base classes (the forward, for example, is an obvious extension of the scout); others are entirely new concepts.

Within this book, we've included six prestige classes, creating more options for each of the base classes, with more to follow in future *Stargate* supplements. They are:

Bodyguard: Formal training to protect off-world dignitaries and non-combat SG team members is in high demand now that the Earth is embroiled in a long-term slow-boil war with an alien menace. Bodyguards represent the height of this training, and are the most selfless (some even say the most heroic) members of any SG team.

Field Analyst: Many of an SG team's off-world duties involve exploration and investigation. The field analyst's sharp senses represent the SGC's strongest offering in this area, providing any SG team with vital abilities to enhance its intuitive response to the strange and dangerous wonders beyond the event horizon.

Field Medic: Nearly every SG team is required to include at least one member skilled with basic first aid (possessing at least 1 level as a field medic). Higher levels in this prestige class offer an SG team a safety net in case things unexpectedly go south.

Officer: Recognized military commanders are generally thrust into the leadership roles within the SGC, prompting 1 or more levels as an officer, a class which focuses on bringing a team together, making the most of each member and the team as a whole, and tackling tough problems quickly and decisively.

Prime: Typically reserved for favored Jaffa amongst the System Lords' armies, warriors of this stature have been known to leave Goa'uld service to join the Jaffa rebels gathered at the Alpha Site and even work against their former

masters on protected and unsuspected worlds throughout the universe. Their fearsome combat and command abilities give their enemies considerable pause.

Sniper: Precision sharpshooters are one of the SGC's hidden safeguards against disaster – and sometimes the ultimate solution to a field operation gone wrong.

Class Name Abbreviations: Class names are abbreviated as follows: Bdy, Bodyguard; Fan, Field Analyst; Fmd, Field Medic; Off, Officer; Prm, Prime; Snp, Sniper.

Further, many of the prestige classes found in *Spycraft* supplements and other d20 System™ products are well suited to the SGC's needs, and may be introduced by your GM.

Gamemaster Alert

Prestige classes are *always* optional. Some may not meet the tone or power level the GM has set for his campaign, and so he may choose not to include a prestige class in his game. Classes banned for characters should also be banned for NPCs.

Choosing a Prestige Class

A newly created (1st-level) character may not choose a prestige class, as each prestige class features certain minimum requirements that must be met before a character may multi-class into it – often including a specified character level and certain "in-game" conditions, such as actions that must have been performed or membership within one or more exclusive organizations. Once a character meets the requirements for a prestige class, however, he is free to multi-class into and out of it as if it were one of the base classes described on page 154.

All rules for multi-classing apply when choosing a prestige class *(see page 155 for more information about multi-classing).*

Special Note: A character must already possess all of a prestige class's requirements before he may gain 1 or more levels in the class. A character may *not* spend a prestige class's skill points, bonus feats, and other benefits to qualify to enter the class.

Losing Requirements

A character may sometimes gain one or more levels in a prestige class, then somehow no longer meet the requirements (for example, a sniper might enter old age, causing his Dexterity to fall below the minimum required score). When this happens, the character loses all special abilities granted by the prestige class. He still retains the base attack bonus, saves, initiative bonus, Defense bonus, gear picks, and resource points granted by the class, as well as any skills and feats he may have acquired while a member of the class.

Prestige Classes and NPCs

These classes are not available solely to SGC characters; anything the characters can do unto others, may also be done unto them. The GM should feel free to create NPCs – friend or foe – with levels in any approved prestige class. Keep in mind, though, that prestige classes are a relative rarity. If the characters run into snipers every mission, the novelty will quickly wear thin. But when used sparingly, prestige classes can easily contribute to a memorable villain or NPC.

Prestige classes are also highly effective for defining the setting, personalizing it through its characters.

Prestige Class Core Abilities

As discussed earlier, each character may benefit only from the core abilities of the first base and first prestige class he enters. No additional core abilities may be gained, no matter how many times the character multi-classes thereafter.

Bodyguard

Hired professional or dedicated servant of the state, the bodyguard is a master of defensive combat and protection techniques. Bodyguards are typically assigned to SG teams to protect important off-world NPCs or to act as mission team escorts.

Abilities: Constitution and Dexterity provide the bodyguard with the vitality to soak up attacks, as well as the agility and accuracy to strike back with precision and speed. Less aggressive bodyguards may find Wisdom useful for identifying threats, and Charisma for maintaining a favorable relationship with their charges.

Vitality: 1d10 plus Con modifier per level.

Requirements

To become a bodyguard, a character must meet all of the following requirements:

Character Level: 5+.
Base Attack Bonus: +5 or better.
First Aid: 4+ ranks.
Intimidate: 6+ ranks.
Spot: 8+ ranks.
Feats: Alertness, Improved Initiative, Quick Draw.

Class Skills

The bodyguard's class skills and key abilities are:

Class Skill	Key Ability
Balance	Dex
Craft	Wis
Cultures	Wis
Demolitions	Int
Driver	Dex
Escape Artist	Dex
First Aid	Wis
Intimidate	Str or Cha
Listen	Wis
Profession	Wis
Search	Int
Sense Motive	Wis
Sport	Str or Dex
Spot	Wis
Surveillance	Wis

Skill Points at Each Additional Level: 4 + Int modifier.

TABLE 5.11: THE BODYGUARD

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+0	+1	+2	+1	+0	+1	0	0	Safeguard,* Ward (Initiative)
2	+1	+2	+3	+2	+1	+2	0	1	Ward (Defense)
3	+2	+2	+3	+2	+1	+3	1	2	Armor use +1/–1
4	+3	+2	+4	+2	+2	+3	1	3	Heavily armed (Bundle), Take a blow
5	+3	+3	+4	+3	+2	+4	1	3	Armor use +2/–2
6	+4	+3	+5	+3	+2	+5	2	4	Awareness +2
7	+5	+4	+5	+4	+3	+6	2	5	Armor use +3/–3, ward (Ref saves)
8	+6	+4	+6	+4	+3	+6	2	6	Heavily armed (+2 Gear picks), Take a bullet
9	+6	+4	+6	+4	+4	+7	3	6	Armor use +4/–4
10	+7	+5	+7	+5	+4	+8	3	7	Prevention

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

CLASS FEATURES

The following are class features of the bodyguard.

Starting Feats: The bodyguard gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)

Safeguard: When the bodyguard spends 1 action die to increase his Defense, he may choose another character adjacent to him to receive the same bonus to their Defense until the end of the round. This is the bodyguard's core ability.

Ward: At 1st level, once per session, the bodyguard may declare one other character to be his ward. If the ward is within 15 ft. of the bodyguard at the beginning of any combat during that session, he gains a +4 bonus to his initiative check.

At 2nd level, the ward gains a +2 bonus to his Defense when within 10 ft. of the bodyguard. This bonus stacks with the action die bonus granted by the bodyguard's safeguard ability.

At 7th level, the ward gains a +2 bonus with all Reflex saves made while he's adjacent to the bodyguard.

The bodyguard may only choose a new ward at any time when not engaged in combat, and must spend 1 action die to switch from one ward to another during a session.

Armor Use: Starting at 3rd level, the bodyguard's total Defense bonus when wearing armor increases by +1 and the total armor check penalty he suffers from wearing armor is reduced by 1.

At 5th level, and for every 2 class levels gained thereafter, this Defense bonus increases by an additional +1 and the armor check penalty decreases by an additional 1.

This ability cannot reduce the bodyguard's armor check penalty below 0.

Heavily Armed: At 4th level, the bodyguard gains the bodyguard bundle as part of his personal belongings *(see page 288)*, and is authorized to bring this bundle with him during off-world missions.

At 8th level, the bodyguard gains 2 extra gear picks which must be used to upgrade items from his bodyguard bundle.

Take a Blow: At 4th level, when an adjacent character is successfully attacked by an opponent with a melee or unarmed attack, the bodyguard may choose to make a Reflex save with a DC equal to ½ the opponent's attack check result (rounded up). With success, the bodyguard and the character he's defending switch places and the attack automatically hits the bodyguard instead of its original target.

Awareness: The bodyguard is extraordinarily aware of the actions and behavior of others and is therefore rarely taken by surprise. At 6th level, the bodyguard gains a +2 competence bonus with all skill checks made to determine awareness at the start of combat *(see page 392)*. This bonus stacks with competence bonuses gained from other classes' awareness abilities.

Take a Bullet: At 8th level, when an adjacent character is successfully hit by an opponent with a hurled or firearm attack, the bodyguard may choose to make a Reflex save with a DC equal to the opponent's attack check result. With success, the bodyguard and the character he's defending switch places and the attack automatically hits the bodyguard instead of its original target.

Prevention: At 10th level, once per session when the bodyguard is within 20 ft. of his ward, he may make 1 single attack against one opponent who's declared an attack against the ward *(see page 353 for more about single attacks)*. The bodyguard's attack takes place before the opponent's attack is resolved. If the bodyguard's attack hits, the opponent suffers normal damage from the attack, and also suffers a penalty with all attack checks made for the duration of the current round – including his attack on the ward – equal to ½ the damage inflicted by the bodyguard's attack (rounded up).

The bodyguard must have line of sight to the ward's attacker in order to use this ability. Further, the bodyguard may not use this ability when he's flat-footed.

Field Analyst

All SG teams utilize characters trained to gather audio/visual intelligence and perform evidence analysis. Given the often perilous nature of SGC missions, field analysts are just as handy with a rifle as recording equipment, and are rarely at a loss for how to proceed during an investigation, no matter where the action turns.

Abilities: Intelligence and Wisdom are by far the field analyst's most critical abilities, supporting the bulk of his investigative techniques. Dexterity falls a distant third, supporting the field analyst's backup combat skills.

Vitality: 1d10 plus Con modifier per level.

Requirements

To become a field analyst, a character must meet all of the following requirements:

Character Level: 5+.
Wisdom: 13+.
Bureaucracy: 4+ ranks.
Gather Information: 6+ ranks.
Search: 6+ ranks.
Surveillance: 8+ ranks.
Feats: Alertness.

Class Skills

The field analyst's class skills and key abilities are:

Class Skill	Key Ability
Appraise	Int
Bluff	Cha
Boating	Dex
Bureaucracy	Cha
Computers	Int
Cryptography	Int
Cultures	Wis
Demolitions	Int
Diplomacy	Cha
Driver	Dex
Gather Information	Cha
Innuendo	Wis
Knowledge	Int
Languages	Int
Listen	Wis
Pilot	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the field analyst.

Starting Feats: The field analyst gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)

Eye for Detail: When the field analyst spends 1 action die to increase a Spot or Listen check, the action die's result is also added to the skill check's cap *(see page 307)*. This is the field analyst's core ability.

Evidence Analysis: The field analyst must be able to come up with the correct conclusions from even the sketchiest data – *lives* depend on it. At 1st level, the field analyst gains a virtual basic skill feat called "Analyst." This feat grants the field analyst a +2 bonus with Gather Information, Search, and Surveillance checks, and increases his threat range with these skills by 1 (e.g. a threat range of 20 becomes 19-20).

At 3rd level, the field analyst gains the Advanced Skill Mastery feat for his Analyst feat.

Table 5.12: The Field Analyst

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+0	+0	+2	+0	+1	+0	2	0	Evidence analysis (Analyst), eye for detail*
2	+1	+0	+3	+0	+2	+1	3	1	Favor for a favor 1/session
3	+2	+1	+3	+1	+3	+1	3	2	Evidence analysis (Advanced)
4	+3	+1	+4	+1	+3	+2	4	3	Leap of logic 1/session, shutterbug
5	+3	+1	+4	+1	+4	+2	4	3	Evidence analysis (Grand)
6	+4	+2	+5	+2	+5	+2	5	4	Bonus feat
7	+5	+2	+5	+2	+6	+3	5	5	Evidence analysis (False Start), favor for a favor 2/session
8	+6	+2	+6	+2	+6	+3	6	6	Brainstorm, leap of logic 2/session
9	+6	+3	+6	+3	+7	+4	6	6	Evidence analysis (Perfect)
10	+7	+3	+7	+3	+8	+4	7	7	Bonus feat, veteran investigator

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

At 5th level, the field analyst gains the Grand Skill Mastery feat for his Analyst feat.

At 7th level, the field analyst gains the False Start feat linked linked to his Analyst feat.

Finally, at 9th level, the field analyst gains the Perfect Skill Mastery feat for his Analyst feat.

The field analyst's prerequisites for these feats – including minimum character level – are waived.

Favor for a Favor: Beginning at 2nd level, once per session, the field analyst may use his Bureaucracy skill to gain the assistance of someone within an organization who cannot typically be bribed. The results and costs are the same as standard *(see page 188)*, except that the money or items that would be spent for the bribe are instead used to assist the target in a way that is favorable to his morals.

At 7th level, this ability may be used up to twice per session.

Leap of Logic: Beginning at 4th level, once per session after failing a Wisdom-based skill check, the field analyst may make an inspiration check without spending an action die.

At 8th level, the field analyst may use this ability up to twice per session.

Shutterbug: The field analyst collects and utilizes a wide variety of recording gear, from the most basic cameras to the most advanced human video devices. At 4th level, the field analyst gains the surveyor bundle as part of his personal belongings *(see page 280)*, and is authorized to bring this bundle with him during off-world missions. Further, he gains extra 4 gear picks which must be used to acquire or upgrade sensor gear *(see page 279)*.

Bonus Feat: At 6th level, the field analyst gains 1 bonus gear or style feat. He must meet all prerequisites for the feat before choosing it.

At 10th level, the field analyst gains 1 additional gear or style feat, with the same restrictions.

Brainstorm: The field analyst may solicit ideas from colleagues, quickly identifying promising lines of inquiry. Starting at 8th level, a number of the field analyst's teammates or allies equal to his Wisdom modifier may provide cooperation bonuses to the field analyst's inspiration checks. These characters must be within verbal or visual contact to provide a cooperation bonus.

Veteran Investigator: At 10th level, the field analyst's Wisdom score rises by 2.

Field Medic

Characters trained to provide medical support in crisis situations are always welcome among SG teams, especially those assigned to risky situations or combat missions. A paramedic and search-and-rescue specialist with a variety of skills, the field medic is great insurance that the rest of the team will make it home alive.

Abilities: A high Wisdom score provides the field medic with bonuses for all his most important skills, though a high Strength can also be helpful in restraining or carrying difficult patients.

Vitality: 1d10 plus Con modifier per level.

Requirements

To become a field medic, a character must meet all of the following requirements:

Character Level: 5+.
Intelligence: 13+.
First Aid: 8+ ranks.
Survival: 6+ ranks.
Swim: 4+ ranks.
Feats: Bandage.

Class Skills

The field medic's class skills and key abilities are:

Class Skill	Key Ability
Boating	Dex
Concentration	Wis
Craft	Int
Cultures	Wis
Driver	Dex
Electronics	Int
First Aid	Wis
Hobby	Wis
Jump	Str
Knowledge	Int
Languages	Int
Mechanics	Int
Pilot	Dex
Profession	Wis
Search	Int
Sport	Str or Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Swim	Str

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the field medic.

Starting Feats: The field medic gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Handgun)

Angel: At 1st level, the field medic may attempt to stabilize a dying character as a free action during any round in which he performs the total defense action *(see page 375)*. This is the field medic's core ability.

Buddy Care: Starting at 1st level, the field medic may provide aid to a number of adjacent characters up to his Wisdom modifier (minimum 1). These characters are chosen during each round at the start of the field medic's initiative count. When any aided character takes a refresh action *(see page 376)*, he gains a +2 bonus with the result of his action die rolled to recover vitality.

Field Medicine: At 2nd level, the field medic becomes proficient with improvising medical supplies, and is always considered to have access to a first aid kit when making First Aid checks.

Table 5.13: The Field Medic

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+0	+1	+2	+2	+0	+0	1	1	Starting feats, Angel,* Buddy care
2	+1	+2	+3	+3	+1	+1	2	2	Field medicine (first aid kit)
3	+1	+2	+3	+3	+1	+1	2	3	Healer +2
4	+2	+2	+4	+4	+2	+2	2	4	Armor use +1/–1, medicine chest
5	+2	+3	+4	+4	+2	+2	3	5	Healer +4
6	+3	+3	+5	+5	+2	+2	3	6	Self aid (Bandage)
7	+3	+4	+5	+5	+3	+3	4	7	Field medicine (Increased healing), Healer +6
8	+4	+4	+6	+6	+3	+3	4	8	Armor use +2/–2, "On your feet!"
9	+4	+4	+6	+6	+4	+4	4	9	Healer +8
10	+5	+5	+7	+7	+4	+4	5	10	Resuscitation

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

At 7th level, when the field medic provides long-term care to an injured character *(see page 211)*, a successful First Aid check triples the patient's natural healing rate for the day. Further, when the field medic cares for a diseased person, he may halt the disease's progress for up to 30 days instead of the standard 10. This ability has no effect on damage inflicted by poison *(see page 398)*.

Healer: At 3rd level, the field medic gains a +2 competence bonus with First Aid checks.

This bonus increases by an additional +2 at 5th level and for every 2 class levels gained thereafter (i.e. to a total bonus of +4 at 5th level, to +6 at 7th level, and to +8 at 9th level).

Armor Use: Starting at 4th level, the field medic's total Defense bonus when wearing armor increases by +1 and the total armor check penalty he suffers from wearing armor is reduced by 1.

At 8th level, this Defense bonus increases by an additional +1 (for a total bonus of +2) and this armor check penalty decreases by an additional 1 (to a total decrease of 2).

This ability cannot reduce the field medic's armor check penalty below 0.

Medicine Chest: At 4th level, the field medic and each of his teammates is issued a first aid kit without cost during the Gearing Up phase of each mission *(see page 279)*.

Further, the medic gains 4 extra gear picks which must be used to acquire or upgrade medical gear.

Self Aid: Starting at 6th level, all of the field medic's teammates within verbal contact gain the effects of his Bandage feat *(see page 257)*. These characters' prerequisites for the Bandage feat – including character level – are waived for the purposes of this application.

"On Your Feet": At 8th level, the field medic's threat range when attempting to stabilize a dying character with a First Aid check increases by 3 (e.g. a range of 19-20 becomes 16-20).

Additionally, the field medic need no longer spend an action die to activate a critical using the First Aid skill.

Resuscitation: At 10th level, once per session, the field medic may attempt to revive a recently killed character. To be eligible for resuscitation, the target character's wound points must be between -10 and -25 and the field medic must be able to tend to the character within a number of rounds following the target's "death" equal to the target character's current Constitution score. The field medic makes a First Aid check with a DC of 10 + the number of negative wounds the target character has accumulated (e.g. a target character reduced to -16 wounds requires a First Aid check with a DC of 26). This skill check requires 1 full minute.

With success, the target character is restored to 0 wounds but suffers a temporary Constitution damage equal to the number of rounds he was dying before the field medic started using this ability.

With failure, the character remains dead and this ability is *not* considered to have been used for the session.

Officer

Life in the military demands that characters work within a hierarchy: to lead as well as to follow. The natural leader builds the trust of his superiors and the loyalty of subordinates, bringing out the best in others during missions. Characters trained by or recruited from the ranks of the commissioned have unparalleled ability with organizing a team's efforts and driving others to succeed.

Abilities: Charisma is the officer's most important ability, allowing him to effectively command others even in the most perilous situations. Intelligence is also critical, providing the wide array of skills needed during field crises.

Vitality: 1d10 plus Con modifier per level.

Requirements

To become an officer, a character must meet all of the following requirements:

Character Level: 5+.

Charisma: 13+.

Bureaucracy: 4+ ranks.
Diplomacy: 8+ ranks.
Intimidate: 4+ ranks.
Feats: Hard Core, Persuasive.

Class Skills

The officer's class skills and key abilities are:

Class Skill	Key Ability
Bluff	Cha
Boating	Dex
Bureaucracy	Cha
Computers	Int
Cultures	Wis
Diplomacy	Cha
Driver	Dex
Hobby	Wis
Innuendo	Wis
Intimidate	Str or Cha
Knowledge	Int
Languages	Int
Perform	Cha
Pilot	Dex
Profession	Wis
Sense Motive	Wis
Sport	Str or Dex
Spot	Wis
Surveillance	Wis
Survival	Wis

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the officer.

Starting Feats: The officer gains the following feats at 1st level.

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)

Encouragement: At 1st level, when any of the officer's teammates or allies within verbal or visual contact spends 1 or more action dice to increase a roll, the action die result is increased by a number equal to ⅓ the officer's class level (rounded up). This is the officer's core ability.

Tactics: At 1st level, once per session as a free action, the officer may issue an order to a number of teammates and allies equal to his Charisma modifier +1 (minimum 1). This order must be specific, such as "Cover Sam while she gets the door open!" as opposed to "Help Sam!" While the officer's teammates and allies carry out this order, they gain a +2 morale bonus with all skill checks made to carry out the order (at the GM's discretion). The officer may be one of the characters targeted to benefit from this ability. If the officer is the only character benefiting from this ability, he need not speak in order to advise himself.

At 5th level, this bonus increases to +3, and at 9th level, this bonus increases to +4.

Col. Jack O'Neill

Finally, at 3rd level and for every 2 class levels gained thereafter, the officer may use this ability one additional time per session.

If the officer also possesses this ability from levels gained with another class (such as pointman), the number of uses per session stack, but the ability's effects do *not* stack – the officer applies only the highest bonus gained from any one class to all uses of this ability.

Lead the Charge: At 2nd level, when charging, the officer gains a morale bonus to his damage rolls equal to his Charisma modifier. When the officer takes a charge action, any teammate or ally within 60 ft. who takes a charge action before the start of the officer's initiative count during the following round gains this benefit as well *(see page 374 for more about the charge action).*

Even when benefiting from this ability, any teammate or ally may choose to target a different opponent than the officer at the end of his charge, so long as every designated target is within 30 ft. of the officer's target.

At 7th level, the officer gains a number of points of damage reduction equal to his Charisma modifier for 1 full round following any charge action he makes. These points follow all the standard rules for damage reduction *(see page 352),* and stack with damage reduction gained from armor, other class abilities, and other character options. This benefit also extends to any teammate or ally who takes a charge action before the start of the officer's initiative count during the following round, and lasts for 1 full round following the teammate's or ally's charge action.

Field Logistics: Starting at 4th level, the officer's experience with mission paperwork allows him to secure additional supplies. Upon returning to the Cheyenne Mountain Complex or an SGC base, the officer may refill all of his SG team's bundles or swap bundles at no action die cost *(see page 389).*

Blood of Heroes: The officer is an inspiration to his troops. Beginning at 4th level, at the start of combat (i.e. when initiative is rolled), the officer's current vitality point total and the current vitality point total of each teammate within verbal or visual contact are increased by 4. This bonus may increase any character's vitality beyond his standard vitality maximum, and is lost when the combat ends or if the officer falls unconscious or is incapacitated.

Table 5.14: The Officer

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+0	+1	+1	+2	+0	+1	1	0	Encouragement,* Tactics 1/session (+2 bonus)
2	+1	+2	+2	+3	+1	+2	2	1	Lead the charge (damage)
3	+2	+2	+2	+3	+1	+3	2	1	Tactics 2/session
4	+3	+2	+2	+4	+2	+3	2	2	Blood of heroes +4, field logistics
5	+3	+3	+3	+4	+2	+4	3	2	Tactics 3/session (+3 bonus)
6	+4	+3	+3	+5	+2	+5	3	3	Blood of heroes +8, gallantry
7	+5	+4	+4	+5	+3	+6	4	3	Lead the charge (damage reduction), tactics 4/session
8	+6	+4	+4	+6	+3	+6	4	4	Blood of heroes +12, iron glare
9	+6	+4	+4	+6	+4	+7	4	4	Tactics 5/session (+4 bonus)
10	+7	+5	+5	+7	+4	+8	5	5	Blood of heroes +16, Commanding presence

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

If loss of the bonus vitality reduces a character's vitality below 0, he is reduced to 0 vitality and any excess is subtracted from his wounds. If this reduces the character's wounds to below 0, he is reduced to 0 wounds and any excess is converted to subdual damage on a 1:1 basis.

Example: Lt. Wilson is a 5th level officer who's been repeatedly attacked, reducing his remaining vitality to only 10 points and his wounds to only 1. When he activates his blood of heroes ability, he gains 4 points of vitality, bringing his temporary vitality to 14. Throughout the combat, Lt. Wilson suffers another 12 points of damage (leaving him with 2 vitality and 1 wound). When the combat ends, he loses the 4 extra vitality as the blood of heroes ability wears off. After this reduces Lt. Wilson's vitality to -2, the excess 2 vitality carry over to his wounds, which are in turn reduced to -1. This remaining point of excess converts to 1 point of subdual damage.

At 6th level, and for every 2 class levels gained thereafter, this bonus vitality increases by an additional 4 (to a total bonus of 8 vitality at 6th level, 12 vitality at 8th level, and 16 vitality at 10th level).

"No Sir? Does it say 'Colonel' anywhere on my uniform?"

–Col. Jack O'Neill

Gallantry: At 6th level, the officer and each of his teammates and allies within verbal or visual contact gains a morale bonus with their initiative check equal to the officer's Charisma modifier.

Iron Glare: Just as the officer's presence inspires his friends, it strikes fear into his enemies. At 8th level, as a full action, the officer may make an opposed Charisma-based Intimidate check against one opponent within 30 ft. (the opponent must also apply his Charisma bonus when opposing this check). If the officer's Intimidate check is successful, his opponent is considered entangled (but not bound in place) for a number of rounds equal to the officer's Charisma modifier, ending on the officer's initiative count during the final round of effect.

Commanding Presence: At 10th level, the officer's Charisma score rises by 2.

Prime

The Prime is among the most trusted servants of a Goa'uld System Lord, a devoted warrior of his honor guard. A System Lord's First Prime controls his compliment of Jaffa warriors, and acts both as a personal bodyguard and a General in battle.

Only a Jaffa who's proven himself both loyal and talented may occupy this position, but even Primes are not immune to feelings of doubt – Teal'c, one of the most cherished members of the SGC, is the former First Prime of Apophis and a perfect example of how even the most loyal followers can be convinced to abandon an evil cause.

Abilities: While Strength and Constitution are of great importance to most combat-oriented classes, Charisma is critical for the Prime. It allows him to command large numbers of troops and impose his will on followers.

Vitality: 1d10 plus Con modifier per level.

Requirements

To become a prime, a character must meet all of the following requirements:

Species: Jaffa. This class is typically restricted to Jaffa characters, though an inventive player may convince his GM that his character concept warrants another species being trained in the class.

Character Level: 5+.

Charisma: 13+.

Base Attack Bonus: +5 or higher.

Spot: 4+ ranks.

Feat: Symbiote.

Special: Only characters promoted by a System Lord may take levels in the Prime prestige class. To date, there are no known non-Jaffa Primes, though your campaign may vary from this official continuity.

Class Skills

The Prime's class skills and key abilities are:

Class Skill	Key Ability
Balance	Dex
Bureaucracy	Cha
Climb	Str
Concentration	Wis
Craft	Int
Demolitions	Int
Diplomacy	Cha
First Aid	Wis
Hide	Dex
Intimidate	Str or Cha
Jump	Str
Listen	Wis
Pilot	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Dex

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the Prime.

Starting Feats: The Prime gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Armor Group Proficiency (Heavy)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Rifle)

Prepared: At 1st level, whenever the Prime spends 1 action die to increase his Defense, the result is also added to his current initiative count. This is the Prime's core ability.

Death Squad: At 1st level, once per session as a free action, the Prime may choose a number of teammates or allies within verbal or visual contact up to his Charisma modifier + 1. Each chosen character gains a +1 morale bonus with attack checks and saves made for a number of rounds equal to the Prime's class level. The Prime may be one of the characters targeted to benefit from this ability. If the Prime is the only character benefiting from this ability, he need *not* speak in order to grant this benefit to himself.

At 5th level, the target characters also gain a +2 morale bonus to their damage rolls.

At 9th level, the bonus with attack checks and saves increases to +2.

Ring of Defense: At 2nd level, the Prime may coordinate fellow defenders into a ring of defense. Once per session as a full action, the Prime may choose a number of teammates or allies within verbal contact up to his Charisma modifier to become 'defenders'. The Prime may be one of the designated defenders. If the Prime is the only defender, he need not speak in order to designate himself. The Prime also designates one character or object to become the defenders' target (this target may not be one of the 'defenders'). The target character or object gains a +1 bonus to Defense for each defender within 10 ft. for a number of minutes equal the Prime's class level.

At 7th level, the Prime may use this ability twice per session.

Soak: Beginning at 3rd level, once per session as a free action, the Prime may gain a number of points of damage reduction equal to his base attack bonus until the start of his initiative count during the following round. These points follow all the standard rules for damage reduction *(see page 352)*, and stack with points of damage reduction gained from armor, other class abilities, and other character options.

Teal'c – First Prime

At 5th level, the Prime may use this ability twice per session. This ability may not be used more than once during any one round.

If the guardian also possesses this ability from levels gained with another class (such as guardian), the number of uses per session stack, but the ability may still not be used more than once during any one round.

Second Prime: At 4th level, when the Prime uses his ring of defense class ability, the target character or object gains 1 point of hardness per adjacent defender, to a maximum number of hardness points equal to the Prime's class level.

Uncanny Dodge: Starting at 4th level, the Prime gains the ability to react to danger before his senses would typically permit him to become aware of it. He retains his Dexterity bonus to Defense (if any) when flat-footed or being attacked by an invisible adversary (though he still loses his Dexterity bonus to Defense when immobilized).

Table 5.15: The Prime

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+0	+2	+1	+1	+1	+1	1	0	Death squad +1, prepared*
2	+1	+3	+2	+2	+1	+1	2	1	Ring of defense 1/session
3	+2	+3	+2	+2	+2	+2	2	2	Soak 1/session
4	+3	+4	+2	+2	+2	+2	2	3	Second Prime, Uncanny dodge (Dex bonus)
5	+5	+1	+4	+1	+3	+4	1	3	Bonus feat, reposition (Mobility)
6	+4	+5	+3	+3	+4	+4	3	4	Voice of the masters
7	+7	+2	+5	+2	+4	+6	2	5	Bonus feat, magic touch (+2)
8	+6	+6	+4	+4	+5	+5	4	6	Battlefield tactics, Uncanny dodge (Can't be flanked)
9	+9	+3	+6	+3	+5	+7	3	6	Bonus feat, reposition (Increased Speed)
10	+7	+7	+5	+5	+6	+6	5	7	First Prime

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

At 8th level, the Prime may react to opponents on all sides as easily as he can to one attacker, and may therefore no longer be flanked. This ability denies scouts and others with the sneak attack ability the opportunity to use flank condition to sneak attack the explorer unless the attacker is at least 4 character levels higher than the Prime.

A character who gains the uncanny dodge ability from two or more classes may combine his class levels from all such classes in a limited fashion to determine this ability's effectiveness. The character's class levels in each class are rounded down to the nearest multiple of 4 and then added together to determine the character's uncanny dodge abilities.

Example: A 9th-level explorer/7th-level Prime possesses the uncanny dodge benefits of a 12th-level character (8 class levels from the 9th-level explorer and 4 class levels from the 7th-level explorer).

True Warrior: The Prime owns the respect of all his Goa'uld master's subordinates. Beginning at 5th level, the dispositions of all loyal Jaffa characters toward the Prime improve by 1 grade. Conversely, the dispositions of all Shol'va Rebel characters are worsened by 1 grade. Both of these modifiers are applied after all other disposition effects *(including checks made to improve the target's disposition – see page 420).*

At 9th level, the dispositions of all loyal Jaffa characters toward the Prime improve by 2 grades, and the dispositions of all Shol'va Rebel characters are worsened by 2 grades. As above, these modifiers are applied after all other disposition effects.

If the Prime becomes a rebel himself, these modifiers are reversed, with the dispositions of all loyal Jaffa being worsened and the dispositions of all rebels being improved.

Voice of the Masters: The Prime exudes a commanding presence that compels others in the vicinity to take heed of his words. At 6th level, he gains a competence bonus with all Intimidate checks equal to his class level.

Battlefield Tactics: The Prime's grasp of tactics improves to a degree where he may tightly coordinate his forces, keeping them in the fight longer using intelligent tactics. Beginning at 8th level, when engaged in combat, the Prime may spend 1 full action coordinating orders to all teammates and allies within 30 ft. Beginning at the start of the following round, and for a number of rounds equal to the Prime's Intelligence modifier (minimum 1 round), all targeted characters gain a +2 morale bonus to Defense.

First Prime: Deemed worthy to command entire planetary armies of Jaffa, First Primes are the Goa'uld System Lords' foremost lieutenants. Such characters can turn the tide of battle, snatching victory from the jaws of defeat. At 10th level, at any time as a full action, the Prime may use this ability to increase his current wound point total and the current wound point total of each teammate within verbal or visual contact by 8. This bonus stabilizes any dying target character, and causes an unconscious target character to wake up if his current wound points rise above 0.

This bonus may increase any character's wounds beyond his standard wound maximum, and is lost 1 minute after the end of the current combat, or when the Prime falls unconscious or is incapacitated (whichever comes first).

If loss of the bonus wound points reduces a character's wound points below 0, he is reduced to 0 wound points (unconscious). If loss of the bonus wound points reduces a character's wound points below -10, the character immediately dies.

The Prime may use this ability a number of times per session equal to his Charisma modifier. If any character ever benefits from this ability more than once at the same time, the effects *do not stack* (though the effects linger for the longest applicable duration).

Sniper

In case of emergencies, the SGC maintains a stable of operatives dedicated to black operations – a "dirty tricks squad," so to speak. While these characters sometimes operate alone, they're just as frequently used to supplement the abilities of an SG mission team.

The most common (and the most feared) of these operatives are snipers. Trained extensively in a variety of firearms, the sniper specializes in eliminating an opponent from great distances, often with no sign of his passing.

Abilities: Considering the sniper's reliance on stealth, Dexterity is without a doubt his most prized ability. This is particularly true since the sniper specializes in the use of long-range weaponry. Wisdom, with its emphasis on accurate perception and patience, is also key for a successful sniper.

Vitality: 1d10 plus Con bonus per level.

Requirements

To become a sniper, a character must meet all of the following requirements:

Character Level: 5+.
Dexterity: 13+.
Base Attack Bonus: +5 or higher.
Hide: 4+ ranks.
Spot: 8+ ranks.
Feats: Far Shot, Marksman.

Class Skills

The sniper's class skills and key abilities are:

Class Skill	Key Ability
Balance	Dex
Bluff	Cha
Climb	Str
Concentration	Wis
Craft	Int
Disguise	Cha
Driver	Dex
Hide	Dex
Hobby	Wis
Intimidate	Str or Cha
Jump	Str
Move Silently	Dex
Open Lock	Dex
Profession	Wis
Search	Int
Sleight of Hand	Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Tumble	Dex

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the sniper.

Starting Feats: The sniper gains the following feats at 1st level.

Armor Group Proficiency (Light)
Weapon Group Proficiency (Rifle)

Precise: Whenever the sniper spends 1 action die to increase a firearms damage roll, 2 dice are added instead of 1 (e.g. a 1st-level sniper's bonus of 1d4 becomes 2d4). This is the sniper's core ability.

Reposition: It's essential for a sniper to move quickly from location to location between shots, to avoid the massive counterattacks his actions usually provoke. At 1st level, the sniper gains the Run feat *(see page 243)*.

At 5th level, the sniper gains the Mobility feat *(see page 243)*.

At 9th level, the sniper gains the Increased Speed feat *(see page 243)*.

Magic Touch: The sniper's accuracy with firearms is superior even to that of dedicated soldiers. At 2nd level, the sniper's ranged base attack bonus rises by 1. This increased base attack bonus may qualify the sniper for ranged combat feats to which he would otherwise not have access.

At 7th level, the sniper's ranged base attack bonus rises by an additional 1 (for a total rise of 2).

Bonus Feat: At 3rd level, the sniper gains 1 bonus covert or ranged combat feat. He must meet all prerequisites for this feat before choosing it.

At 5th level, and for every 2 class levels gained thereafter, the sniper gains 1 additional bonus covert or ranged combat feat, with the same restrictions.

Deadly Aim: At 4th level, the sniper gains a +1d6 sneak attack bonus to damage with a ranged weapon when attacking a target who is currently denied his Dexterity bonus to Defense (including a target who is flat-footed or immobilized). This bonus increases by an additional +1d6 at 8th level.

This bonus is only applied when the target is within 2 range increments. Beyond that, the accuracy needed to hit the target's vitals cannot be managed.

Should the sniper possess the Increased Precision feat, this ability's range increases by 2 extra range increment per time the sniper chooses the feat (i.e. to 4 range incre-

TABLE 5.16: THE SNIPER

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR PICKS	RES PTS	SPECIAL
1	+1	+0	+2	+0	+1	+1	0	0	Precise*, reposition (Run)
2	+2	+0	+3	+0	+1	+2	0	1	Magic touch (+1)
3	+3	+1	+3	+1	+2	+3	1	2	Bonus feat
4	+4	+1	+4	+1	+2	+3	1	3	Deadly aim (1d6), one shot
5	+5	+1	+5	+1	+3	+4	1	3	Bonus feat, Reposition (Mobility)
6	+6	+2	+5	+2	+4	+5	2	4	Surprise shot
7	+7	+2	+6	+2	+4	+6	2	5	Bonus feat, magic touch (+2)
8	+8	+2	+6	+2	+5	+6	2	6	Deadly aim (2d6), disappear
9	+9	+3	+7	+3	+5	+7	3	6	Bonus feat, Reposition (Increased Speed)
10	+10	+3	+7	+3	+6	+8	3	7	Million dollar skill

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

ments if the sniper possesses the Increased Precision feat once, to 6 range increments if he possesses the feat twice, and to 8 range increments if the sniper possesses the feat three times).

Further, the sniper's effectiveness with autofire and strafe attack actions is limited when making a sneak attack *(see pages 362 and 364)*.

Finally, the sniper may not sneak attack targets who are immune to critical hits, who have total concealment, or whose vitals are out of reach.

One Shot: Starting at 4th level, the sniper's error ranges with firearms attacks are reduced by 1 (e.g. an error range of 1-3 becomes 1-2). If this reduces the sniper's error range with a weapon to less than 1, the error range becomes 1 and the GM must spend 1 extra action die to activate each of the sniper's critical misses with the weapon.

Surprise Shot: Starting at 6th level, the sniper's threat ranges with firearms attacks are increased by 2 when he targets a surprised opponent *(see page 393)*, or an opponent who's currently denied his Dexterity bonus to Defense (such as when the target is flat-footed or immobilized).

Disappear: At 8th level, the sniper becomes an expert at concealing his firing position. Any character attempting to find the sniper after he makes a ranged attack with a rifle must make a Spot check opposed by the sniper's Hide skill. The sniper gains a +1 competence bonus with this Hide check per 100 ft. between his roost and the observer. If the sniper's weapon is suppressed *(see page 326)*, this modifier increases by an additional +2 (to a total bonus of +3).

Million Dollar Skill: The sniper's proficiency with firearms becomes almost mythical. At 10th level, once per round as a full action, the sniper may take 10 while making a firearms attack. This produces a "natural 10" and is considered a threat if the sniper's threat range is 10-20 or better.

Further, when taking this action, the sniper may benefit from standard aiming and bracing actions taken during the previous round.

Finally, this action requires complete concentration, and the sniper loses all Dexterity and dodge bonuses to his Defense during the entire combat round in which he takes it.

CHAPTER SIX:
SKILLS

This section contains rules that apply to all skills. The following section provides rules for using individual skills. Rules for acquiring and increasing skill ranks are found in the *Player's Handbook.™*

STANDARD SKILL CHECKS

Skill checks are made against a set difficulty unless you're opposing or competing against someone. Typically, before you make a skill check, your Gamemaster rates the task you're attempting and assigns it a Difficulty Class (DC). DCs usually fall between 5 and 30.

Then you roll 1d20 and add your skill bonus *(see the page to the right).* This is referred to as making a skill check.

If your skill check result equals or exceeds the DC for the task you're attempting, you succeed. Otherwise, you fail.

Special Note: A DC of 10 + the character's skill bonus results in success approximately 50% of the time, while a DC of 5 + the character's skill bonus results in success approximately 75% of the time.

Example 1: Lt. Wilson tries to bypass the electronic lock securing a Goa'uld installation door. His GM decides that the lock has a fairly stubborn bypass DC of 20. The result of Lt. Wilson's Electronics check must be 20 or higher for him to penetrate the base through this entry point. (at least using conventional means).

Example 2: Lt. Wilson's GM instead decides that the lock is almost impossible to open (DC 35). In this case, Lt. Wilson's Electronics check must be 35 or more to bypass the installation security.

OPPOSED SKILL CHECKS

When you oppose or compete against someone else with a skill, it's called an opposed skill check. Each person involved rolls 1d20, adding his appropriate skill bonuses, and the highest check result wins the competition. Equal results are considered a tie unless this provides no clear result, in which case they are re-rolled. Everybody involved in the check uses his most relevant skill.

A critical success with an opposed skill check may only be beaten by a critical success with a higher check result *(see page 182 for more about critical successes).*

Example 1: Lt. Wilson and five others are racing X-301 prototypes. Each makes a Pilot skill check. The participant with the highest result wins the race, the participant with the second-highest result comes in second place, the participant with the third-highest result comes in third place, and so on. If two or more of the participants' results are equal, the tied participants make it back to the X-303 at the same time.

Example 2: Lt. Wilson tries to sneak past a Jaffa sentry. He makes a Move Silently check and the sentry makes a Listen check. If Lt. Wilson's result exceeds the sentry's result, he sneaks by unnoticed; otherwise, the guard hears him. In this case, since equal results produce an unclear result, a tie requires Lt. Wilson and the sentry to repeat their skill checks.

When a character is forced into an opposed skill check by the actions of another character, and required to use a skill that cannot be used untrained to oppose the other character's actions, he may make the check as if the skill can be used untrained. The character still suffers the penalties associated with making an untrained skill check, *as described on page 182.*

Complex Skill Checks

Certain tasks are reliable in nature but require a long and variable period to complete. These occasions call for a complex skill check. This type of check comes in two parts – a DC and an interval. The DC serves the same purpose as it does for a standard skill check – it's the minimum skill check result required in order to succeed. The interval indicates when you make each skill check (each check coming at the end of one interval).

What makes complex checks different is that the skill check results are cumulative. If your first skill check result doesn't equal or exceed the DC (and it usually won't due to the very high DCs of most complex skill checks), you continue to work toward that goal, making another check after a new interval elapses and adding it to your previous total to produce a progress result. You may continue to work toward the DC until the task is accomplished, you give up, or you're interrupted for a period equal to ½ of one interval (after which you must begin again, with a progress result of 0).

Threats, errors, critical successes, and critical failures affect a complex skill check in the following ways.

- If you score a critical success during a standard complex skill check, your skill check result is added to the progress result (as standard) and the interval before your next skill check is reduced to ½ (rounded up).
- If you score a critical success during an opposed complex skill check, your skill bonus is doubled for the purposes of calculating your current check result.
- If you suffer an error during a complex skill check, your skill check result is subtracted from the progress result (to a minimum progress result of 0).
- If you suffer a critical failure during a complex skill check, the complex skill check is canceled and all involved materials and resources are consumed.

Unless otherwise noted in a skill check's description, a complex skill check requires dedicated attention (some complex skill checks with an interval of 1 day or more only require a specified number of hours each day be spent performing the check). This has several effects.

- When (actively) making a complex skill check, you're considered to be flat-footed.
- If you're injured while making a complex skill check, the effort is interrupted (though you may return to it as your next action if the interval is longer than 1 round). If the interval is 1 round or less, any interruption ends the check and requires that you begin again with a progress result of 0 unless you succeed with a Concentration check (DC 10 + the damage suffered).
- You may not take 10 or 20 when making a complex skill check.

Example: Lt. Wilson – trapped on a planet where the Stargate can't dial out – builds a makeshift pen to contain several prisoners while he awaits the rescue mission. This is a complex check involving the Craft (Carpentry) skill. The Gamemaster determines that the DC for this complex check is 75 and the interval is 1 day. Lt. Wilson collects wood and begins lashing it together using his military-grade rope.

After 8 hours of this (the Craft skill only calls for 8 hours of work per day devoted to a complex skill check), he makes a Craft (Carpentry) check, generating a result of 27. This isn't enough to successfully build the pen, so he continues for 2 more days, rolling first a 32 (for a progress result of 59) and then a 26 (for a progress result of 85).

After 3 days, Lt. Wilson's progress result beats the complex skill check DC and the pen is completed.

Skill Bonus

Your skill bonus with a particular skill is:

Skill rank + ability modifier + miscellaneous modifiers

Skill Rank

Unless otherwise specified, when you make a skill check, your rank with the skill is applied to the skill check result. If you possess H a rank with a skill, it's ignored for this purpose.

Ability Modifier

Each skill is most closely related to only one of your abilities, as shown on Table 6.1: Skills *(see page 190).* You add that ability's modifier to all skill checks made using the skill unless otherwise specified.

Example: Climb is most heavily dependent upon a character's Strength, so Lt. Wilson adds his Strength modifier to all Climb checks. If his Strength score were 17, he would adds +3 to all his Climb check results.

Miscellaneous Modifiers

Equipment, the situation within which a skill is used, and armor check penalties are all common skill check modifiers.

Retries

Usually, you may retry failed skill checks indefinitely. Sometimes, however, a skill has consequences for failure that must be taken into account. Some skills only give you one chance at a particular task. Likewise, it's commonly useless to repeat a check after achieving success. For more information, *see each skill description's Retry entry.*

Untrained Checks

If Table 6.1: Skills indicates that you may use a skill untrained, you may make checks with the skill even if you possess no ranks with it. You simply make the skill check as though you had a skill rank of 0. However, your error range increases by 2 (e.g. from 1 to 1-3 or 1-2 to 1-4).

In order to use a skill that cannot be used untrained, you must have at least 1 full rank with it. ½ ranks do not allow the use of a skill that requires training.

Ability Checks

Sometimes you do things that no listed skill covers, such as trying to break down a door. There's no Break Door skill, and none of the other skills are even close. In this case, the GM chooses one of your abilities to apply to the check (for this example, Strength), and you make an ability check.

An ability check works just like an untrained skill check – you're considered to have a skill rank of 0. Breaking doors and other items is the most common ability check, and is covered in more detail in Chapter Ten.

Conditional Modifiers

Generally speaking, your Gamemaster may apply a +2 circumstance bonus with a skill check for each favorable condition that makes it easier for you to succeed. Conversely, your GM might also apply a -2 circumstance penalty with a skill check for each unfavorable condition that makes it harder for you to succeed.

Example: Lt. Wilson's climbing a cliff in a stiff wind. His GM applies a -2 circumstance penalty to his Climb check as a result.

Time and Skills Checks

Each skill's description explains how long it takes to use the skill for various tasks.

Automatic Success/Failure

A natural 20 (an actual roll of 20 on a d20) is always a success, while a natural 1 (an actual roll of 1 on a d20) is always a failure. A natural 20 might also be a critical success, while a natural 1 might also be a critical failure *(see the next column for details about both these outcomes).*

Critical Successes

Whenever you roll a natural 20 when making a skill check (the d20 actually shows a 20), you automatically succeed and you score a threat – a potential critical success. In order to activate a threat as a critical success, you must spend 1 action die. If you choose not to do so, then your skill check is just a standard success.

You may sometimes score a threat with a roll lower than 20 (usually because of a feat or special ability). Any roll lower than a 20 is not an automatic success, and if the skill check fails because its result doesn't equal or exceed the DC, then you may not activate the threat as a critical success.

The effects of a critical success vary from skill to skill, and are subject to the GM's discretion, but suggestions are listed within each skill's description.

Critical Failures

Whenever you roll a natural 1 when making a skill check (the d20 actually shows a 1), you automatically fail and you score an error – a potential critical failure. In order to activate the error as a critical failure, *your GM* must spend 1 action die. If your GM chooses not to do so, then your skill check is just a standard failure.

You may sometimes suffer an error with a roll higher than 1 (usually because you're using experimental or shoddy gear). Any roll higher than a 1 is not an automatic failure, and if the skill check succeeds because its result equals or exceeds the DC, then the GM may not activate the error as a critical failure.

The effects of a critical failure vary from skill to skill, and are subject to the GM's discretion, but suggestions are listed within each skill's description.

Taking 10

If you're reasonably confident in your abilities and not under any immediate pressure or being distracted (i.e., you have ten times the amount of time you would typically spend for a skill check), you may choose to take 10. Instead of rolling 1d20 when making your skill check, you calculate it as though you'd rolled a 10. (Thus, if your skill bonus is +5 and you take 10, your result is 15.)

For many simple tasks, taking 10 makes it impossible to fail, but you may not take 10 if you're being distracted or threatened (per the GM's discretion).

You may not score a threat when taking 10.

Taking 20

If you have plenty of time (20 times the amount of time you would typically spend for a skill check), and the skill you're attempting carries no penalty for failure, then you may choose to take 20. Instead of rolling 1d20 when making your skill check, you calculate it as though you had rolled a 20. (Thus, if your skill bonus is +5 and you take 20, your result is 25.)

Taking 20 multiplies the skill check's standard required time by 20 (e.g. a skill that typically takes 1 minute requires 20 minutes when you take 20).

You cannot take 20 if failing the skill check carries a penalty, and you may not score a threat when taking 20.

Multitasking

Sometimes you're under pressure must complete multiple tasks at once – such as performing two computer-related tasks simultaneously, opening a lock while standing on a precarious surface, or defusing a bomb while fleeing a squad of angry Serpent Guard. In these situations, you may choose to perform up to two actions during the same time period. At least one of these two skill checks *must* require at least 1 full round to complete, and you *must* be able to plausibly complete both tasks together, per the GM's discretion (e.g. you may not attempt two skill checks that each require both hands, nor may you drive two vehicles at once).

While multitasking, you may make 1 additional half action skill check per round, albeit with numerous penalties. All skill checks you make while multitasking – including the two skill checks that prompt the use of the multitasking rules – suffer a -10 penalty, and their error ranges are increased by 3 each (e.g. an error range of 1 becomes 1-4). Further, if you score a threat with any skill check made while multitasking, you must spend 1 additional action die to activate the critical success.

Characters with a strong ability to focus are usually more adept at multitasking; for every 2 ranks you possess in the Concentration skill, the multitasking skill check penalty is reduced by 1 (to a minimum penalty of -5).

Cooperation Checks

If multiple characters work together to perform one task, one or more cooperation checks are called for. One character among those performing the task must be chosen as the leader of the attempt. All others make a cooperation check – a skill check to complete the task with a DC of 10 (no one involved may take 10 or take 20 with this check).

For every assistant who succeeds with his cooperation check, the leader gains a +2 cooperation bonus with his skill check to complete the task. The success or failure of the leader's check determines whether the overall effort succeeds or not.

Often, the GM may limit the number of assistants who can help with one skill check, since after a certain point they just get in each other's way (for example, the GM might rule that only 3 or 4 people can attempt to break down 1 door). *See page 373 for supporting rules concerning the number of characters who can occupy a given space.*

Skill Synergy

When you possesses two skills that work well together, such as Jump and Tumble, your knowledge of one may assist you when you makes skill checks with the other. In general, when you possess 5 or more ranks with one related skill, you gain a +2 synergy bonus with skill checks made using another related skill. Common synergy bonuses are noted in each skill description.

Synergy bonuses do not stack, so only the best synergy bonus applies to a skill check (*see Stacking Bonuses, page 184*).

Action Dice and Skill Use

You may spend action dice to increase most die rolls and activate critical successes or opponent critical failures *(see previous page)*.

Increase a Skill Check

You may spend one or more action die after any skill check to increase your skill check result. You may declare that you're doing so after your standard skill check result is determined, but you must declare that you're doing so before the GM determines the outcome of the Skill check.

Example: Lt. Wilson makes a Climb check to scale a wall. He knows his DC is 15 and his skill check result is 12. He knows his skill check is a failure, but he does not know how that failure will play out (save the information provided in the skill description) – the GM has yet to describe the outcome in play. If Lt. Wilson wants to spend 1 or more action dice to increase his skill check result, he must do so before the GM describes this outcome.

For each action die you spend in this fashion, you roll 1 action die of the type determined by your character level *(see page 389 and below)*. If you roll the highest number possible on the die (such as a 6 on a d6), the action die "explodes" and you re-roll the die, adding the second number you roll to the previous result.

The total value of the action die is added to your skill check result.

You may continue to spend action dice to increase a skill check result so long as you possess action dice to spend. You may spend 1 action die and inspect the modified skill check result before you spend another action die to increase the result, but you must spend all action dice to increase the skill check result before the GM describes the outcome, as discussed above.

Table 5.4: Action Dice

Level	Action Dice
1–5	3 (d4)
6–10	4 (d6)
11–15	5 (d8)
16–20	6 (d10)

See page 389 for more information on action dice.

Stacking Bonuses

There are a lot of bonuses in *Stargate*, but all of them fall into one of two categories – named bonuses and unnamed bonuses. The category of bonus determines whether it stacks with other bonuses – that is, whether the bonuses are added together before they're applied to your attack check, skill check, statistic, etc.

Named Bonuses

When you benefit from more than one named bonus of the same type (armor, circumstance, synergy, etc.), only the *best* of the bonuses with the same name applies.

Example: Lt. Wilson gains a +1 armor bonus from a feat, and later gains a +2 armor bonus from a piece of gear. His Defense is increased only by the superior bonus granted by his gear.

Further, like-named bonuses gained from the same source (such as two or more armor bonuses gained from wearing protective gear) do *not* stack with one another.

If two like-named or same-source bonuses with time limits affect you at the same time, the best of the bonuses apply until its duration ends, after which the best of the bonuses with duration remaining takes its place. This process continues until no bonuses with durations remain.

Example: Lt. Wilson is attacked by ranged fire in moderate darkness (which grants him a +1 concealment bonus) while inside a dense fog bank (which grants him a +6 concealment bonus). He benefits from the +6 bonus until the fog lifts. If, when the fog lifts and the lighting conditions persist (and no other conditions apply that grants higher concealment bonuses), then the +1 bonus replaces the +6 bonus.

Unnamed Bonuses

Unnamed bonuses stack with all other bonuses all the time, unless otherwise stated in their description.

Circumstance and dodge bonuses always stack, unless otherwise noted.

Activating Critical Successes

When you score a threat *(see page 360)*, you may spend 1 action die to activate the threat as a critical success. The effects of a critical success vary depending on the skill used and the current circumstances. Because of this, your GM must ultimately decide upon the effects of each critical success, but suggestions are provided within each skill description.

In some cases, your GM may decide that a critical success has no effect. In that case, you get your action die back, if you spent one.

Key to Skill Descriptions

All skill descriptions follow this format.

Skill Name ([Key Ability]; Armor Check Penalty; Disposition; Focus; Trained Only)

The skill name line includes the following information.

Key Ability: Unless otherwise specified within the skill description or another rule, this ability's modifier is always applied to checks made using this skill (skill uses that rely upon unusual ability modifiers are usually broken off into separate skill descriptions, combat actions, and the like).

Armor Check Penalty: When this tag is included in a skill description's header line, you suffer the highest armor check penalty listed for any armor you wear when making the skill check *(see page 323 for more about armor check penalties)*.

Disposition: When this tag is included in a skill description's header line, one or more uses of the skill may be affected by the target's disposition toward you *(see page 420)*.

Focus: When this tag is included in a skill description's header line, each rank acquired with the skill must be dedicated to one focused category of use for the skill. For instance, the Sport skill is a focus skill for which each rank acquired must be dedicated to a separate sport activity, such as Basketball, Football, or Jai Alai *(see Focused Skills, page 186)*.

Trained Only: When this tag is included in a skill description's header line, then you must possess at least 1 rank with the skill in order to attempt skill checks using it unless the GM grants you special approval *(see Untrained Checks, page 182)*.

Additionally, most skill descriptions include the following sections. Most skill descriptions contain more than one set of the following entries, each set describing a separate use for the skill.

Check (Time, Complex, Secret DC/Result, Bribe, Kit, Kit Only): This section describes the skill's uses in play, the conditions under which each use may be undertaken, the time required for each of these uses, and the DC and modifiers for each use. All checks are named for clarity, as each skill description commonly includes multiple skill uses, each a different skill check.

When the "Complex" trait is included here, the check is handled using the complex skill check rules *(see page 180)*. This trait is immediately followed by the complex skill check's interval.

When the 'Secret' trait is included here, it's recommended (though not required) that the GM keep the skill check's DC and/or result a secret. Unless the check's result is kept secret, the GM simply asks you if you're content with your skill check result – i.e. whether you want to spend any action dice to increase the result – before announcing the outcome. This option is best utilized when it's reasonable that you won't immediately know whether you've succeeded (as in the case when estimating the value of something, or convincing a third party of something).

When the "Bribe" trait is included here, a bribe may facilitate the check *(see page 188)*.

When the 'Kit' trait is included here, one or more kits and/or tools are required to perform the check properly.

Unless otherwise specified, attempting the skill check without the appropriate items increases the error range by 1, and imposes a -4 circumstance penalty to the check result.

When the "Kit Only" trait is included here, the skill check may not be attempted without the proper tools. All required tools are included in the check description.

Retry: This entry describes the conditions under which you may retry the skill check.

Threat: This entry describes special results that may be achieved simply by scoring a threat when making the skill check. All threat effects are subject to GM approval.

Critical Success: This entry describes some possible effects that may be applied by activating a critical success when making the skill check.

Error: This entry describes special results that may be achieved by scoring an error when making the skill check. All error effects are subject to GM approval.

Critical Failure: This entry describes some possible effects that may be applied by activating a critical failure when making the skill check.

Normal: This entry describes rules that the skill check bends or breaks, for the purposes of comparison.

Special: This entry describes other important notes about the skill, including potential synergy bonuses *(see page 183).*

The Skills

The following is a list of every skill in the *Stargate SG-1* RPG. Future supplements will include new skill uses, but will never include new skills (so your characters will never become obsolete due to new books).

Appraise (Int)

Appraise is most commonly used to estimate the value of an object.

Estimation Check (1 Minute, Secret DC, Appraisal Kit): You may estimate the value or importance of a common or well-known item (DC 12). With success, the GM loosely describes the item's importance or chooses a value within 10% of the item's actual value, up or down. Failure with the skill check indicates that you estimate the value from 50% to 150% of the actual value (the GM rolls 2d6+3 and multiplies the result by 10%, then multiples the second result by the actual value, providing this final value as the estimate). The GM describes a failed estimate of a common or well-known item's importance based on this same scale.

Rare objects require a skill check with a DC of 15-20, or higher. With success estimating a rare object's value or importance, the estimate is 70% to 130% of the item's actual value (the GM rolls 2d4+5 and multiplies the result by 10%, then multiplies the second result by the actual value, providing the final value as the estimate). Failure estimating a rare object indicates that you cannot estimate the item's value or importance.

The GM should apply a -5 circumstance penalty with all Appraise skill checks made to estimate the value of totally alien objects.

Retry: Not allowed for the same item, regardless of the previous result.

Threat: None.

Critical Success: The estimate is perfect – you understand the item's precise value or importance.

Error: Your estimate is somewhat off, at 30% to 170% of the item's actual value (the GM rolls 2d8+1 and multiplies the result by 10%, then multiplies this second result by the actual value, providing this final value as the estimate).

Critical Failure: The estimate is wildly inaccurate. A worthless bottle might be mistaken for a valuable antique, or the worth of a Ming vase might be overlooked.

Special: If you attempt this use of the Appraise skill untrained, success with a common item results in no estimate and success with a rare item results in an estimate that is 50% to 150% of the item's actual value *(see the previous column for how to calculate this).*

Balance (Dex; Armor Check Penalty)

This skill is used to keep your balance on a tightrope, narrow beam, uneven floor, or other unstable surface. Balance is also used to control vehicles which are guided by the character's body weight distribution, and balance.

Personal Vehicles: Balance-based (or "personal") vehicles overlap with all three other vehicle types – there are air, ground, and water personal vehicles, including autogyros and hang gliders, motorcycles and street luge boards, and jet skis and submersible diving sleds.

Special Note: Riding animals is a special case, requiring the Handle Animal skill *(see page 213).*

Equilibrium Check (Full Action): With one successful Balance check, you may move up to ½ your speed across a precarious surface. In order to move at your full speed or faster, you must make two Balance checks *(see below for details).* If any of these Balance checks results in a failure, you lose your balance and must spend the rest of the current round regaining it.

Your Balance check's DC is determined by the surface upon which you're standing, as follows.

Surface/Condition	DC/DC Modifier
Uneven floor	10
7–12 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20
Angled surface	+10*
Slippery surface	+10*
You're moving at up to full speed	+5*
You're moving more than full speed, up to double speed	+10†

* These penalties are cumulative.

† Two Balance checks with all penalties must be made to move at double speed. Failing either check indicates that you fall prone, with potentially worse results *(see above).*

Focused Skills

All skills have many uses, and each skill use is represented by a separate skill check description. Some skills, however, are broad enough that they require additional definition when they're chosen – these are called **focused skills.**

When a character purchases one or more ranks with a focused skill, he must dedicate each rank to one specific category of uses and must keep track of his ranks with each category on his character sheet. The basic categories available are included in the skill's description.

Example 1: Lt. Wilson purchases 4 ranks with the Knowledge skill (a focused skill). With his GM's permission, he dedicates 2 ranks to Knowledge (Goa'uld), and 1 rank each to Knowledge (Asgard) and Knowledge (Starships).

Example 2: Lt. Wilson purchases 6 ranks with the Languages skill (a focused skill). With his GM's permission, he dedicates 3 ranks to Languages (Spanish), and 1 rank each to Languages (Italian), Languages (Chinese), and Languages (Swahili).

When a character makes a skill check with a focused skill, his skill bonus is calculated using only the skill ranks he possesses with the appropriate focus category.

Example 1: Following the example above, Lt. Wilson makes a Languages (Spanish) skill check. His skill bonus is calculated with a skill rank of 3 (even though he possesses a total of 5 ranks with the Languages skill).

Example 2: Still following the example above, Lt. Wilson makes a Languages (Chinese) skill check. His skill bonus is calculated with a skill rank of 1 (even though he possesses a total of 5 ranks with the Languages skill).

Being Attacked While Off-Balance: If someone attacks you while you're off-balance, they gain a +2 circumstance bonus with their attack check. Additionally, unless you possess at least 5 ranks in Balance, you lose your Dexterity bonus to Defense, if any. If you suffer any damage from this attack (after damage reduction and other modifiers are applied), you must immediately make another Balance check, adding 5 to your DC.

Retry: No.

Threat: When you're making two Balance checks and score a threat with the first, you're considered to autom atically succeed with the second; otherwise, a threat grants no benefit.

Critical Success: You may move up to twice your standard equilibrium speed.

Error: In addition to losing your balance, you also lose your Dexterity bonus to Defense until the end of the current round.

Critical Failure: You fall prone. If you're positioned on a surface from which you might conceivably fall 10 or more ft. unless you land precisely, you must make a second Balance check with the same DC or fall from your perch in a random direction determined by the grenade-like deviation diagram *(see page 371).* suffering damage for the distance fallen *(see Falling, page 432).*

Alternately, if you suffer this critical failure within a square from which you may fall more than 10 ft., the GM may spend 2 action dice to force you freeze up. One of the following conditions must be met in order for you to perform another action:

- Someone must move into an adjacent square and move up to their speed in feet with you toward the nearest square without a potential fall on any side. This reduces both your initiative counts to the lowest initiative count between you.

- You must succeed with a Concentration check (DC 15).

Special: If you possess 5 or more ranks in Tumble, you gain a +2 synergy bonus with Balance checks made to move across precarious surfaces.

Maneuver Check (Half Action): No skill check is required to perform a standard driving move, but complex driving tasks – such as during combat and other threatening circumstances – require a skill check.

Your maneuver check's DC is determined by the driving task you're attempting to perform, as follows.

Task	DC/DC Modifier
Shallow turn/avoid obstacle	5
Average maneuver/multiple turns	10
Tight turn/drive over uneven surface	15
High stress maneuver/make jump	20
Heroic or complex set of maneuvers	25+
Unfamiliar type of vehicle	+5

Retry: Yes, but there is a lapse of time between tries. If you absolutely must turn immediately to avoid an oncoming obstacle or another vehicle, but fail the check, a second attempt is usually impossible (per the GM's discretion, coupled with current circumstances).

Threat: None.

Critical Success: You find your bearings and grow very comfortable in your vehicle, gaining a +2 circumstance bonus with all Balance-based maneuver checks made in the same vehicle for the duration of the current scene. This bonus is not cumulative.

Error: The vehicle collides with the local scenery (or another vehicle) and becomes damaged. Until the vehicle is repaired *(see page 220),* when any character makes a maneuver check with it, he suffers a cumulative -4 circumstance penalty per error scored with the vehicle until it's repaired.

Critical Failure: The vehicle hits an obstacle, skids out of control, or stalls. The vehicle is rendered useless for the duration of the current mission.

Special: This skill covers the physical act of driving personal vehicles; knowledge of driving and making money with it competitively are covered by the Knowledge and Sport skills, respectively. If you possess 5 or more ranks in Balance, you gain a +2 synergy bonus with Sport checks made to compete with personal vehicles.

If you possess 5 or more ranks in Knowledge with an area or city, you gain a +2 synergy bonus with Balance checks made during chases while operating a personal vehicle therein.

Unlike the Boating, Driver, and Pilot skills, Balance doesn't grant a synergy bonus with Knowledge and Mechanics checks made concerning vehicles, personal or other.

Bluff (Cha; Disposition)

Bluff is used to be convincing and make unlikely claims seem reasonable. This skill requires a mixture of talents – acting, cunning, misdirection, propagandizing, and the use of body language. A bluff usually has short-term effects as it takes little scrutiny for the subject to see flaws in your presentation and reconsider his position. Bluff is most used to sow the seeds of confusion in a security force and to seduce someone *(see page 423)*.

Deception Check (Full Action, up to 1 Minute, Bribe): You may attempt to fool someone. This requires interaction of some sort with your target, and at least one full action, to perform. The more complicated the bluff, the more time required (per the GM's discretion).

Make a Bluff check opposed by your target's Sense Motive check. There are no modifiers you're your *opponent's* check. Your check is modified by the nature of your bluff and the target's desire to believe the bluff, as follows.

Condition	Check Modifier
Target wants to believe the bluff	+5
Bluff believable/target unaffected	+0
Bluff pushing it/target at minor risk	–5
Bluff hard to believe/target at large risk	–10
You do not share a language with the target	–15
Bluff ludicrous/target at great risk	–20

If you win the opposed check, the target buys into the bluff and goes along with it – within reason – at least for a short period of time (usually until the end of the current scene, per the GM's discretion).

If the target wins the opposed check by 10 or less, he doesn't see through your bluff so much as refuse to go along with it. If the target wins the opposed check by more than 10, he recognizes the bluff for what it is.

Retry: No.

Threat: Your target is convinced of your sincerity. The DCs of all your Bluff checks made against the target are decreased by 1 until the end of the current session.

Critical Success: Your target is absolutely fooled, buying into your bluff until it is proven false.

Error: Your target becomes suspicious of your motives. The DCs of all your Bluff checks made against the target are increased by 2 until the end of the current session.

Critical Failure: Your target isn't fooled for a second, and instantly realizes your true intent.

Special: If you possess 5 or more ranks in Bluff, you gain a +2 synergy bonus with Intimidate and Sleight of Hand checks made to fool someone.

Seduction Check (10 Minutes): You may attempt to seduce someone. *For more about this use of the Bluff Skill, see the disposition system starting on page 420.*

Boating (Dex)

Boating is used to steer watercraft of all shapes and sizes and to navigate them across and through the depths of the ocean and other aquatic environments.

Maneuver Check (Half Action): No skill check is required to perform a standard boating move, but complex boating tasks – such as during combat and other threatening circumstances – require a skill check.

Your maneuver check's DC is determined by the boating task you're attempting to perform, as follows.

Task	DC/DC Modifier
Shallow turn/avoid obstacle	5
Average maneuver/multiple turns	10
Tight turn/pilot over choppy waters	15
High stress maneuver/make jump	20
Heroic or complex set of maneuvers	25+
Unfamiliar type of vehicle	+5

Retry: Yes, but there is a lapse of time between tries. If you absolutely must turn immediately to avoid an oncoming obstacle or another vehicle, but fail the check, a second attempt is usually impossible (per the GM's discretion, coupled with current circumstances).

Threat: None.

Critical Success: You find your bearings and grow very comfortable in your vehicle, gaining a +2 circumstance bonus with all Boating-based maneuver checks made in the same vehicle for the duration of the current scene. This bonus is not cumulative.

Error: The vehicle collides with the local scenery (or another vehicle) and becomes damaged. Until the vehicle is repaired *(see page 220)*, when any character makes a maneuver check with it, he suffers a cumulative -4 circumstance penalty per error scored with the vehicle until it's repaired.

Critical Failure: The vehicle hits an obstacle, slips out of control, or capsizes. The vehicle is rendered useless for the duration of the current mission.

Special: This skill covers the physical act of piloting non-personal water vehicles; knowledge of boating and making money with it competitively are covered by the Knowledge and Sport skills, respectively. If you possess 5 or more ranks in Boating, you gain a +2 synergy bonus with Sport checks made to compete with non-personal water vehicles.

If you possess 5 or more ranks in Knowledge with an area or city, you gain a +2 synergy bonus with Boating checks made to control or navigate non-personal water vehicles therein.

If you possess 5 or more ranks in Boating, you gain a +2 synergy bonus with Knowledge and Mechanics checks involving non-personal water vehicles.

Navigation Check (5 Minutes): You may attempt to learn the correct waterborne course toward a desired destination. Your navigation check's DC is determined by the nature of your destination and numerous conditions, as follows.

Destination/Condition	DC/DC Modifier
The destination is large or well known	10
The destination is of minor interest but well traveled	15
The destination is "off the beaten path"	20
The destination is extremely tiny or somewhat concealed	30
The destination is so hard to reach that it's considered legendary	40
You've been to the destination before	–2
You've traveled the desired route before	–10
You've never been to the destination	+4
You have poor maps of the region	+2
You have no maps of the region	+6

With success, you determine the most direct route toward the chosen destination.

Retry: Yes, but only after a number of minutes equal to 5 × the difference between your check result and the DC.

Threat: None.

Critical Success: The time required to determine the best course is reduced to 1 minute. Alternately, you may reduce the time required to travel to the desired location to 90% of standard (rounded up).

Error: You may not retry your navigation check until after a number of minutes equal to 10 × the difference between your check result and the DC.

Critical Failure: Your navigational mistake is so severe that the time required to reach your destination after a successful retry is increased to 125% (rounded up).

Special: If you possess 5 or more ranks in Knowledge with an area or city, you gain a +2 synergy bonus with Boating checks made to control or navigate non-personal water vehicles therein.

Bureaucracy (Cha; Disposition)

This skill is used to cut through red tape and navigate the treacherous halls of a bureaucracy.

The Nature of Bureaucracies: A bureaucracy is made up of "layers" of management. Each layer represents a bureaucrat in charge of the people working "under" him. A small organization typically has only 1 or 2 layers, but a multinational corporation or military complex might have as many as 12.

The first third of the management layers within an organization represent its *lower management.* These bureaucrats are directly in charge of the organization's employees. Lower management is useful if you want to look at personnel files, access storage or mailrooms, get hired, look at e-mail logs, or obtain permission to tour an organization facility.

The second third of the management layers within an organization represent its middle management. The purpose of middle management is largely to keep the riffraff (i.e. you) away from the upper management. Middle management is usually only useful if you want something that lower management doesn't want to give you. By going over the lower bureaucrats' heads to *middle management,* you may have their decisions overruled. Working with middle management is also important if you want to become involved in the organization's policies and classified projects.

The final third of the management layers within an organization represent its *upper management.* These are the bureaucrats who set company policy, manage its classified projects, and oversee its various departments. Upper management is your destination if you wish to change company policy, talk about classified projects, or overrule the decisions of middle management.

Unless specified otherwise, you always approach any organization's lower management first. Approaching middle or upper management requires a successful red tape check *(see next).*

Red Tape Check (5 Minutes, Bribe): You may attempt to bypass standard office procedures, favorably impress bureaucrats, or discern whether an individual would be receptive to bribes. Your Bureaucracy check's DC is determined by the nature of your destination and numerous conditions, as follows.

Task/Condition	DC/Modifiers
Bypass bureaucrat or secretary (move up one layer of management)	10/12*
Secure access to resource hosted by current layer of management	15
Determine if a bureaucrat would be offended by a bribe *(see Bribes, below)*	15
Offer to bribe a bureaucrat *(see Bribes, below)*	15
Convince bureaucrat to ignore policy	20
Convince bureaucrat to break policy	25
Bureaucrat believes you're important (e.g. a visiting dignitary, a rich investor, a law enforcement officer, etc.)	–2
Bureaucrat believes you're poor or unimportant	+2
Bureaucrat believes you might threaten his job	–5
Bureaucrat is successfully bribed	–5†
Honorable bureaucrat is insulted by an attempted bribe	+5

* Use the DC before the slash when you're currently dealing with lower management and the DC after the slash when you're currently dealing with middle management.

† Each time you double the standard bribe ($100 × the bureaucrat's management layer), this modifier is increased by an additional –2 (see next).

Bribes: It's possible to bribe bureaucrats in order to receive special consideration. Not all bureaucrats are susceptible to this, but for those who are, it's a highly effective tool. If a bureaucrat's susceptibility to bribes isn't obvious from his description or role in a mission, then he's assumed

to be susceptible to bribes unless the GM spends 1-3 action dice (1 for a lower management bureaucrat, 2 for a middle management bureaucrat, or 3 for a upper management bureaucrat). The GM should not tell you whether a bureaucrat is susceptible to bribes unless you succeed with a Bureaucracy check as described on the previous page.

When a bureaucrat is susceptible to bribes, you may offer the bureaucrat a minimum bribe of $100 × his management layer (or an equivalent in goods he cares about). Make a Bureaucracy check as described on the on the previous page. With success, the DCs for all red tape checks made involving the bureaucrat are reduced by 5 + 2 per time the minimum bribe is doubled. This effect lasts until the end of the current scene.

Example: Lt. Wilson bribes a middle management NID clerk with $1,600. For the remainder of the current scene, the DCs of all Bureaucracy checks made involving the clerk are reduced by 13 ((((($100 × 2) × 2) × 2) × 2).

When you attempt to bribe a bureaucrat who's immune to bribes, his disposition toward you immediately drops by 1 grade and the DCs of all Bureaucracy checks made involving him are increased by 5 for the duration of the current scene.

Retry: No.

Threat: None.

Critical Success: Not only do you successfully complete your desired task, but the DCs for all further Bureaucracy checks made involving the same bureaucrat are reduced by 2 for the rest of the current scene.

Error: None.

Critical Failure: Not only do you fail to complete your desired task, but the DCs for all further Bureaucracy checks made involving the same bureaucrat are increased by 2 for the rest of the current scene.

Special: None.

Climb (Str; Armor Check Penalty)

This skill may be used to climb a wall, scale a cliff, or move over tall obstacles that require scaling ability.

Scaling Check (Half Action, Climbing Kit): Any surface with an incline of 60° or less is considered a *slope.* With a successful Climb check, you may move up, down, or across a slope at ½ your speed (rounded down).

Any surface with an incline greater than 60° is considered a *wall.* With a successful Climb check, you may move up, down, or across a wall at ¼ your speed (rounded down).

Your scaling check's DC is determined by the surface to be scaled and the climbing conditions, as shown on Table 6.2: Climbing DCs *(see page 191).*

If you fail a Climb check to move across, over, or up either a slope or a wall, you make no progress (though you may still move your bonus 5-ft. step without a skill check – but only to move down). If you fail a Climb check by 5 or more, you fall from your current height, and may attempt to catch yourself as described below.

Being Attacked While Climbing: If someone attacks you while you're climbing, they gain a +2 circumstance bonus with their attack check. Additionally, unless you possess at least 5 ranks in Climb, you lose your Dexterity bonus to Defense, if any. If you suffer any damage from this attack (after damage reduction and other modifiers are applied), you must immediately make another Climb check, adding 5 to your DC.

Catching Yourself When Falling: It's impossible to catch yourself while falling alongside a surface with a DC of 20 or higher (i.e. a surface without ledges).

Catching yourself when falling alongside a wall requires a successful Climb check (DC per the wall's surface/conditions + 10).

Catching yourself when falling down a Slope is easier, requiring a successful Climb check (DC per the slope's surface/conditions + 5).

When you successfully catch yourself when falling, you suffer 1d6 subdual damage. This damage is not reduced by damage reduction.

Making Your Own Handholds and Footholds: Cams are expandable anchors 'jammed' into available cracks in a surface, creating makeshift hand- and footholds. You may use these items to create hand- and footholds within any surface that features at least one crack every 10 ft. This process requires a minimum of 2 cams and increases the time required for each scaling check to 2 full rounds. *For more information about cams, see Chapter 9.*

Retry: No.

Threat: None.

Critical Success: You may move at up to twice your standard scaling speed.

Error: The DCs of all skill checks made to catch yourself are increased by this check's error range.

Critical Failure: You fall, suffering damage for the distance fallen *(see Falling, page 432).*

Alternately, the GM may spend 2 action dice to force you freeze up. One of the following conditions must be met in order for you to perform another action:

- Someone must move into an adjacent square and move up to their scaling speed with you toward the nearest square without a potential fall on any side. This reduces both your initiative counts to the lowest initiative count between you.

- You must succeed with a Concentration check (DC 20).

TABLE 6.1: SKILLS

			Base Classes						Prestige Classes						
Skill	Ability	Untrained?	Exp	Grd	Ptm	Sci	Sct	Sol	Ash	Bdy	Fan	Fmd	Off	Prm	Snp
Appraise	Int	Yes	•	•	•	X	•	•	•	•	X	•	•	•	•
Balance	Dex	Yes	X	X	•	X	X	X	X	X	•	•	•	X	X
Bluff	Cha	Yes	•	•	X	•	•	•	X	•	X	•	X	•	X
Boating	Dex	Yes	X	•	•	•	•	•	•	•	X	X	X	•	•
Bureaucracy	Cha	Yes	•	•	X	•	•	•	•	•	X	•	X	X	•
Climb	Str	Yes	X	X	•	•	X	X	X	•	•	•	•	X	X
Computers	Int	Yes or No	•	•	•	X	•	•	•	•	X	•	X	•	•
Concentration	Wis	Yes	•	X	•	X	X	X	X	•	•	X	•	X	X
Craft	Int	No	•	X	X	X	X	X	X	X	•	X	•	X	X
Cryptography	Int	No	X	•	•	X	•	•	•	•	X	•	•	•	•
Cultures	Wis	No	X	•	•	X	X	•	X	X	X	X	X	•	•
Demolitions	Int	No	•	•	•	X	•	X	•	X	X	•	•	X	•
Diplomacy	Cha	Yes	•	•	X	X	•	•	•	•	X	•	X	X	•
Disguise	Cha	Yes	•	•	•	•	•	•	X	•	•	•	•	•	X
Driver	Dex	Yes	X	•	X	X	X	X	•	X	X	X	X	•	X
Electronics	Int	Yes or No	•	•	•	X	•	•	•	•	•	X	•	•	•
Escape Artist	Dex	Yes	•	X	•	•	•	•	X	X	•		•	•	•
First Aid	Wis	Yes	X	X	X	X	X	X	•	X	•	X	•	X	•
Forgery	Int	Yes	•	•	•	X	•	•	•	•	•	•	•	•	•
Gather Information	Cha	Yes	X	•	•	•	X	•	X	•	X	•	•	•	•
Handle Animal	Cha	No	X	•	•	•	X	•	•	•	•	•	•	•	•
Hide	Dex	Yes	•	X	•	•	X	•	X	•	•	•	•	X	X
Hobby	Wis	Yes	•	•	•	X	•	•	•	•	•	X	X	•	X
Innuendo	Wis	Yes	•	•	•	•	X	•	•	•	X	•	X	•	•
Intimidate	Str or Cha	Yes	•	X	•	•	•	X	X	X	•	•	X	X	X
Jump	Str	Yes	X	X	•	•	X	X	•	•	•	X	•	X	X
Knowledge	Int	No	X	•	X	X	•	•	•	•	X	X	X	•	•
Languages	Int	Yes or No	X	•	•	X	•	•	•	•	X	X	X	•	•
Listen	Wis	Yes	X	•	•	X	X	•	X	X	X	•	•	X	•
Mechanics	Int	No	X	•	•	X	•	•	•	•	•	X	•	•	•
Move Silently	Dex	Yes	•	X	•	•	X	•	X	•	•	•	•	•	X
Open Lock	Dex	No	X	•	•	•	•	•	•	•	•	•	•	•	X
Perform	Cha	Yes	•	•	•	•	•	•	•	•	•	•	X	•	•
Pilot	Dex	No	•	X	•	•	•	•	•	•	X	X	X	X	•
Profession	Wis	No	•	•	X	X	•	X	X	X	X	X	X	X	X
Search	Int	Yes	X	•	•	X	X	•	X	X	X	X	•	X	X
Sense Motive	Wis	Yes	•	•	X	X	•	•	X	X	X	•	X	X	•
Sleight of Hand	Dex	No	•	•	•	•	•	•	X	•	•	•	•	•	X
Sport	Str or Dex	Yes	•	X	X	•	X	X	•	X	•	X	X	•	•
Spot	Wis	Yes	X	X	•	X	X	X	X	X	X	X	X	X	X
Surveillance	Wis	No	•	•	•	X	•	•	•	X	X	X	X	•	X
Survival	Wis	No	X	X	•	X	X	X	X	•	•	X	X	X	X
Swim	Str	Yes	X	•	•	•	X	X	X	•	•	X	•	X	•
Tumble	Dex	No	X	X	•	•	X	X	•	•	•	•	•	X	X
Xeno-Cultures	Wis	No	•	•	•	•	•	•	•	•	•	•	•	•	•
Xeno-Languages	Int	No	•	•	•	X	•	•	•	•	•	•	•	•	•

X = Class Skill

• = Cross-Class Skill

TABLE 6.2: CLIMBING DCS

SURFACE/CLIMBING CONDITION	DC/DC MODIFIER
Surface provides ample hand- and footholds *and* opportunities to brace (e.g. climbing a knotted rope up through a narrow pit with rugged walls)	0
Surface provides ample hand- and footholds *or* opportunities to brace *(but not both)* (e.g. climbing an unknotted rope up through a narrow pit with rugged walls or the same pit without a rope)	5
Surface provides ledges to climb between *and* hand- and footholds (e.g. climbing scaffolding or balconies with gaps no larger than 10 ft. across, or a rock face with outcroppings where you can rest at intervals of less than 20 ft.)	10
Surface provides ledges to climb between *without* hand- and footholds (e.g. climbing scaffolding or balconies with gaps larger than 10 ft. across, or a rock face with outcroppings where you can rest at intervals of 20 ft. or more)	15
Surface provides no ledges, but does provide hand- and footholds (e.g. climbing a large tree, an unknotted rope, or a rough natural rock face)	20
Surface provides no ledges or hand- or footholds (e.g. climbing a mostly smooth rock face or a brick wall)	25
Surface is unusual and precarious, with handholds and footholds (e.g. climbing across an overhang or ceiling)	30
Surface is smooth, flat, and vertical, providing absolutely no clinging method	Impossible without special gear (e.g. climbing a polished steel wall)
Surface slippery or wet	+5

Special: You may raise or lower one or more people and/or cargo, up to a weight limit equal to double your maximum load *(see page 286)*. You may raise or lower the load a distance equal to ¼ your speed per round (rounded down). If the person held by the rope helps (making use of any available handholds and bracing options), the distance raised or lowered is increased to ½ your speed per round (rounded down).

COMPUTERS (INT; TRAINED AND UNTRAINED)

Computers play a vital role in the *Stargate* saga, piloting ships tens of thousands of light years across the galaxy and powering delicate calculations for advanced sciences nearly beyond human comprehension. In the *Stargate SG-1* roleplaying game, the Computers skill doesn't just involve programming and manipulating the machines with which we're familiar here on earth, but also the myriad systems developed by alien species throughout the universe.

Trained and Untrained: You may attempt an untrained Computers check with any computer system developed by your own species or by a species whose technology is predominantly the same (per the GM's discretion). You may only attempt to use an alien computer system, however, if you possess 1 or more ranks in the Computers skill. Thus, if you're a human, you must possess at least 1 rank in Computers to use all non-human computer systems (even those of near-human cultures, with which no contact has been made for thousands of years). The reverse (if you're non-human) is also true.

Some uses of this skill require training no matter what species built the system – these are noted with a "Trained Only" tag within the check's entry.

Computers Checks: When performing mundane, everyday tasks using a computer system that you can use untrained, you need not make a Computers check. This includes the use of intuitive applications (Earth's "double-click" EXE files and alien equivalents) as well as viewing, copying, and deleting files using all obvious software. Complex and invasive tasks, however, and mundane tasks performed within short timeframes or with alien systems, are handled with one of the skill checks in this section.

Known Systems: Until you get used to a specific computer's configuration and limitations, you suffer a -5 circumstance penalty with all skill checks made using or to use it. After you have operated a computer system for a month, however, it is considered a known system to you, and this penalty is ignored.

Power Ratings: Every computer possesses a power rating *(see page 201)*. Unless otherwise specified, this power rating (whether positive or negative) is applied as a gear modifier with all skill checks made using the computer.

Time Requirements: Every Computers check requires at least one full action to perform, though some require days, weeks, or even months. Time requirements are provided for all specific skill checks presented here, though this is only a small percentage of the possibilities offered by a universe expanded by the Stargate network.

Bypass Security Check (Varies): Most computers that contain important information or control important peripherals feature at least marginal security, which must be bypassed before the system may be used in any way (even for mundane or uncomplicated tasks). This security may take many forms, depending on the nature of the system and how the computer is accessed (directly or indirectly).

If you attempt to access a computer indirectly (via the Internet, transspatial signals, quark toggles, or another alien contrivance), then you may encounter *external security*. On Earth, external security primarily takes the form of

firewalls and similar software, while non-human external security is likely far more exotic, and may involve anything from advanced particle collection or destruction nets to artificially intelligent guardians.

If you attempt to access a computer directly (by working at one of its I/O terminals), then you may encounter internal Security. On Earth, *internal security* primarily takes the form of password protection, while non-human external security may involve anything from telepathic triggers to sentient organic DNA samplers.

The GM should always determine the presence and nature of all security – both external and internal – before introducing it into the game (likely basing it on a culture's technology). Generally speaking, computer security ratings range from +1 to +10, with ratings of +1 to +3 representing low-end security protocols (e.g. Earth-built firewalls, near-human cryptologic coding), ratings of +4 to +7 representing moderate security protocols (e.g. Goa'uld mothership systems), and ratings of +8 and above representing the most advanced security protocols yet encountered (e.g. known Ancients crystal technologies and Asgard mothership systems).

The maximum security rating that any computer may possess is equal to its power rating -2.

Whether you encounter external or internal security, the mechanics for bypassing it remain the same. The process requires 2 minutes per point of security rating possessed by the system. Unless you possess the system's security key (e.g. its password, its light-wave signal, etc.), or root access to the system *(see page 198)*, you must make a Computers check to bypass its security every time you attempt to work with it. The DC of this Computers check is equal to 20 + the target computer's power rating + 2 per point of security rating possessed by the computer's system.

Example: Lt. Wilson attempts to access a computer system with a power rating of +6 and a security rating of +3. He must succeed with a Computers check (DC 32).

You must make this check once each hour you remain logged onto the system, unless you gain root access *(see page 198)*.

Security Users: Frequently, computer systems are guarded not only be the passive security systems described above, but also robotic or flesh and blood users who watch the system for intruders. In these cases, your standard Computers check to access a system is replaced by an opposed Computers check made against the security user. The security user benefits from his computer's power rating as usual and also gains a bonus for this opposed check equal to ½ the computer system's security rating (rounded down).

Example: A computer system with a power rating of +4 and a security rating of +2 is guarded by a security user with a Computers skill bonus of +9. When this user makes opposed checks to observe the system, his total Computers bonus is +14.

When a computer system is watched by an entire team of security specialists, the cooperation rules apply as standard.

Example: Lt. Wilson attempts to access a computer system protected by the security user described in the example above, and two assistants. One of these assistants succeeds with his cooperation check, bringing the security user's total Computers bonus to +16.

If the security user wins the opposed check, he may either isolate you from the system (preventing you from retrying your security check for 1 hour) or attempt to trace you *(see page 199)*.

As when eluding passive security, you must make this opposed check again for each hour you remain logged onto the system, unless you gain root access *(see page 198)*. Optionally, the GM may simply make the Computers check for active security at the top of each hour, using the result of this check as the DC for all your attempts to access the system during that period.

Retry: If you're trying to penetrate passive security, yes, though if you fail three successive checks, the system notices you and attempts to trace you *(see page 199)*. If you're trying to penetrate a system observed by security users, yes, though you must wait at least 1 hour between tries.

Threat: None.

Critical Success: If you're trying to penetrate passive security, you gain a +4 circumstance bonus with Computers checks made to gain root access *(see page 198)*. If you're trying to penetrate a system observed by security users, the users may not notice you for the duration of your current visit unless they score a critical success with a higher skill check result.

Error: None.

Critical Failure: If you're trying to penetrate passive security, the system automatically notices you and attempts to trace you, gaining a +5 circumstance bonus with its Computers check to do so. If you're trying to penetrate a system observed by security users, they may either lock you out 24 hours or attempt to trace you, gaining a +5 circumstance bonus with their Computers check to do so.

Special: Unlike most uses of this skill, you do not benefit from a computer's power rating when trying to bypass its security.

If you possess 5 or more ranks in Cryptography, you gain a +2 synergy bonus when attempting to penetrate coded computer security. If you possess 5 or more ranks in Forgery and access to a forgery kit, you gain a +2 synergy bonus when attempting to penetrate computer security that requires some sort of physical component (such as a key card or DNA).

Data/Research Check (Varies, Secret DC): You may use a computer to answer questions or produce research about a topic. The computer system you use for this check must contain or have access to the necessary information or the check automatically fails.

When you use a computer to obtain data, you may ask one specific question. The question's complexity determines the data check's DC and base time required to make the check *(see Table 6.3: Data/Research Checks, below).*

When you use a computer to conduct research, you may declare one specific topic. The topic's complexity determines the research check's DC and base time required to make the check *(see Table 6.3: Data/Research Checks, below).*

In both cases, the skill check's base time requirement is modified by the computer or system's storage medium. Also, the amount of data available places a skill check cap on the data/research check *(see page 307 for more about skill check caps).* Your Computers check result may not exceed this check cap; if it does, your result becomes equal to the skill check cap.

With success seeking data, the answer becomes available and you may thereafter recall it with a free action. With failure, however, the information is unavailable on the computer and all linked and inspected media storage devices.

With success, you complete a research paper that grants you or anyone who studies it for at least 24 hours a +1 gear bonus with Knowledge checks relevant to the topic matter. With failure, however, the information available on the computer and its linked media storage devices is not comprehensive enough to complete the research. You must attempt a new research check from scratch using a different computer and/or computer configuration.

Retry: No. Once it's determined that a computer and its linked storage media cannot provide a parcel of information, that information is simply unavailable on or through the machine. After the computer is reconfigured or at least 50% of its memory is overwritten with new information, the check may be retried.

Threat: You gain the desired information, and you're certain that you haven't accidentally gained a false answer *(see Critical Failure, below).*

Critical Success: The information's skill check cap is increased by 5, or the time required to gather the information is reduced to 75% of standard, rounded up (per the GM's discretion).

Error: None.

Critical Failure: You come up with an answer that is misleading or outright wrong, and are convinced that it's correct. At the GM's discretion, the severity of your mistake is determined by the number of action dice he spends to activate your critical failure.

Special: If you possess 5 or more ranks in Gather Information, you gain a +2 synergy bonus with Computers checks made to obtain data or research.

TABLE 6.3: DATA/RESEARCH CHECK

CONDITION	SPOT CHECK CAP	DC	TIME REQUIRED
Question Complexity			
Simple (What is the perceived military strength of PX-487?)	—	15	2 full actions
Basic (Who is Anubis' current First Prime?)	—	20	1 minute (10 rounds)
Involved (What is the missing seventh glyph of a garbled Stargate address?)	—	25	10 minutes
Complex (What is the precise chemical composition of Reol blood?)	—	30	1 hour
Research Topic Complexity			
Simple research (topic raises several questions)	—	25	1 hour
Basic research (topic raises dozens of questions)	—	30	1 day
Involved research (topic raises hundreds of questions)	—	35	1 week
Collegiate research (topic raises thousands of questions)	—	40+	1 month
Computer Storage Medium			
Archaic (e.g. cassette drive, 5 ¼ in. floppies)	—	—	Base time × 10
Outdated (e.g. 3 ½ in. floppies, jazz/zip discs)	—	—	Base time × 2
Modern (e.g. CDs, portable hard drive, the Internet)	—	—	Base time
Futuristic (e.g. Goa'uld computer system)	—	—	Base time × ½ (rounded up)
Alien (e.g. Asgard computer system)	—	—	Base time × 1/10 (rounded up)
Evolved (e.g. Ancients crystal, self-aware AI filing system)	—	—	Base time × 1/100 (rounded up)
Available Data			
Up to 500 Gigabytes (e.g. a home computer)	25	—	—
501-10,000 Gigabytes/10 Terabytes (e.g. a small office network)	30	—	—
11-100 Terabytes (e.g. a large office network, data processing center)	35	—	—
101–1,000 Terabytes/1 Petabyte (e.g. near-future computers, the Internet)	40	—	—
1–100 Petabytes (e.g. Asgard mothership computer, Ancients crystal)	N/A	—	—
101+ Petabytes (e.g. Asgard planetary mainframe, Ancients knowledge node)	N/A	—	—

Delivery Check (Varies): You may use a computer to deliver a virus. This may be accomplished in one of three ways, as follows.

Direct Delivery: When you spend 1 full minute working at a computer system's master terminal, you may make a Computers check (DC 10). When using this method of virus delivery, your error range is unchanged.

Remote Delivery: When you spend 5 minutes working at a terminal with open access to a system hub, or across the internet under similar conditions, you may make a Computers check (DC 15). When using this method of virus delivery, your error range is increased by 2 (e.g. an error range of 1 becomes 1-3).

With success using either of these methods, the virus is delivered to the target system and your Computers check result becomes the Computers check DC for a user to notice the virus' presence.

With failure using either of these methods, the attempt to deliver the virus is logged and is discovered the next time the sysadmin or live security checks the system.

Finally, no matter the method of delivery, the character must requisition or program the virus separately. Also, he must work with a computer possessing the minimum required power rating necessary to operate the virus *(see page 201).*

Retry: Yes, assuming you're still logged onto the computer or regain access.

Threat: None.

Critical Success: The virus is expertly delivered. Its presence is only noticed by a critical success with a higher result.

Error: None.

Critical Failure: Unless otherwise specified, the sysadmin happens to be logged in when your skill check fails, and he's immediately alerted to your attempt. If the computer is observed by live security, they become aware of your presence as well. Both parties (sysadmin and security) gain a +4 circumstance bonus with all skill checks made to trace you *(see page 199).*

Special: A virus may be embedded into another program before it's delivered, greatly reducing the chance that someone will notice it. This process requires either a number of days equal to the target software's required programming time (to embed the virus into an existing program), or a number of days equal to 2 × the target software's required programming time (to embed the virus into a new program), as well as a Computers check with a DC equal to the software's original programming DC. With success, you gain a shell program containing the virus that increases the Computers check DC for someone to notice the virus by 5. The virus must still be delivered as described in the previous column.

Programming Check (Varies, Secret DC, Trained Only): You may create or modify existing software. To perform either of these tasks, you must possess a computer with a minimum power rating as described on Tables 6.4-6.5: Programming Options *(see below).*

Creating Software: When you attempt to create a piece of software, choose one type of program from the list provided on Table 6.4: Programming Options – New Software. After spending the listed time working on the program, make a Computers check against the listed script DC. With success, you gain a working copy of the software. There is no cost to create software other than time.

TABLE 6.4: PROGRAMMING OPTIONS – NEW SOFTWARE

SOFTWARE	MIN. POWER RATING	SCRIPT DC	SCRIPT TIME
Auto-Dialer	+1	10	10 minutes
CAD/CAM	+3	25	1 week
Code Cracker	+2	20	2 days
Firewall, Level 1 (Packet Filter)	+4	20*	1 day*
Firewall, Level 2 (Circuit Relay)	+6	25*	3 days*
Firewall, Level 3 (Application Gateway)	+8	30*	1 week*
Global Mapping	+4	20	5 days
Hacker Mask	+2	15 + 5/reroute	10 full actions, +1 full action/reroute
Image Processing	+3	25	2 days
Information Database (ID)	+1	20	5 days
Navigation, Atmospheric	+6	25	1 week
Navigation, Space	+8	35	1 month
Stargate Dialing Control, Master	+10	30	1 week
Stargate Dialing Control, Personal	+4	20	4 hours
Translator	+2	20	1 week
Virus, Cookie Sampler	+1	20	5 days
Virus, Infinite Loop	+1	25	5 days
Virus, "Lethal"	+1	30	1 week
Virus, Lockout	+1	30	1 week
Virus, Trojan Horse	+1	20	5 days
Virus, Worm	+1	25	1 week

* These DCs are increased by +5 and these script times are increased by 1 day when the firewall is created to protect a network of more than 2 computers.

TABLE 6.5: PROGRAMMING OPTIONS — MODIFIED SOFTWARE

SOFTWARE	RESCRIPT DC/ DC MODIFIER	TIME REQUIRED	ALTERNATE FUNCTION
Any Program	+5–15	+4 hours or more	Program becomes compatible with alien computer system
Auto-Dialer	10	2 full actions	Continue standard operation, sending list of dialed numbers to one designated email address
	15	5 full actions	Dial endless numbers, reducing the host computer's power rating by 1
	20	1 minute	Isolate the host computer system, barring outside users
CAD/CAM	25	1 day	Control foundry/manufacturing machinery, granting a +2 software bonus with relevant Craft checks; errors using the Craft skill with this program destroy all materials involved in current build
	30	2 days	Error ranges of skill checks made using program decrease by 1 (minimum 0); program now requires computer with power rating +4
	35	2 days	Create basic simulations of an event based on available evidence, granting a +4 software bonus with inspiration checks made to discern what happened
Code Cracker	20	10 minutes	Continue standard operation, flagging and cross-referencing codes the program encounters more than once
	25	1 day	Software bonus with Cryptography checks increases to +4; program now requires computer with power rating +4
	30	2 days	Continue standard operation, outputting master key for target code when used in conjunction with a Cryptography check that results in a critical success (with possession of this master key, no further Cryptography checks are required to read the target code)
Firewall	25/30/35*	10 minutes	Open window through specific connection for up to 1 full minute each day, granting users a +5 software bonus with Computers checks to evade security systems and security users (see page 192)
	30/35/40*	1 minute	Send email/global pager announcement when someone tries to penetrate system
	35/40/45*	3 days	Program upgraded to next firewall level (to a maximum level of 3)
Global Mapping	15	1 hour	Grants a +2 software bonus with navigation checks; pro gram now requires computer with power rating +5
	20	4 hours	Tracks one large-scale group (100 troops or more) or event (storm, flood, etc.)
	25	4 hours	Grants a +2 software bonus with maneuver checks made when traversing one specified area no larger than 10 square miles
Hacker Mask	15	2 full actions	Error ranges of skill checks made to find hacker increase by 1; program now requires computer with power rating +3
	20	4 full actions	Any successful Computers check to trace the hacker that does not exceed the rescript result identifies a reroute computer as the hacker's machine
	25	1 minute	Plants booby-trap virus of the hacker's choice (that he possesses), which infects the tracker's computer if his Computers check results in a critical failure
Image Processing	20	1 day	Threat ranges of skill checks made to use software are increased by 1; program now requires computer with power rating +4

TABLE 6.5: PROGRAMMING OPTIONS – MODIFIED SOFTWARE (CONT.)

SOFTWARE	RESCRIPT DC/ DC MODIFIER	TIME REQUIRED	ALTERNATE FUNCTION
Image Processing	25	1 day	Required time to analyze images is reduced to ½ standard (rounded up) – *see page 233 for more about analyzing images*
	30	1 week	Displays 2D images as flat 3D objects that can be viewed from any angle; unseen surfaces are extrapolated from available data
Information Database	10	10 minutes	Time required to conduct research that typically takes 5 minutes or more is reduced to ½ standard (rounded up)
	15	2 days	Software bonus with related checks increases to +4; pro gram now requires computer with power rating +3
	20	2 days	Error ranges of skill checks made using program decrease by 1 (minimum 0); program now requires computer with power rating +2
Navigation, Atmospheric	20	3 days	Program operates like space navigation software
	25	2 days	Threat ranges of skill checks made to use software are increased by 1; program now requires computer with power rating +7
	30	1 day	Grants a +2 software bonus with maneuver checks made when traversing one specified planet's atmosphere
Navigation, Space	25	3 days	Program operates like atmospheric navigation software
	30	2 days	Threat ranges of skill checks made to use software are increased by 1; program now requires computer with power rating +9
	35	1 day	Grants a +2 software bonus with maneuver checks made when traversing one specified solar system
Stargate Dialing Control, Master	25	4 hours	Systematically dials addresses until a gate opens
	30	Special**	Dialing each of a number of gate addresses equal to the programmer's ranks in the Computers skill requires ½ the standard time (rounded up) – see page 191
	35	2 days	Creates unstable wormhole, forcing anyone who travels through to make a Fort save (DC 15) or suffer 1d4 points of temporary Constitution damage
Stargate Dialing Control, Personal	15	10 minutes	Closes gate behind one specific person or after a specified number of people travel through
	20	Special**	Dialing each of a number of gate addresses equal to the programmer's ranks in the Computers skill requires ½ the standard time (rounded up) – see page 191
	25	4 hours	Systematically dials addresses until a gate opens
Translator	15	1 day	Intuitive self-editing grants an additional +1 software bonus with Languages and Xeno-Languages checks involving disposition
	20	2 days	Software bonus with Language and Xeno-Languages checks increases to +4; program now requires computer with power rating +4
	25	4 days	Translates alien languages (e.g. human software translates non-human languages, and vice versa)
Virus, Cookie Sampler	20	10 minutes	Virus release prompted by delay or trigger specified by the programmer
	25	3 days	DCs to detect the virus are increased by 10; virus now requires target computer with power rating +4

TABLE 6.5: PROGRAMMING OPTIONS — MODIFIED SOFTWARE (CONT.)

SOFTWARE	RESCRIPT DC/ DC MODIFIER	TIME REQUIRED	ALTERNATE FUNCTION
Virus, Cookie Sampler	30	3 days	Derives a cover identity from stolen information; cover identity grants a +4 circumstance bonus with Bluff and Disguise checks made by someone adopting the identity; virus now requires target computer with power rating +3
Virus, Infinite Loop	25	10 minutes	Virus release prompted by delay or trigger specified by the programmer
	30	3 days	DCs to detect the virus are increased by 10; virus now requires target computer with power rating +4
	40	5 days	While the programmer's computer is connected to the target computer, the target computer's power rating is decreased by up to +2 (minimum +1), and the power rating of the programmer's computer is increased by the same amount; virus now requires target computer with power rating +4
Virus, "Lethal"	25	10 minutes	Virus release prompted by delay or trigger specified by the programmer
	30	3 days	DCs to detect the virus are increased by 10; virus now requires target computer with power rating +4
	50	1 week	When the target computer's user suffers a critical failure using his machine, the machine is fragged (its processor seizes); all information and software on the target computer is lost and a repair check (DC 30) is required to rebuild the machine; virus now requires target computer with power rating +6
Virus, Lockout	25	10 minutes	Virus release prompted by delay or trigger specified by the programmer
	30	3 days	DCs to detect the virus are increased by 10; virus now requires target computer with power rating +4
	40	1 week	Creates a shell environment within the target computer that looks like its standard operating system and database, but isn't; the target computer's user must succeed with a Sense Motive check (DC 10 + programmer's ranks in Computers) to notice; virus now requires target computer with power rating +4
Virus, Trojan Horse	25	10 minutes	Virus release prompted by delay or trigger specified by the programmer
	30	3 days	DCs to detect the virus are increased by 10; virus now requires target computer with power rating +4
	50	1 week	Provides root access (see page 198); virus now requires target computer with power rating +2
Virus, Worm	25	10 minutes	Virus release prompted by delay or trigger specified by the programmer
	30	3 days	DCs to detect the virus are increased by 10; virus now requires target computer with power rating +4
	50	1 week	Error ranges of skill checks made to find hacker increase by 4; virus now requires target computer with power rating +3

* Per firewall level (Level 1/Level 2/Level 3). ** This Computers check requires 1 hour, plus 1 minute per specified gate address.

Modifying Software: When you attempt to modify a piece of software, choose one type of program and one alternate function from the list provided on Table 6.5: Programming Options – Modified Software (your GM may allow you to come up with new options as well). After spending the listed time working on the program, make a Computers check against the listed base rescript DC. With success, the software performs as desired. There is no cost to rescript software other than time.

Once a piece of software is modified, it may not perform its original, intended function again until modified again to do so.

Further, the modifications are delicate and apply only to the one specific piece of software modified and only when the software is used on the machine or under the conditions it's modified to support. Copying the modified software to a new computer or using it under different conditions has no effect (the software doesn't work at all).

Finally, direct access to a program's source code is required in order to modify it – in the case of sabotage, this usually means that you must be physically located at the computer running the program in order to attempt this activity.

Retry: Yes, but only after you either spend 1 full day testing the program under controlled circumstances or suffer an error using it in the field. For each time you attempt the same programming check beyond the first, you gain a +1 circumstance bonus with your Computers check (to a maximum circumstance bonus equal to your ranks in the Computer skill).

Threat: None.

Critical Success: The software is created or modified in ½ the listed time (rounded up).

Error: None.

Critical Failure: The software is corrupted and infects your computer with an infinite loop virus (or a virus chosen by the GM). *For more about viruses, see pages 196-197.*

Special: Some programs are protected by additional system security. When you attempt to modify such a program, you must first bypass its security – this operates just like breaching a computer's security.

Repair Check (Varies, Electronics Kit): You may use the Computers skill to repair a damaged computer.

A computer is considered a fragile item of the appropriate size when it suffers damage *(see Damaging Gear, page 295).* As discussed in that section, a computer that suffers threshold 4 damage is effectively destroyed and must be replaced. Lower damage thresholds may either be repaired carefully or quickly, as follows.

Repairing a computer *carefully* takes more time but has greater chance of success and doesn't produce shoddy results – use the DC and time requirement before the slash on Table 6.6: Computer Damage *(see page 199).* With success, the computer's damage threshold is reduced by 1 (to a minimum of 0). With failure, the computer remains damaged but does not get worse.

Repairing a computer *quickly* takes less time but has a lower chance of success and often produces shoddy results – use the DC and time requirement after the slash on Table 6.6: Computer Damage *(see page 199).* With success, the computer's damage threshold is reduced by 1 (to a minimum of 0) for the duration of the current scene, after which it returns to its previous damage threshold. During that scene, the error ranges of all skill checks made using the computer are increased by 2 and there's a non-cumulative 10% chance that it fails to operate any time it's used. With failure, the computer's damage threshold is increased by 1.

Retry: Yes, but you must begin the task again (and possibly deal with any additional damage you've inflicted on the computer). Required parts are not consumed.

Threat: None.

Critical Success: Your repairs are very thorough or stable. If you're making careful repairs, the computer's damage threshold is decreased by 2. If you're making quick repairs, the computer operates for two scenes and the 10% chance of failure is ignored (though the error range remains in effect).

Error: The time required to complete this skill check is doubled (and you still fail).

Critical Failure: Your repairs are particularly rushed or poorly executed. If you're making careful repairs, the computer's damage threshold is increased by 1. If you're making quick repairs, the computer's damage threshold is increased by 2.

Special: If you possess 5 or more ranks in Electronics, the error ranges of quick repair checks are increased by only 1.

Root Access Check (Varies): A systems administrator ("sysadmin") performs maintenance on a computer system using what is known as the "root" account. If you gain access to this account, you gain several benefits, as follows.

- You need no longer make bypass security checks in order to access the computer or modify programs resident in its memory. You must still be present at the computer or have a viable connection with it in order to access the system, however.
- You gain a +4 circumstance bonus with all programming, system review, and trace checks made using the computer.
- You gain control of the computer's security protocols and may toggle them on or off, create new passwords or entry protocols, or even erase the computer's security altogether.
- You gain control of all peripherals guided by the computer, which may include security doors and cameras, "dumb" terminals, and many other devices.
- You may use a number of special actions and abilities that require root access.

You must have access to a computer in order to make a root access check. The process requires 2 minutes per point of security rating possessed by the system *(see pages 191-192).* Make a Computers check against a DC equal to 25 + the target computer's power rating + 2 per point of security rating possessed by the computer's system.

Example: Lt. Wilson attempts to gain access to the root account of a computer system with a power rating of +6 and a security rating of +3. He must succeed with a Computers check (DC 37).

With success, you gain access to the computer's root account.

With failure, your attempt is logged for the computer's real sysadmin's review (commonly within 1d8+2 hours). If the computer is observed by live security *(see pages 191-192)*, a security user notices your effort and may either isolate you from the system (preventing you from regaining access for 1 hour) or attempt to trace you *(see page 199)*.

Retry: Yes, assuming you're still logged onto the computer or regain access.

Threat: None.

Critical Success: The time required to gain root access is reduced to ½ of standard (rounded up).

Error: None.

Critical Failure: Unless otherwise specified, the sysadmin happens to be logged in when your skill check fails, and he's immediately alerted to your attempt. If the computer is observed by live security, they become aware of your presence as well. Both parties (sysadmin and security) gain a +4 circumstance bonus with all skill checks made to trace you *(see page 199)*.

Special: If someone with root access provides you with the system's master codes, you gain a +10 bonus with skill checks made to gain root access.

System Review Check (Varies): Once you access a system (whether bypassing its security or through root access), you may make a Computers skill check to perform a "quick-sweep" of recent logs, temporary files, and other data to determine whether the system has been irregularly accessed by other users (i.e. hackers). This process requires a number of minutes equal to 2 × the computer's power rating.

If the system has been breached since the last data purge, your must make an opposed check against the Computers skill check of the person who tampered with it. Success reveals the nature of the breach, and identifies any intruders who are still logged onto the system. You have two options when you identify an intruder logged onto your computer in this fashion, as follows.

- You may boot him from the system, after which he may not return for at least 1 hour.
- You may attempt to trace him *(see page 199)*.

You may also make a system review check in order to familiarize yourself with an unknown system. This skill check operates as described in the previous column, except that success reduces the circumstance penalty you suffer for operating an unknown system by 2.

Retry: Yes, though no more often than once per hour.

Threat: None.

Critical Success: If scanning for intruders, you gain a +4 circumstance bonus with your Computers check to trace any identified intruder. If familiarizing yourself with a computer, it becomes a known system for you.

Error: None.

Critical Failure: If scanning for intruders, you not only miss their presence but acquire a blind spot concerning their invasions. For the remainder of the current mission, all opposed Computers checks made by the same invader against you gain a +4 circumstance bonus. If familiarizing yourself with a computer, your find the system incomprehensible and must spend 2 months using the computer in order for it to be considered one of your known systems.

Special: None.

Trace Check (5+ minutes): Once you identify another user currently logged into the same computer system as you, or you notice evidence that someone has logged onto a computer since its last data purge, you may attempt to isolate the person's electronic ID. This requires a Computers skill check opposed by the user you're trying to identify. With success, you gain a numerical tag identifying the user's point of origin (the computer you're working at if he used the same terminal), as well as any access information he used (his username if he has legitimate access or his hacking method otherwise). This information forms a basic profile of the user, which may be augmented with one or more data/research checks *(see page 193)*.

Retry: No (the target user has already proven that he can best you).

Threat: None.

TABLE 6.6: COMPUTER DAMAGE

DAMAGE	DC	REPAIR TIME
Threshold 1 (e.g. simple repair – replace peripheral)	10/15	1 hour/2d4 rounds
Threshold 2 (e.g. complex repair – replace hard drive)	20/25	1 day/2d4 minutes
Threshold 3 (e.g. complex repair – replace processor)	30/35	1 week/2d4 × 10 minutes

The following modifiers apply to your repair check's DC.

CONDITION	DC MODIFIER
High stress situation (e.g. combat)	+5*
Tools and/or parts unavailable	+15**

* Alternately, the GM may require you to make a Concentration check to make this skill check.

** This replaces the standard modifier for not having the items typically required for the repair *(see page 198)*.

Critical Success: You gain enough information about the target user to make filling in the blanks a simple process. For the duration of the current mission, you gain a +4 circumstance bonus with all data/research checks made to learn more about him.

Error: None.

Critical Failure: Your efforts make you vulnerable to the target user, who gains a +4 circumstance bonus with all trace checks made against you for the duration of the current mission.

Special: None.

Concentration (Wis)

The Concentration skill is used focus on completing a task even when injured or otherwise distracted.

Attention Check (Free Action): You may attempt to continue performing a task in spite of distractions, such as combat or an incoming horde of Jaffa. Some possible distractions and the DC needed to ignore them are summarized on Table 6.7: Concentration and Distractions *(see below)*. Most distractions require you to make a Concentration check at the start of every round.

With success, then you may continue your skill use as standard if the situation allows it (i.e. you might not be able to use a computer when grappled, but you would likely be able to continue a Bluff check).

With failure, you make no progress with your skill use during this round. If it fails by 5 or more, all previous progress using the skill is undone and you must begin the skill check again from scratch.

Retry: You may always retry a Concentration check, but a failure by 5 or more forces you to start your skill use over, assuming that the skill allows retries.

Threat: None.

Critical Success: No further Concentration checks are required. If you're capable of completing the task under the current conditions and by the end of the current round, you do.

Error: None.

Critical Failure: Your concentration is ruined. You may not attempt the task again until at least one of the current distractions is removed.

Special: None.

Craft (Int; Focus; Trained Only)

This skill represents training in a craft or trade, such as carpentry, painting, or welding, which you may use to earn money or build things.

The purpose of a craft is to create something; if a suggested Craft focus doesn't create something, the focus is either a Hobby *(see page 215)*, a Profession *(see page 228)*, or a Sport *(see page 232)*.

Kits: Most crafts require their own special tools. There is no such thing a as a "craft kit."

Skill Focuses: There are dozens, if not hundreds, of possible Craft skill focuses. Common examples include carpentry, construction, fiction writing, glass blowing, speech writing, and welding.

Build Check (Varies, Complex - 1 day, Appropriate Kit): You may use your Craft skill to create one object or article appropriate to one of your Craft skill focuses (i.e. a Craft skill focus in carpentry might produce a cabinet, while a Craft skill focus in speech writing might produce an inaugural address).

A build check is a complex skill check *(see page 181)*. with an interval of 1 day and a DC determined by the complexity of the desired item, as follows.

Item Complexity	DC
Low (e.g. a simple structure, tool, or utensil)	50
Medium (e.g. a simple weapon)	100
High (e.g a modern weapon)	200
Concentrated (e.g. a simple vehicle)	300
Extreme (e.g. a modern vehicle)	400
Incredible (e.g. a high-tech device)	500+

Most *Stargate* characters are provided raw materials by the SGC or an allied group. If this is not the case (generally because the team is off-world), bartering may be necessary to obtain them.

Retry: Yes, though all involved materials are consumed.

Threat: None.

Critical Success: *See Complex Skill Checks, page 181.*

Error: *See Complex Skill Checks, page 181.*

Critical Failure: *See Complex Skill Checks, page 181.*

Table 6.7: Concentration and Distractions

Distraction	DC
Noise – Several people shouting or chanting	10
Weather – Moderate (e.g. heavy rain, sleet, blizzard, snowstorm, thunderstorm)	10
Motion – Vigorous (e.g. a death glider cockpit during evasive maneuvers)	10
Injury – You suffer damage from one or more injuries (after damage reduction)*	10 + total damage suffered this round
Injury – You suffer from continuous damage (e.g. poison)	10 + the last damage suffered*
Life or death situation	15
Weather – Severe (e.g. hail, dust storm, windstorm, severe wind)	15
Motion – Violent (e.g. a death glider cockpit during combat)	15
Combat Condition – You are entangled (see page 378)	15
Weather – Violent (e.g. hurricane, tornado, hurricane or tornado wind)	20
Combat Condition – You are grappling or pinned	20

* This DC is equal to 10 + *the most recent solitary instance of damage* (e.g. in the case of weakening poison gas, if the most recent damage you suffered was 2 points of Strength, your DC is 12).

Special: You may invite up to a number of laborers to join your effort equal to ⅓ your Craft skill bonus (rounded down). These laborers possess skill bonuses determined by the GM (usually +1 to +5, unless specified otherwise). Refer to the cooperation rules to see how these laborers may affect each of your skill checks made toward the complex check DC.

If you possess 5 or more ranks in a Profession focus, you gain a +2 synergy bonus when making disposition checks with others who possess 5 or more ranks in the same Profession focus.

Income Check (1 Week, Appropriate Kit Only): You may make use of one of your Craft skills to earn money. After spending 1 full week (40 working hours) building items of the designated type, you may make a Craft skill check, multiplying the result by $25. The result is your income for the current week.

Retry: No. Either your week's yield of items is valued, or it isn't.

Threat: None.

Critical Success: Your income for the current week is doubled.

Error: None.

Critical Failure: Your productivity is so poor that you temporarily damage your reputation as a craftsman. You may not make income checks with this skill for the remainder of the current mission.

Special: None.

Cryptography (Int; Trained Only)

Cryptography is used to encrypt and decrypt codes.

Power Ratings: Every computer possesses a power rating *(see page 298).* Unless otherwise specified, this power rating (whether positive or negative) is applied as a gear modifier to all skill checks made creating or cracking a code.

Cipher Check (1 Day, Secret Result): To create a code, make a Cryptography check with no DC – your result becomes the Cryptography check DC for others to crack your code.

To crack a code, make a Cryptography check opposing the result of the Cryptography check that originally created it. With success, you decipher the code and may read any message using it and create new messages using it without additional checks.

Retry: Yes, though you may only attempt to encrypt or decrypt any given code once per 24 hour period.

Threat: None.

Critical Success: When encrypting, you stumble across an 'unbreakable' cipher that may only be cracked if someone else scores a critical success with a higher skill check result. When decrypting, you complete the decryption in ½ the standard time (i.e. 12 hours).

Error: None.

Critical Failure: When encrypting, your coding method is obvious (though not flawed), and anyone who attempts to decode it automatically succeeds. When decrypting, you run up against a block and can't make any further progress decrypting the code – someone else must do so.

Special: None.

Cultures (Wis; Disposition; Trained Only)

The Cultures skill is used to learn about and apply an understanding of your homeworld's customs, dress, and common behavior for the purposes of blending in. Further, you may use this skill to shadow someone through a crowd on your homeworld.

Earth's Distant Cousins: At the GM's discretion, when you're dealing with an alien culture that's derived from or linked to your homeworld culture and you possess 5 or more ranks in Cultures, you gain a +2 synergy bonus with Xeno-Cultures checks. This is one example of many thousands of relationships between alien cultures that the GM is encouraged to develop for his own *Stargate* campaign.

Special Note: Cultures not common to your homeworld are a special case, handled with the Xeno-Cultures skill *(see page 236).*

Customs Check (Free Action, Secret Result): You may determine the proper course of action dictated by local custom.

Situation	DC/DC Modifier
Common situation (e.g. table manners)	10
Uncommon situation (e.g. annual gala event)	15
Rare situation (e.g. once in a lifetime event)	20
You're very familiar with local custom (e.g. have lived here at least 1 full year)	–5
You were raised to follow the local custom (e.g. spent your childhood here)	–10
You're somewhat familiar with local custom (e.g. have lived here less than 1 full year)	+0
You're unfamiliar with local custom (e.g. have never been here before)	+5

With success, you determine the correct action.

With failure, you're at a loss about what to do. If your check fails by 5 or more, you determine an incorrect course of action (which is not insulting, but merely distracting and embarrassing).

Retry: No. Once you've had time to think about a given situation, you either know the correct course of action or you don't. Should the same question come up at a later date (after you've gained at least 1 additional rank with the Cultures skill), then the GM may allow you to make another check.

Threat: Your true and heartfelt effort improves the dispositions of all members of the culture who witness it by 1 grade until the end of the current mission.

Critical Success: Your response to the situation is not only correct, but shows a great understanding of the culture and respect for its adherents. All members of the culture who witness your actions are deeply moved, their dispositions toward you permanently improved by 1 grade. If you have previously scored a threat using the Cultures skill that was not activated as a critical success (thus improving the dispositions of onlookers toward you by 1 grade for the rest of the mission), this result overrides that previous outcome.

Error: Your inept and off-putting effort worsens the dispositions of all members of the culture who witness it by 1 grade until the end of the current mission.

Critical Failure: Your response to the situation is not only incorrect but insulting. All members of the culture who witness your actions are deeply offended, their dispositions toward you permanently worsened by 1 grade. If you have previously scored an error using the Cultures skill that was not activated as a critical failure (thus worsening the dispositions of onlookers toward you by 1 grade for the rest of the mission), this result overrides that previous outcome.

Special: It is recommended, though not required, that the GM make this skill check in secret, revealing the results during play as the character learns of the locals' response to his efforts.

If you possess 8 or more ranks in Cultures, you gain a +2 bonus with disposition checks for which the GM determines your knowledge of custom is helpful *(see page 420 for more about disposition checks)*.

Mingle Check (Full Action): Given a moment to mix in with at least 40 people within your line of sight, you may attempt to hide from an observer.

While blending with a crowd, you may move without penalty at up to ½ your speed (rounded up). Moving at up to your full speed imposes a -10 circumstance penalty with your mingle skill check result. Moving faster than your full speed immediately reveals your location to all observers.

Make a Cultures check with no DC – your result becomes the Spot check DC for others to locate you within the crowd. The following circumstance modifiers apply to your mingle check.

CONDITION	CHECK MODIFIER
You were observed by your tracker when attempting to blend in	–5
You have failed to blend into the same crowd one or more times within the last minute	–1 per failed attempt
Location is lightly crowded (e.g. a typical restaurant or downtown city street, more than 40 people in line of sight)	–5
Location is moderately crowded (e.g. a full movie theater or busy marketplace, more than 100 people in line of sight)	+0
Location is heavily crowded (e.g. a rock concert or bazaar, more than 250 people in line of sight)	+5

Unlike the Hide skill's blend check *(see page 214)*, you may attempt a mingle check even under observation. If the initial Spot check opposing your mingle result fails, you simply slip away (though your tracker may still attempt to find you during each round until you're out of his line of sight)...

Retry: Yes, though you must spend another full action to do so and suffer a circumstance penalty as a result *(see above)*.

Threat: None.

Critical Success: Your mingling attempt is so flawless that all attempts to spot you within the same location automatically fail for the duration of the current scene.

Error: None.

Critical Failure: Your target spots you, but need not let on that he knows what you're doing and may prepare an ambush for you. When this ambush is sprung, you suffer a -4 circumstance penalty with your awareness check *(see page 392 for more about ambushes)*.

Special: If no crowd is available for you to blend into, you must use the Hide skill to shadow someone *(see page 214)*.

If you possess 5 or more ranks in Hide, you gain a +2 synergy bonus with mingle and shadow checks.

Shadow Check (Full Action - 10 minutes, Secret Result): You may attempt to shadow someone (i.e. follow them without tipping them off about what you're doing), masking your movements as part of a surrounding crowd.

Make a Cultures check opposed by your target's Sense Motive skill. With success, your target fails to notice what you're doing.

This opposed skill check must be made once for every 10 minutes during which you shadow someone.

Retry: No. The target already knows you're following him.

Threat: None.

Critical Success: Your shadow attempt is so flawless that all attempts by the same target to spot you automatically fail for the duration of the current scene.

Error: None.

Critical Failure: Your target spots you, but need not let on that he knows what you're doing and may prepare an ambush for you. When this ambush is sprung, you suffer a -4 circumstance penalty with your awareness check *(see page 392 for more about ambushes).*

Special: If no crowd is available for you to blend into, you must use the Hide skill to shadow someone *(see page 214).*

If you possess 5 or more ranks in Hide, you gain a +2 synergy bonus with mingle and shadow checks.

Demolitions (Int; Trained Only)

The Demolitions skill is used to create, set, and disarm explosives, and covers all the various types of explosives used by the military, police, and spies.

Device Components: If you possess 5 or more ranks in Computers, you gain a +2 synergy bonus with Demolitions checks that involve a device with computerized components.

If you possess 5 or more ranks in Electronics, you gain a +2 synergy bonus with Demolitions checks that involve a device with electronic components.

If you possess 5 or more ranks in Mechanics, you gain a +2 synergy bonus with Demolitions checks that involve a device with mechanical components.

Build Explosive Check (Varies, Secret Result, Demolitions Kit): You may build an explosive either from scratch or from a kit. The former commonly produces a device that's harder to disarm (consisting of unorthodox parts and constructed with unorthodox logic), while the latter is usually much safer (its simple procedure clearly laid out, all the parts intentionally crafted to work well together, and the explosives usually inert until the final steps).

Kit-Built Device: When building an explosive from a kit, you need only possess a demolitions kit of the desired type *(see Chapter 9).* The process requires 5 minutes per damage die the explosive possesses. After working on the explosive for this period, make a Demolitions check (DC 10).

With success, you gain an explosive of the type designated by your demolitions kit.

With failure, however, the explosive fails to function when later detonated. You may make an inspection check to determine whether the device was built correctly *(see page 204).*

Scratch-Built Device: When building an explosive from scratch, the GM determines whether you can scrounge the necessary components. Once you possess the components, the process requires 30 minutes per damage die the explosive possesses. After working on the explosive for this period, make a Demolitions check (DC 25).

With success, you gain an explosive of the desired type.

With failure, however, the explosive fails to function when later detonated (there is no way to determine whether a scratch-built explosive works until the switch is flipped to set it off).

Retry: Yes, though each check consumes the necessary kit or components, whether successful or not.

Threat: The device is built in ½ the standard time (rounded up).

Critical Success: The device causes 2 additional dice of damage.

Error: If constructing a scratch-built device, the explosive detonates during construction (at a point determined by the GM). You are considered "ground zero" for the blast, which radiates out from your location *(see Blast Damage, page 369).*

Critical Failure: If constructing a kit-built device, the explosive detonates during construction (at a point determined by the GM). You are considered "ground zero" for the blast, which radiates out from your location *(see Blast Damage, page 369).*

Special: None.

Disarm Device Check (Varies, Disposal Kit/Disposal Kit Only): The rules for disarming an explosive device are determined by the components used to construct it.

Kit-Built Device: When disarming a device built with a kit, the construction and color-coding of wires is fairly standardized, making diffusion a much easier process. If you possess schematics for the type of kit that produced the device, you gain a +5 gear bonus with your disarm check. Note that each generic kit entry in Chapter Nine represents dozens of specific kits, and the GM may spend 2 action dice to rule that any schematics you possess are wrong for the current disarming attempt.

A demolitions kit is *not* required to disarm a kit-built device (though it is extremely helpful. *See page 316).*

The process of disarming a kit-built device requires 1 minute per damage die the explosive possesses. After working on the explosive for this period, make a Demolitions check (DC 15).

With success, the device is rendered inert.

With failure, however, you cannot discern a clear way to disarm the device. Someone else must make the next attempt (assuming there's still time).

Scratch-Built Device: Of all the high-risk tasks that a demolitions expert can undertake, none is more dangerous than attempting to disarm a scratch-built explosive device.

A disposal kit is required to disarm a scratch-built device.

The process of disarming a scratch-built device requires 2 minutes per damage die the explosive possesses. After working on the explosive for this period, make a Demolitions check opposing the result of the Demolitions check that originally created it.

With success, the device is rendered inert.

With failure, however, the device detonates in 1d4 rounds (just enough time for the characters to toss it out a window and run like the wind).

Retry: No.

Threat: None.

Critical Success: The device is disarmed in ½ the standard time (rounded up), or 1 second before it detonates – whichever comes first.

Error: If disarming a scratch-built device, the explosive detonates during the process (at a point determined by the GM). You are considered "ground zero" for the blast, which radiates out from your location *(see Blast Damage, page 369)*.

Critical Failure: If disarming a kit-built device, the explosive detonates during the process (at a point determined by the GM). You are considered "ground zero" for the blast, which radiates out from your location *(see Blast Damage, page 369)*.

Special: You may always disarm your own explosive devices, unless you declare that you can't when you create them.

If the creator of a device is available to talk to you, you gain a +5 cooperation bonus with all skill checks made to disarm it.

Inspection Check (Varies, Secret Result, Demolitions Kit Only): You may spend 1 minute per damage die a kit-built explosive possesses to make a Demolitions check (DC 20). With success, you accurately determine whether the explosive was constructed properly. With failure, however, you're convinced that the device will operate fine (whether it will or not).

Retry: No. After making an inspection check, you're convinced of your findings.

Threat: None.

Critical Success: You may fine-tune the device, increasing its damage by 1 additional die. This process requires 1 hour.

Error: None.

Critical Failure: The explosive detonates during inspection. You are considered "ground zero" for the blast, which radiates out from your location *(see page 369)*.

Special: Inspection checks are not possible with scratch-built explosives *(see previous page)*.

Set Device Check (5+ minutes, Secret Result, Demolitions Kit): This check may be used to plant explosives or create shaped charges using C4.

Place Explosive: After spending a period of time determined by the GM setting an explosive device, make a Demolitions check (DC 10).

With success, the device is placed as desired and goes off when the trigger is tripped or a timer runs down.

While setting an explosive device merely to go off is simple, setting it to cause maximum damage requires some training. A failed Demolitions check to place a device grants everyone within any of the device's area of effect a +4 circumstance bonus with their Reflex saves to avoid damage and reduces the amount of structural damage caused by the explosion to 75% (the device's damage result is reduced by 25% before it's applied to the scenery), rounded down.

Shaped Charges: After spending a period of time determined by the GM creating and placing a shaped charge, make a Demolitions check (DC 10).

The base damage of a successfully created shaped charge is determined by the amount of C4 used to build it (beginning at 4d6 per ¼-lb. block). For every 5 by which your Demolitions check result exceeds the DC, the shaped charge's damage is increased by +1d6 per ¼-lb. block used (to a maximum of 10d6 per ¼-lb. block). This damage only affects a 90° angle in one direction, and the blast increment is only applied to targets within this area of effect. The blast increment of a shaped charge is 15 ft. *(see page 369 for more about blast damage)*.

With failure, however, the shaped charge fails to function when later detonated. You may make an inspection check to determine whether the device was built correctly *(see previous column)*.

Retry: Yes, after the requisite time is spent to replace the device or recreate the shaped charge.

Threat: None.

Critical Success: The device is created and/or placed in ½ the standard time (rounded up).

Error: You believe the device to be functional, but it's not.

Critical Failure: The explosive immediately detonates. You are considered "ground zero" for the blast, which radiates out from your location *(see Blast Damage, page 369)*.

Special: You may always spend 1 action die to activate a Demolitions error scored by someone attempting to disarm a device you have placed, even when you're not present.

Diplomacy (Cha; Disposition)

Diplomacy is used to negotiate calmly with educated opponents, persuading warring factions to consider a treaty, mediating barter disputes, and the like. This skill involves tact, persuasion, influence, social grace and subtlety. With a successful use of Diplomacy, you know what to say, how to say it, and when and where it needs to be said.

Synergy Bonuses: If you possess 5 or more ranks in Bluff or Sense Motive, you gain a +2 synergy bonus with all Diplomacy checks (if you possess 5 or more ranks in both, you gain a combined +4 synergy bonus with all Diplomacy checks).

Bribes: It's possible to bribe a third party in order to ensure they side with you, or give you a good monetary deal for something in exchange for non-monetary goods they want on the side. Not everyone is susceptible to this, but for those who are, it's a highly effective tool.

If a target's susceptibility to bribes isn't obvious from his description or role in a mission, then he's assumed to be susceptible to bribes unless the GM spends 1-3 action dice (1 for a person with a character level of 1-7, 2 for a person with a character level of 8-15, or 3 for a person with a character level of 16 or higher). The GM should not tell the players whether someone is susceptible to bribes unless they request and succeed with a Diplomacy check (DC 15).

When someone is susceptible to bribes, you may offer him a minimum bribe of $50 × his character level (or an equivalent in goods he cares about). Make a Diplomacy check (DC 15). With success, the DCs for all convince checks made involving the target are reduced by 5 + 2 per time the minimum bribe is doubled. This effect lasts until the end of the current scene.

Example: Lt. Wilson bribes a 4th-level guard with $800. For the remainder of the current scene, the DCs of all Diplomacy checks made involving the guard are reduced by 9 (($200 × 2) × 2).

When you attempt to bribe someone who's immune to bribes, his disposition toward you immediately drops by 1 grade and the DCs of all Diplomacy checks made involving him are increased by 5 for the rest of the current scene.

Convince Check (Varies, Bribe): When using Diplomacy to argue with one or more other characters before an unbiased party, all arguing participants make opposed Diplomacy checks. The character with the highest Diplomacy check result persuades the unbiased party to see his position over that of the others.

Retry: No. Once a character makes up his mind, continuing to harass him with an alternate point of view doesn't do any good.

Threat: None.

Critical Success: Not only is the third party utterly convinced of your position, but his disposition toward you is increased by 1 grade for the duration of the current scene.

Error: None.

Critical Failure: Not only is the third party utterly unconvinced of your position, but his disposition toward you is worsened by 1 grade for the duration of the current scene.

Special: Also, a Cultures Rank of 5 or higher gives you a +2 synergy bonus with Diplomacy checks.

Haggle Check (Varies, Bribe): When using Diplomacy to haggle with someone, you make a Diplomacy check opposed by a Diplomacy check made by your target.

If you win this opposed check, the desired item's sale price is adjusted in your favor by 5% of the market price for every 5 points by which your Diplomacy result beats that of your opponent (to a minimum of 10% or a maximum of 200% of the item's market price).

If you lose the opposed check, the desired item's sale price is adjusted in your target's favor by 5% of the market price for every 5 points by which your Diplomacy result beats that of your opponent (to a minimum of 10% or a maximum of 200% of the item's market price).

Retry: No. Once a character chooses a price, you must pay it if you want the item.

Threat: None.

Critical Success: The item's price is adjusted in your favor by an additional 25% of the market price beyond the effects described in the previous column (to a minimum of 1% or a maximum of 225% of the item's market price).

Error: None.

Critical Failure: The item's price is adjusted in your target's favor by an additional 25% of the market price beyond the effects described in the previous column (to a minimum of 1% or a maximum of 225% of the item's market price).

Special: If you possess 5 or more ranks in Appraise, you gain a +2 synergy bonus with Diplomacy checks made to haggle.

Disguise (Cha)

You may use Disguise to change a person's appearance, adjusting features, adding or covering distinguishing marks, altering basic body shape, and the like.

Masquerade Check (Varies, Secret Result, Disguise Kit): Disguise may be used on others or yourself with no penalty. The GM determines what props and materials are required for any Disguise check, based on your skill use description.

After spending the time required to construct your disguise *(see next page)*, you make a Disguise check with no DC – your result becomes the Spot check DC for others to see through your preparations. Circumstance modifiers are applied to your result as shown on Table 6.8: Disguise *(see page 206)*.

Spot Checks: In general, if you don't do anything to draw attention to yourself while disguised, then others are not allowed to make Spot checks to see through your disguise. Those who are paid to observe, but who aren't particularly watchful (including most paid guards), make Spot checks with a -5 circumstance modifier. Suspicious characters and those on the look-out for someone in a disguise make Spot checks without a modifier.

When you impersonate a specific character, the Spot checks of anyone familiar with the impersonated character gain the following circumstance bonuses.

Familiarity	Spot Check Bonus
Observer recognizes impersonated character by sight	+4
Observer is a friend or associate of the impersonated character	+6
Observer is a close friend of the impersonated character	+8
Observer is an intimate friend or family of the impersonated character	+10

When allowed, this Spot check is made immediately and once each hour thereafter, so long as you remain is in the presence of the person making the check.

Groups of observers are handled using the cooperation rules *(see next page)*. Optionally, the GM may simply rule that particularly large groups make one skill check per hour using their average Spot skill bonus, +1 per smaller group within the party.

TABLE 6.8: DISGUISE

DISGUISE	CHECK MODIFIER	TIME REQUIRED
Minor details (close resemblance)	+5	1d6+10 minutes
Different height (+/– up to 5%)* †	–2	2d6+10 minutes
Different weight (+/– up to 5%)*†	–2	2d6+10 minutes
Different class	–2	2d6+10 minutes
Different age†	–2‡	2d6+10 minutes
Different skin color†	–4	2d6+10 minutes
Different sex†	–4‡	3d6+10 minutes

* Your GM may extend these limits, based on your resemblance to the target and the conditions of your Disguise check.
† These options require a disguise kit.
‡ This modifier is applied per age category between you and your target (see Chapter 8).

Retry: Yes, though any Disguise check result replaces all previous results, even if lower than a previous result.

Threat: None.

Critical Success: Your disguise is perfect and may only be penetrated with a critical success with a higher check result.

Error: None.

Critical Failure: Your disguise looks perfect, but something goes wrong with it at a critical moment chosen by the GM (e.g. latex skin comes loose, padding slips into the wrong places, etc.).

Special: If you possess 5 or more ranks in Bluff, you gain a +2 synergy bonus with Disguise checks made to conceal your true features.

DRIVER (DEX)

Driver is used to steer ground vehicles, from cars to tanks, and to navigate them across and through cities and off-road terrain.

Special Note: Riding animals is a special case, requiring the Handle Animal skill *(see page 213)*.

Maneuver Check (Half Action): No skill check is required to perform a standard driving move, but complex driving tasks – such as during combat and other threatening circumstances – require a skill check.

Your maneuver check's DC is determined by the driving task you're attempting to perform, as follows.

TASK	DC/DC MODIFIER
Shallow turn/avoid obstacle	5
Average maneuver/multiple turns	10
Tight turn/drive over uneven surface	15
High stress maneuver/make jump	20
Heroic or complex set of maneuvers	25+
Unfamiliar type of vehicle	+5

Retry: Yes, but there is a lapse of time between tries. If you absolutely must turn immediately to avoid an oncoming obstacle or another vehicle, but fail the check, a second attempt is usually impossible (per the GM's discretion, coupled with current circumstances).

Threat: None.

Critical Success: You find your bearings and grow very comfortable in your vehicle, gaining a +2 circumstance bonus with all Driver-based maneuver checks made in the same vehicle for the duration of the current scene. This bonus is not cumulative.

Error: The vehicle collides with another object and becomes damaged. Until the vehicle is repaired *(see page 220)*, when any character makes a maneuver check with it, he suffers a cumulative -4 circumstance penalty per error scored with the vehicle until it's repaired.

Critical Failure: The vehicle hits an obstacle, skids out of control, or stalls. The vehicle is rendered useless for the duration of the current mission.

Special: This skill covers the physical act of piloting non-personal ground vehicles; knowledge of driving and making money with it competitively are covered by the Knowledge and Sport skills, respectively. If you possess 5 or more ranks in Driver, you gain a +2 synergy bonus with Driver checks made to compete with non-personal ground vehicles.

If you possess 5 or more ranks in Knowledge with an area or city, you gain a +2 synergy bonus with Driver checks made to control or navigate non-personal ground vehicles therein.

If you possess 5 or more ranks in Driver, you gain a +2 synergy bonus with Knowledge and Mechanics checks involving non-personal ground vehicles.

Navigation Check (5 Minutes): You may attempt to learn the correct ground course toward a desired destination. Your navigation check's DC and modifiers are determined by the nature of your destination and numerous conditions, as follows.

DESTINATION/CONDITION	DC/DC MODIFIER
The destination is large or well known	10
The destination is of minor interest but well traveled	15
The destination is "off the beaten path"	20
The destination is extremely tiny or somewhat concealed	30
The destination is so hard to reach that it's considered legendary	40
You've been to the destination before	–2
You've traveled the desired route before	–10
You've never been to the destination	+4
You have poor maps of the region	+2
You have no maps of the region	+6

With success, you determine the most direct route toward the chosen destination.

Retry: Yes, but only after a number of minutes equal to 5 × the difference between your check result and the DC.

Threat: None.

Critical Success: The time required to determine the best course is reduced to 1 minute. Alternately, you may reduce the time required to travel to the desired location to 90% of standard (rounded up).

Error: You may not retry your navigation check until after a number of minutes equal to 10 × the difference between your check result and the DC.

Critical Failure: Your navigational mistake is so severe that the time required to reach your destination after a successful retry is increased to 125% (rounded up).

Special: If you possess 5 or more ranks in Knowledge with an area or city, you gain a +2 synergy bonus with Driver checks made to control or navigate non-personal ground vehicles therein.

Electronics (Int; Trained and Untrained)

This skill is used to repair electronic devices or disarm/ sabotage security devices that primarily use electronic components, such as electronic eyes and laser-grid traps.

Trained and Untrained: You may attempt an untrained Electronics check with any electronic device developed by your own species or by a species whose technology is predominantly the same (per the GM's discretion). You may only attempt to use an alien device, however, if you possess 1 or more ranks in the Electronics skill. Thus, if you're a human, you must possess at least 1 rank in Electronics to use all non-human electronic devices (even those of near-human cultures, with which no contact has been made for thousands of years). The reverse (if you're non-human) is also true.

Some uses of this skill require training no matter what species built the system – these are noted with a "Trained Only" tag within the check's entry.

Electronics Checks: When performing mundane, everyday tasks using an electronic device that you can use untrained, you need not make an Electronics check. This includes the use of intuitive devices (some user-friendly security camera systems on Earth and alien equivalents). Complex and invasive tasks, however, and mundane tasks performed within short timeframes or with alien systems, are handled with one of the skill checks in this section.

Known Device Types: Until you get used to a type of electronic device's configuration and limitations, you suffer a -5 circumstance penalty with all skill checks made using or working on it. After you have worked with a type of electronic device for a month, however, it is considered a known device type to you, and this penalty is ignored.

Schematics: If you possess the specific schematics for a device, you gain a +5 synergy bonus with all Electronics skill checks made involving the device.

Power Ratings: Some electronic devices possess power ratings, describing their effectiveness. The specific effect of each item type's power rating is described in Chapter Nine.

Time Requirements: Every Electronics check requires at least one full action to perform, though some require days, weeks, or even months. Time requirements are provided for all specific skill checks presented here, though this is only a small percentage of the possibilities offered in a universe expanded by the Stargate network.

Special Note: Avoiding/bypassing electronic surveillance devices without disabling them is a special case, requiring the Hide skill *(see page 214)*.

Disarm/Disable Device Check (Varies, Secret Result, Electronics Kit/Electronics Kit Only): The DC and time required to disarm or disable an electronic device are shown on Table 6.9: Disarm/Disable Electronic Devices *(see next page)*.

After working on an electronic device for the listed time period, make an Elec-tronics check against the listed DC.

With success, the device is rendered inert.

With failure, however, you cannot discern a clear way to disarm or disable the device. Someone else must make the next attempt.

Retry: No.

Threat: None.

Critical Success: The device is disarmed or disabled in ½ the standard time (rounded up), or 1 second before it activates – whichever comes first.

Error: None.

Critical Failure: The device activates during the process (at a point determined by the GM). If the device is linked to a weapon, it gains 1 single attack action against you as a free action.

Special: You may always disarm or disable your own electronic devices, unless you declare that you can't when you create them.

If the creator of a device is available to talk to you, you gain a +5 cooperation bonus with all skill checks made to disarm or disable it.

Operate Device Check (Varies): When you encounter an electronic device with which you're unfamiliar, you may make an Electronics check to discern how to use it. The DC and time required for this check are shown on Table 6.10: Operate Electronic Device *(see next page)*.

With success, you learn the device's basic function and controls and may thereafter use it without making further operate device checks (though skill checks prompted by the device's operation are still required).

With failure, you're left perplexed by the device.

Table 6.9: Disarm/Disable Electronic Device

Device/Intended Result	DC/DC Modifier	Time Required
Device is...		
Simple (e.g. pressure pad, crude electric eye)	10	1 round
Tricky (e.g. door keypad, video camera)	15	1d4 rounds
Difficult (e.g. motion sensor, heat sensor)	20†	2d4 rounds
Obnoxious (e.g. retina scan, voiceprint analyzer)	25–40†	3d4 rounds
Alien (e.g. Goa'uld sarcophagus)	45–50†	4d4 rounds
Your desired result is to...		
Leave no sign of your work	+5	—
Delay the breakdown*	+5	—

† An electronics kit is required to disarm or disable this device.

* The device is sabotaged and left to break down at a later time. Declare a time at which you wish the device to break down. If your check succeeds, the device ceases to operate or malfunctions at the designated time.

Table 6.10: Operate Electronic Device

Device's Creators	DC	Time Required
Primitive (e.g. primitive near-human society)	10	4d4 minutes
Modern (e.g. Earth, modern near-human society)	15	1d4 hours
Advanced (e.g. advanced near-human society)	20	2d4 hours
Futuristic (e.g. Asgard, Tok'ra)	25–40	4d4 hours
Evolved (e.g. Ancients)	45–50	8d4 hours

Table 6.11: Repair Electronic Device

Damage	DC	Repair Time
Threshold 1 (e.g. simple repair – replace non-critical part)	10/15	1 hour/2d4 rounds
Threshold 2 (e.g. complex repair – replace critical part)	20/25	1 day/2d4 minutes
Threshold 3 (e.g. complex repair – replace vital part)	30/35	1 week/2d4 x 10 minutes

The following modifiers apply to your repair check's DC.

Condition	DC Modifier
High stress situation (e.g. combat)	+5*
Tools and/or parts unavailable	+15**

* Alternately, the GM may require you to make a Concentration check to make this skill check.

** This replaces the standard modifier for not having the items typically required for the repair (see page 191).

Retry: Yes, though you must spend the required time again to do so.

Threat: None.

Critical Success: You discern the device's basic function and controls in ½ the standard time (rounded up).

Error: The time required for any retry attempt is doubled. Each successive error increases the time required for the next retry attempt by a multiple of 1 (i.e. to 3 × the standard required time after two errors, to 4 × the standard required time after three errors, and so on).

Critical Failure: You run up against a block and can't make any further progress gleaning the device's purpose – someone else must do so.

Special: None.

Repair Check (Varies, Electronics Kit): You may use the Electronics skill to repair a damaged electronic device.

Unless the GM determines otherwise, an electronic device is considered a fragile item of the appropriate size when it suffers damage *(see Damaging Gear, page 295)*. An electronic device that suffers threshold 4 damage is destroyed and must be replaced. Lower damage thresholds may either be repaired carefully or quickly, as follows.

Repairing a device *carefully* takes more time but has greater chance of success and doesn't produce shoddy results – use the DC and time requirement before the slash on Table 6.11: Repair Electronic Device *(see above)*. With success, the device's damage threshold is reduced by 1 (to a minimum of 0). With failure, the device remains damaged but does not get worse.

Repairing a device *quickly* takes less time but has a lower chance of success and often produces shoddy results – use the DC and time requirement after the slash on Table 6.11: Repair Electronic Device *(see above)*. With success, the device's damage threshold is reduced by 1 (to a minimum of 0) for the duration of the current scene, after which it returns to its previous damage threshold. During that scene, the error ranges of all skill checks made using the device are increased by 2 and there's a non-cumulative 10% chance that it fails to operate any time it's used. With failure, the device's damage threshold is increased by 1.

Retry: Yes, but you must begin the task again (and deal with any additional damage you've inflicted on the device). Required parts are not consumed.

Threat: None.

Critical Success: Your repairs are very thorough or stable. If you're making careful repairs, the device's damage threshold is decreased by 2. If you're making quick repairs, the device operates for two scenes and the 10% chance of failure is ignored (though the error range remains in effect).

Error: The time required to complete this skill check is doubled (and you still fail).

Critical Failure: Your repairs are particularly rushed or poorly executed. If you're making careful repairs, the device's damage threshold is increased by 1. If you're making quick repairs, the device's damage threshold is increased by 2.

Special: None.

Sabotage Check (10 Minutes, Electronics Kit): You may make an Electronics skill check (DC 15) to deliberately sabotage an electronic device.

With success, the error ranges of all skill checks made using the device are increased by 5 (e.g. an error range of 1 becomes 1-6). Further, for every 4 points by which your sabotage result beats the DC, the error ranges of all skill checks made using the device are increased by an additional 1, to a maximum error range modifier of +10.

Example: Lt. Wilson's sabotage result is 19. The error ranges of skill checks made using the device are increased by a total of 6.

If the operator of the device suffers an error when using it, you may spend 1 or more action dice to activate the critical failure, even if you aren't present.

Further, with a successful sabotage check, you may designate one time at which the device stops working.

Others notice this sabotage only if they specifically request to make an Electronics or Search check focusing on the device and generate a result greater than your sabotage check result.

Retry: No. Your knowledge of the device is insufficient. If you gain 1 or more additional ranks in Electronics, you may then retry this skill check.

Threat: You may activate an error for the target device without spending an action die.

Critical Success: Your sabotage is only revealed with a complete overhaul of the device and a critical success with a higher result.

Error: None.

Critical Failure: You believe the device to be sabotaged, but it's not.

Special: None.

Escape Artist (Dex; Armor Check Penalty)

You may use Escape Artist to slide your limbs out of manacles, slip out of an enemy's grapple hold, or squeeze through small openings. You may also use this skill to tie and untie knots, and bind prisoners with rope.

Bind Check (Full Action, Secret Result): You may attempt to bind someone with rope or a similar tool.

Make an Escape Artist check with no DC – your result +10 becomes your target's squeeze check DC.

Retry: Yes, but only after you spend 1 full action testing the bonds and succeed with an Escape Artist check (DC 20) to determine the target's current squeeze check DC.

Threat: None.

Critical Success: Your bonds are superb. The target cannot slip out of them unless he scores a critical success with a higher result.

Error: None.

Critical Failure: Your bonds are poor, and come loose easily. The target may slip out of them without a squeeze check as a free action. If the target decides to remain in place, keeping up the appearance that he's bound, the GM may call for him to make one Bluff check per minute of duplicity, opposed by your Sense Motive skill.

Special: Applying static restraints that don't depend on your skill (such as handcuffs and energy bindings) is not covered by this skill use – it requires a successful half action melee touch attack *(see page 353)*.

If you possess 5 or more ranks in Climb, you gain a +2 synergy bonus with Escape Artist checks made to bind someone with rope.

Table 6.12: Grapples and Skilled Restraints

Skilled Restraint	DC	Time Spent
Grapple hold	Binder's grapple check result	1 half action
Rope applied by skill	Binder's Escape Artist check result +10	10 rounds – a number of rounds equal to the difference between your squeeze check and the DC (minimum 1 round)

Table 6.13: Static Restraints

Restraint	DC	Time Spent
Simple (e.g. a net)	20	1 full action
Average (e.g. handcuffs)	30	10 rounds – a number of rounds equal to the difference between your squeeze check and the DC (minimum 1 round)
Superior (e.g. manacles/energy bindings)	35	10 minutes – a number of minutes equal to the difference between your squeeze check and the DC (minimum 1 minute)
Tight Space	30	1 minute per 10 ft. – a number of minutes equal to the difference between your squeeze check and the DC (minimum 1 minute)

Squeeze Check (Varies): Squeeze checks are made against two types of restraints, as follows.

- Grapple holds and restraints whose operation is dependent upon the skill of the person applying them (such as rope).

- Static restraints whose operation is not dependent upon the skill of the person applying them (such as handcuffs and energy bindings).

Grapples and Skilled Restraints: The DC and time spent to make the Escape Artist check are determined as follows.

- *Static Restraints:* The DC and time spent to make the Escape Artist check are determined by the type of restraints, as follows. With success against either type of restraint, you slip out of the bonds after the specified time elapses and may act without the movement and other penalties applied by the restraints at your next initiative count.

- *Escaping Under Observation:* If you're observed while trying to slip out of restraints, or you're trying to escape bonds without being noticed, your squeeze check result is opposed by the observers' Spot skills as well. If more than one person is observing you, cooperation rules apply *(see page 183).*

If your squeeze check result exceeds both the standard Escape Artist DC and your observers' Spot check results, then the observers don't notice your attempt until you're free, after which play continues as standard.

If your squeeze check result exceeds neither the standard Escape Artist DC nor your observers' Spot check results, you remain bound and your observers discover that you're trying to escape, after which one of them may reapply your bonds, making another grapple or Escape Artist check if appropriate. Such an informed grapple or Escape Artist check benefits from a +2 circumstance bonus (or a +5 circumstance bonus if the observers scored a critical success with their Spot check).

If your squeeze check result exceeds the standard Escape Artist DC but not your observers' Spot check results, then your observers become aware of your successful escape attempt and may intervene using the standard combat rules.

If your squeeze check result does not exceed the standard Escape Artist DC but does exceed your observers' Spot check results, nothing happens and you may retry your escape attempt after the listed time period elapses.

Retry: Yes, though your GM may place a limit on how often an attempt can be made. This is especially important if you're involved in an ongoing activity, such as getting out of multiple bonds or slipping through a tight space. If you aren't being opposed, however, you may take 20.

Threat: None.

Critical Success: You escape your bonds in ½ the standard time (rounded up).

If attempting to escape under observation, you gain 1 half action surprise round during which you may act before your observers.

Error: None.

Critical Failure: You're trapped and may make no further Escape Artist checks to escape your current bonds – someone else must free you.

Special: None.

First Aid (Wis)

The First Aid skill is used to administer emergency aid to someone who's been poisoned or suffered damage that reduced him below 0 wounds *(see page 381).* Additionally, you may use this skill to care for someone suffering from poison or a disease.

Emergency Aid Check (Half Action, First Aid Kit): You may attempt to render aid to a person who is dying or poisoned.

Stabilizing a Dying Character: With a successful First Aid check (DC 15), your patient stabilizes at his current wound level (e.g. a person at -8 wound points remains at -8 wound points when stabilized). If this First Aid check beats the DC by 10 or more (i.e. if you succeed with a DC of 25), your patient is restored to 0 wound points (unconscious).

Treating Poison: With a successful First Aid check against the save DC for a poison's current phase *(see page 398),* the current onset time remains unchanged at the end of the round. You may stave off the effects of poison in this fashion up to 10 times (i.e. you may freeze the effects of a poison within a patient for up to 10 rounds), after which the patient must either be given an antidote or ride out the poison's remaining effects.

Retry: Yes, for both applications. Each failure when treating a poison still counts toward the maximum number of times you may help the patient stave off the poison's effects.

Threat: None.

Critical Success: If stabilizing a dying character, he's restored to 1 wound point.

If treating a poison, your patient completely recovers. The poison is completely neutralized.

Error: None.

Critical Failure: If stabilizing a dying character, he goes into shock and immediately dies.

If treating a poison, the contagion spreads out of your control. You may make no further First Aid checks to stave off its effects.

Special: If you possess 5 or more ranks in Profession (Doctor), you gain a +2 synergy bonus with First Aid checks made to provide emergency aid.

Long-Term Aid Check (1 Day, Medical Kit): You may attempt to provide long-term care to an injured or diseased person.

Treating Long-Term Injuries: With a successful First Aid check (DC 15), your patient's natural healing is doubled for the current day.

Treating Diseases: With a successful First Aid check against the save DC for a disease's current phase *(see page 398)*, the current onset time remains unchanged at the end of the disease's increment (e.g. day, week, or year). You may stave off the effects of disease in this fashion up to 5 times (i.e. you may freeze the effects of a disease within a patient for up to 5 onset time increments), after which the patient must either be given a vaccine or ride out the disease's remaining effects.

Retry: Yes, for both applications. Each failure when treating a disease still counts toward the maximum number of times you may help the patient stave off the disease's effects.

Threat: None.

Critical Success: If providing long-term care, your patient's healing rate is tripled for the day.

If treating a disease, your patient may make an appropriate saving throw. With success, he forces the disease into remission and is cured within 1d4 weeks thereafter.

Error: None.

Critical Failure: If providing long-term care, your patient is left unable to heal naturally during the current day.

If treating a disease, the contagion spreads out of your control. You may make no further First Aid checks to stave off its effects.

Special: If you possess 5 or more ranks in Profession (Doctor), you gain a +2 synergy bonus with First Aid checks made to provide long-term aid.

Forgery (Int)

The Forgery skill is used to write a document in someone else's handwriting, create counterfeit documents and items, and detect forgeries.

Inspection Check (Varies, Secret Result): You may use the Forgery skill to inspect a document or object in order to verify its authenticity. This may be done carefully or quickly, as follows.

Inspecting a document or object *carefully* requires 5 full actions (30 seconds), plus 1 additional full action per document or item size category above Small. This option has a greater chance of success – apply the check modifier before the slash on Table 6.14: Forgery Check Conditions when making your inspection check *(see below)*.

Inspecting a document or object *quickly* requires 1 full action. This option has a greater chance of failure – apply the check modifier after the slash on Table 6.14: Forgery Check Conditions when making your inspection check *(see below)*.

In both cases, your inspection check result is opposed by the result of the Forgery check that originally created the item (if the item is genuine, your DC is 15). With success, you accurately determine the veracity of the item or document. With failure, you believe the item to be genuine, regardless of its true origins.

Retry: After a failed quick inspection, you may only make a careful check (i.e. you may not make two or more quick inspections). You may not retry a careful inspection.

Table 6.14: Forgery Check Conditions

Condition	Check Modifier
Document/object type unknown to you	–2/–6
Document/object type somewhat known to you	+2/+0
Document/object type well known to you	+6/+2
Document/object put through validation test	+5/+5*

* Depending upon the type of test, the GM may decide that the forgery is automatically discovered.

Table 6.15: Forgery Complexity/Condition

Item Complexity/Condition	Check Modifier	Time Required
Item Complexity		
Low (e.g. a signature, simple jewelry)	+2	1d4 hours
Medium (e.g. a one-page letter/suicide note, complex jewelry)	+0	2d4 hours
High (e.g a signed legal contract, a federally issued badge or uniform)	–2	4d4 hours
Concentrated (e.g. a federally issued ID card, a Goa'uld ceremonial item)	–4	1d20+4 hours
Extreme (e.g. government clearance papers, a cherished heirloom)	–8	1d3 days
Incredible (e.g. a Presidential order, a unique alien cultural artifact)	–16	1d4 days
Condition		
Document or object is well known to forger	+5	Base time × ½
Document or object is unfamiliar to forger	–5	Base time × 2
Forged handwriting must match a sample	–4	+1d4 hours
Document handwriting need not be specific to one person	+4	–1d4 hours

Threat: You identify numerous small details, gaining a +2 gear bonus with skill checks made to produce a forgery of the document while you retain the inspected copy.

Critical Success: If the inspected document is a forgery, you gain a +4 gear bonus with skill checks made to identify other documents forged by the same person while you retain the inspected copy.

Error: You confidently verify the document's authenticity, even if you're wrong.

Critical Failure: You make an incorrect judgment, identifying a forgery as real, or a real document as a forgery.

Special: None.

Falsify Check (Varies, Secret Result, Forgery Kit Only): You may use your Forgery skill to create or duplicate one false document or object. Make a Forgery check with no DC – your result becomes the Forgery check DC for others to see your creation for what it is *(per the Inspection check, above).*

Your falsify check result requires an amount of time and is modified as described on Table 6.15: Forgery Complexity/Condition *(see page 211).*

No combination of modifiers may reduce the time required to less than 5 minutes.

Reference Materials: Forgeries require access to writing implements, materials, or printing devices appropriate to the document or object being forged. Most *Stargate* characters are provided raw materials by the SGC or an allied group. If this is not the case (generally because the team is off-world), bartering may be necessary. In this case, the cost of these materials is determined by the GM.

If a specific person's handwriting is being forged, a sample of that handwriting is also required. This sample must be at least 1/10 the size of the planned forgery.

Finally, the forger must be able to read and write a language to create a document written in it.

Retry: Yes, though all materials devoted to the forgery are consumed and must be replaced. Also, the new Forgery check result replaces all previous results, even if lower than a previous result.

Threat: None.

Critical Success: Your forgery is perfect and may only be penetrated with a critical success with a higher check result.

Error: None.

Critical Failure: Your forgery looks perfect, and is verified with any inspection check other than a critical success, but is automatically noticed during an inspection moment chosen by the GM (the ink runs, the glue fails, etc.).

Special: If you possess 5 or more ranks in Computers, you gain a +2 synergy bonus with Forgery checks made to create objects that carry data. Likewise, you gain a +2 synergy bonus if you possess 5 or more ranks in any other skill the GM determines is related to your forgery (e.g. when you possess 5 or more ranks in Surveillance and attempt to create a surveillance photograph).

Gather Information (Cha; Disposition)

The Gather Information skill is used to foster important contacts, solicit rumors, spread misinformation, and pick valuable information out of seemingly trivial conversation.

Special Note: Seeking information using a computer is a special case, requiring the Computers skill *(see page 191).*

Small Talk Check (Varies, Bribe): By coaxing conversation, buying drinks, listening to rumors, and seeking knowledgeable sources, you may use the Gather Information skill to make polite (or blunt) inquiries.

The time required for your small talk check is determined by the scope of the gathering or area you target. Larger target gatherings and areas take longer to work through, but also provide a circumstance bonus with your small talk check, as follows.

After spending the required time within the target gathering or area, declare one question and make a Gather Information check, applying any bonus gained for the scope of your search. Your DC is determined by the scope

Table 6.16: Small Talk

Target Gathering/Area Scope	Time Required	Check Modifier
Narrow (e.g. a gathering of 100 people or less)	1 hour	+0
Open (e.g. a gathering of 101–1,000 people, one city block)	4 hours	+3
Wide (e.g. a gathering of more than 1,000 people, four city blocks)	8 hours	+6

Table 6.17: Question Scope and Danger

Condition	DC/DC Modifier
Scope of Question	
Generic (e.g. "Seen anything unusual lately?")	10
Fairly specific (e.g. "Have you seen this man?")	15
Very specific (e.g. "What name was he using?")	20
Danger of Answering	
None	+0
Slight (may prompt ridicule or social sanction)	+5
Moderate (may prompt mild retribution)	+10
Extreme (may prompt a personal vendetta)	+15
Deadly (may prompt attacks on self, friends, and family)	+20

of your question and the inherent danger involved in revealing the answer, as determined by the GM using Table 6.16: Small Talk as a guideline *(see previous page)*.

With success, you gain the answer to your question.

With failure, you end the required time period empty-handed.

Retry: Yes, but you must spend the required time again before making another check. You may adjust your question and expand or restrict the scope of your target gathering or crowd between tries without penalty.

Threat: None.

Critical Success: You not only find the answer to your question, but you also gain any related information that's available within your target gathering or area.

Error: None.

Critical Failure: You receive faulty information. Alternately, if you're seeking information about a person or group, the GM may spend 1 action die to ensure that the target of your question discovers your investigation.

Special: If you possess 5 or more ranks in Cultures, you gain a +2 synergy bonus with Gather Information checks seeking information from a gathering or area.

Handle Animal (Cha; Trained Only)

This skill is used to ride animals through any appropriate terrain.

Maneuver Check (Half Action): No skill check is required to perform a standard riding move and when your mount is calm, but complex riding tasks – such as during combat and other threatening circumstances, when your mount is scared or edgy, and when you're trying to convince your mount to do something beyond its comfort zone – require a skill check.

Your maneuver check's DC is determined by the riding task you're attempting to perform, as follows.

Task	DC/DC Modifier
Shallow turn/avoid obstacle	5
Average maneuver/multiple turns	10
Tight turn/ride through dangerous terrain	15
High stress maneuver/make jump	20
Heroic or complex set of maneuvers	25+
Unfamiliar type of animal	+5
Passing near flames	+2
Passing through flames	+5
Mount has no saddle	+2
Mount in terror	+5
Mount is injured (or unhealthy)*	+5

* Apply this modifier if your mount has suffered even 1 point of normal damage.

Retry: Yes, but there is a lapse of time between tries. If you absolutely must turn immediately to avoid an oncoming obstacle or another rider, but fail the check, a second attempt is usually impossible (per the GM's discretion, coupled with current circumstances).

Threat: None.

Critical Success: You find your bearings and grow very comfortable on your animal, gaining a +2 circumstance bonus with all Handle Animal-based maneuver checks made on the same animal for the duration of the current scene. This bonus is not cumulative.

Error: The animal collides with the local scenery (or another animal) and becomes injured. When any character makes a maneuver check while riding the animal, he suffers a cumulative -4 circumstance penalty per error scored with the animal until it's healed (a process which requires 1d4 days).

Critical Failure: The animal trips, bolts, or collapses. The animal is lost or cannot be ridden for the duration of the current mission.

Special: This skill covers the physical act of riding animals; knowledge of handling animals and making money with them competitively are covered by the Knowledge and Sport skills, respectively. If you possess 5 or more ranks in Handle Animal, you gain a +2 synergy bonus with Sport checks made to compete with animals.

If you possess 5 or more ranks in Knowledge with an area or city, you gain a +2 synergy bonus with Handle Animal checks made to control or guide animals therein.

If you possess 5 or more ranks in Handle Animal, you gain a +2 synergy bonus with Knowledge and First Aid checks involving animals.

Hide (Dex; Armor Check Penalty)

If left unobserved for a few seconds, you can use the Hide skill to slip away into the shadows. You may then move unseen while there are shadows to hide within or objects to hide behind. Further, you may use this skill to shadow someone through largely empty scenery.

Size: Unless otherwise specified, your size applies a modifier with all Hide checks *(see Table 10.1: Size Modifiers, page 352).*

Special Note: The Hide skill merely masks the character from sight – remaining quiet requires the Move Silently skill *(see page 223).* The Hide and Move Silently skills are mutually exclusive and grant no synergy bonuses to each other. The GM may optionally allow you to make one check for both using a skill bonus equal to the average of he two skill ranks, rounded down. You must have at least 1 rank in each skill to request this option.

Conceal Check (Half Action): You may attempt to conceal an item within the scenery in your square. *For more about this use of the Hide Skill, see Gear Concealment on page 295.*

Shadow Check (Full Action – 10 minutes, Secret Result): You may attempt to shadow someone (i.e. follow them without tipping them off about what you're doing), masking your movements as part of the surrounding scenery.

Make a Hide check opposed by your target's Spot skill and modified as show on Table 6.18: Hiding and Moving Within Cover *(see below).* With success, your target fails to notice what you're doing.

This opposed skill check must be made once for every 10 minutes during which you shadow someone.

Retry: No. The target already knows you're following him.

Threat: None.

Critical Success: Your shadow attempt is so flawless that all attempts by the same target to spot you automatically fail for the duration of the current scene.

Error: None.

Critical Failure: Your target spots you, but need not let on that he knows what you're doing and may prepare an ambush for you. When this ambush is sprung, you suffer a -4 circumstance penalty with your awareness check *(see page 392 for more about ambushes).*

Special: If a crowd is available for you to blend into, you may use the Cultures skill to shadow someone *(see page 201).*

If you possess 5 or more ranks in Climb, you gain a +2 synergy bonus to take cover when making a climb action.

If you possess 5 or more ranks in Surveillance, you gain a +2 synergy bonus to take cover out of sight of video security equipment *(see Security, page 192).* Likewise, if you possess 5 or more ranks in Tumble, you gain a +2 synergy bonus to take cover past fixed security sensors (such as electric eyes).

Finally, if you have access to the specific schematics of a security system or the timetable of guards' movements, and have had at least 1 hour to study them, you gain a +5 circumstance bonus with your Hide check made to evade the security.

Take Cover Check (Half Action - 1 Minute): You may attempt to hide yourself from sight, even from visual security systems (such as cameras – heat sensors, for example, are *not* fooled by use of the Hide skill).

Make a Hide check opposed by the Spot skills of anyone who might notice you. Any observers who win this opposed skill check spot you.

So long as you remain stationary while taking cover, you need only make one opposed Hide check per hour, at no penalty. You may move while taking cover, but this requires you to make Hide checks more often and with the following check modifiers.

You may not attempt to hide while being observed, even casually (such as when you're in a conversation with an alien ambassador). However, if all observers are distracted for a moment (perhaps by using the Bluff skill to create a diversion), you may attempt to take cover at that point (your GM may assign a circumstance penalty of up to -10, based on the length of the distraction and the observers' attention toward it).

Retry: Not against the same observers (they already know you're trying to hide).

Threat: None.

Critical Success: You find a perfect hiding place. Attempts to spot you automatically fail until you leave it.

Table 6.18: Hiding and Moving Within Cover

Condition	DC Modifier	Hide Check Increment
Your Move Action		
Moving at up to ½ your speed (rounded down)	0	Once per minute
Moving at up to your speed	–8	Once per round
Moving faster than your speed (e.g. charging, running, etc.)	–20	Once per half action
Climbing (requires additional skill check)	–4	Once per round
Scenery		
Requires precarious balance (e.g. DC 10 or higher)	–2	Per move action
Sparse terrain (e.g. well lit, with few obstructions)	–4	Per move action
Entering or leaving water	–6	Per move action
Deliberate "easy sight" area (mirrors or cleared area)	–8	Per move action

Error: None.

Critical Failure: Everyone within line of sight to you automatically notices that you're trying to hide and may react accordingly.

Special: If you possess 5 or more ranks in Balance, you gain a +2 synergy bonus to take cover when equilibrium is an issue (such as when moving across precarious rafters or along the catwalks above an enemy).

If you possess 5 or more ranks in Climb, you gain a +2 synergy bonus to take cover when making a climb action.

Hobby (Wis, Focus)

This skill represents experience with a particular pastime, such as fishing, gambling, or gardening, which you may use to perform tasks common to your hobby.

Hobbies are personal skills developed during "downtime." If a suggested Hobby focus builds something, it's a Craft *(see page 200)*. If it involves a career skill, it's a Profession *(see page 228)*. If it involves a physical activity, it may be a Sport *(see page 232)*.

Kits: Some hobbies require their own special tools. There is no such thing a as a "hobby kit."

Skill Focuses: There are dozens, if not hundreds, of possible Hobby skill focuses. Common examples include creative writing, fishing, gambling, gaming, gardening, hunting, Internet surfing, jogging, puzzle solving, reading, shopping, socializing, tinkering, traveling, volunteering, or working on cars.

Pastime Check (Varies, May be Complex, Appropriate Kit (if any)): You may use your Hobby skill to perform or relate information about your hobby. There are countless variations to this skill use, from creating a work of fiction to showing a young relative how to replace a carburetor to sprucing up the grounds around your home. As such, the DCs, time requirements, and skill check modifiers are left up to the Gamemaster. Some recommendations follow...

- If a hobby calls for you to build something (whether you make money at it or not), the GM may call upon the Craft rules *(see page 200)*.
- If a hobby calls for you to work with others within an organization or to perform a job-like task (whether you make money at it or not), the GM may call upon the Profession rules *(see page 228)*.
- If a hobby calls for you to perform a physical activity that can be rated for excellence, the GM may call upon the Sport rules *(see page 232)*.

If none of these options help, the GM might decide that this requires is a complex skill check *(see page 181)* with an interval of 1-4 hours and a DC of 50-500 or more, depending on the complexity of the desired task.

Retry: Yes, though all materials (if any) are consumed.

Threat: None.

Critical Success: You perform your hobby particularly skillfully, create something remarkable, or have the time of your life.

Error: None.

Critical Failure: You perform your Hobby poorly, suffering 1d6 wounds if you perform a physical hobby, and destroying all involved materials (if any).

Special: If you possess 5 or more ranks in one Hobby skill focus, you gain a +2 synergy bonus with all Knowledge checks made involving the focus topic.

Innuendo (Wis)

Using a combination of body language, hand signals, and your own personal code, you may use this skill to communicate and understand secret messages while appearing to talk about something entirely different. Alternately, you may intercept and understand such messages.

Secret Message Check (Varies, Secret Result): There are two ways to send secret messages using the Innuendo skill – verbally or through gestures.

Doubletalk: You may communicate a verbal message, disguising your words as something relevant to another conversation or the situation at hand. This process requires 1 minute.

Gestures: You may communicate words through gestures and eye movements, disguising your hand signals as something appropriate to your current conversation or the situation at hand. This process requires 1 half action per 10 words within the message.

Communicating and receiving messages operates the same for both methods. All involved parties make the same check – one character makes it to communicate the message and all others make it to receive the message. The DCs of the secret message checks for all involved parties, and the time required to get the message across, are determined by the message's complexity, as follows.

Message Complexity	DC	Time Required
Simple message ("The Tok'ra has a zat gun.")	—	Free action
Average message ("There are three assassins – one behind each pillar in the room.")	15	Half action
Complex message ("Get the hostages to the escape capsules. I'm going to the bridge to take down Fa'la.")	20	Full action

With success, every other person who succeeds with his secret message check understands the message and may react accordingly.

With failure, every other person who succeeds with his secret message check understands that there was a message, but can't make sense of it.

Any potential recipients who fail their secret message check fail to notice there was a message at all.

The GM may spend 1 action die per uninvolved NPC within the room for them to make a secret message check. With success, they intercept and comprehend the message as well.

Retry: Communicating, yes. Intercepting, no.

Threat: You make your message clear even to a target who doesn't share a language with you.

Critical Success: If communicating a message, it's so cleverly disguised that it may only be intercepted by a critical success with a higher result. If receiving or intercepting a message, you may immediately make a half action secret message check to alert others within the room to the message as well.

Error: None.

Critical Failure: If communicating a message, the message becomes visible to everyone within line of sight to you. If receiving or intercepting a message, you completely misunderstand (receiving a message scripted by the GM instead).

Special: If you possess 5 or more ranks in Bluff, you gain a +2 synergy bonus when communicating messages. If you possess 5 or more ranks in Sleight of Hand, you gain a +2 synergy bonus when sending messages using gestures.

If you possess 5 or more ranks in Sense Motive, you gain a +2 synergy bonus to receive or intercept messages. Likewise, if you possess 5 or more ranks in Innuendo, you gain a +2 synergy bonus to receive or intercept verbal and mouthed messages.

Seduction Check (10 Minutes): You may attempt to seduce someone. *For more about this use of the Bluff skill, see the Disposition system on page 420.*

Intimidate (Str or Cha; Disposition)

The Intimidate skill is used to coerce and cow others.

Abilities: The Intimidate skill draws upon two different abilities for each of two very different approaches. Strength is applied when you use brute force and harsh physical threats, while Charisma is applied when you use clever tricks to undermine your target's self-esteem and destroy his will.

Coerce Check (Full Action): You may encourage a character to perform 1 free or half action that will not place him or any of his allies or loved ones in harm's way. This may include providing you with information, opening a sealed door, or cease yelling.

Declare the action you wish the target to take and make a coercion check which is opposed by the target character's Will save.

If you win this opposed check, the target performs the action as requested. If you lose, he refuses.

Retry: Yes, though you suffer a cumulative -5 circumstance penalty for every Intimidate check you've failed against the same character during the current mission.

Threat: If the requested action may last longer than the end of the current round, the target continues it until the end of the following round.

Critical Success: You completely cow your target and plant a kernel of fear in his heart. Just the thought of you makes him nervous. He suffers a -5 morale penalty when dealing with you for the duration of the current mission.

Error: None.

Critical Failure: You not only fail to intimidate your target, you make him angry and uncooperative. He gains a +5 morale bonus when dealing with you for the duration of the current mission.

Special: If you possess 5 or more ranks in Bluff, you gain a +2 synergy bonus with Intimidate checks.

Jump (Str; Armor Check Penalty)

The Jump skill is used to attempt horizontal or vertical leaps from a standing or a running start.

Special Note: Leaping to safety (e.g. out of a vehicle that's about to crash or away from an explosion) is handled with a Reflex save *(see page 354).*

Leaping Check (Half Action): The distance you leap is determined by the conditions of your jump and the success of your leaping check. The maximum distance you may leap is related to your height.

Make a Jump check (DC 10). If jumping between two moving vehicles, you suffer a -4 circumstance penalty with this check.

With failure, you land poorly and skid to a halt, suffering 1 point of subdual damage. If you're jumping over a gap, you skid to a halt just short of the gap's edge.

With success, find the difference between your leaping check result and your DC, then divide this number by the leap interval shown on Table 6.19: Jumping Checks (rounded down). Add the new result to the minimum jump distance listed on Table 6.19 to determine the actual distance you jump.

Table 6.19: Leaping Checks

Type of Jump	Min. Distance	Leap Interval	Max. Distance
Running jump*	5 ft.	1	Height × 6
Standing jump	3 ft.	2	Height × 2
Running high jump*	2 ft.	4	Height × 1.5
Standing high jump	2 ft.	8	Height × 1
Backward jump	1 ft.	8	Height × 1

* You must move 20 ft. before you may make a running jump. You cannot make a running jump with a heavy load or when you're wearing heavy armor (see pages 286).

Character Speed: The distances listed here assume you have a speed of 30 ft. per round. If feats, abilities, or other conditions cause you to move faster or slower than that, your jumping distances should be modified proportionally (always rounding down).

Example: Lt. Wilson gains the Increased Speed feat, which increases his base Speed to 40 ft. per round. He makes a running jump that clears a total distance of 10 ft. As his speed is 1/3 higher than average now, the actual distance he jumps is increased by 1/3 (rounded down), or 3 ft. In this case, Lt. Wilson jumps a total of 13 ft.

If your actual jump distance exceeds the maximum jump distance listed on Table 6.19, then you jump the maximum jump distance.

Example: Somewhere over the Atlantic Ocean, Lt. Wilson leaps from the outside of a slow-gliding Goa'uld attack ship to a helicopter hovering nearby (a 20-ft. jump). He has a running start over the attack ship's hull of 25 ft. – enough to qualify to make a running jump – and therefore covers a base distance of 5 ft. with a leap interval of 1. He scores a leaping check result of 27, which translates to an additional 17 ft. (17 over his DC, divided by a leap interval of 1). Added to his base distance of 5 ft., we find that Lt. Wilson jumps 22 ft. – just enough to reach the helicopter's strut as guards burst from the attack ship's exterior hatches, brandishing staff weapons...

The distance you jump is counted against your movement for the round.

Example: In the example above, Lt. Wilson jumped 22 ft. If he were in a position to move after grabbing hold of the helicopter's landing gear, he might still move 8 additional feet as part of the same movement action.

Retry: No. You are allowed one check each time you attempt a jump.

Threat: The distance you leap is increased by the minimum distance for your type of jump as listed on Table 6.19: Jumping Checks, over and above the standard calculated distance.

Critical Success: You leap the maximum possible distance for your type of jump, or the distance indicated by the result (even if it exceeds this maximum possible distance), whichever is greater.

Error: In addition to the standard effects of failure described above, you become flat-footed.

Critical Failure: If leaping across a gap, you fall in, suffering damage per the distance fallen. If leaping over solid ground, you land badly and skid to a halt, suffering 1d6+1 subdual damage.

Special: None.

Knowledge (Int; Focus; Trained Only)

This skill represents acquired information about a topic, such as astrophysics, history, and munitions, which you may use to answer questions about your focus.

Skill Focuses: There are dozens, if not hundreds, of possible Knowledge skill focuses. Common examples include area knowledge (by region, homeworld city, or alien planet), astrophysics, chemistry, conspiracy theory, forensics, history, munitions (by homeworld nation or alien world of origin), political science, weapons (by type), and vehicles (by type), and a wide variety of professions (law, military, politics, etc.) and sports (baseball, football, rugby, stock car racing, statistics, etc.).

Knowledge Checks: At the GM's discretion, you may call upon common information about one of your focus topics without a skill check, recalling the information as a free action and relaying it as described on Table 6.20: Knowledge Focus Types *(see below).* Complex or obscure information, however, and recalling information under duress (such as interrogation or combat), are handled with the following skill check.

Untrained Checks: At the GM's discretion, you may make an untrained check to determine whether you know something about a focus topic, asking questions with a DC of 15 or less.

Table 6.20: Knowledge Focus Types

Question Type	DC	Relay Time
Generic Questions		
Simple (e.g. What's the melting point of ice?)	10	Free action
Basic (e.g. What nation does this gun come from?)	15	Free action
Involved (e.g. How do you make nitroglycerin?)	20	1 full action
Complex (e.g. What's that rare type of soil on the assassin's boots?)	25	1d4 full actions
Knowledge (area or planet) Questions		
Simple (e.g. rough population, typical weather, how to get to the area or planet, where to eat)	10	Free action
Basic (e.g. major political figures, celebrity residents, locations of common services)	15	Free action
Involved (e.g. major business and criminal figures, shortest routes from place to place)	20	1 full action
Complex (e.g. intricacies of city politics, layout of service tunnels)	25	1d4 full actions
Knowledge (Military History) Questions		
Simple (e.g. year and date of famous battle)	10	Free action
Basic (e.g. commanders at battle, numbers of troops involved, tactics used)	15	Free action
Involved (e.g. blow by blow description of maneuvers, precise composition of forces, famous correspondence and speeches associated with the battle)	20	1 full action
Complex (e.g. identifying parallels between a famous battle and a modern day situation improving on historical tactics)	25	1d4 full actions
Knowledge (vehicle) QuestionS		
Simple (e.g. species and planet of origin, make and year of release)	10	Free action
Basic (e.g. vehicle characteristics and statistics, production numbers)	15	Free action
Involved (e.g. deployment and sales history, performance and maintenance details)	20	1 full action
Complex (e.g. detailed performance comparisons, location/history of specific serial numbers)	25	1d4 full actions

Education Checks: The Knowledge skill differ from education checks in that it represents specific information that you study, while education relies on your life and career experience. There is a logical overlap between the two mechanics, but you should make only one of the two checks to answer any given question unless the GM determines otherwise *(see also Special, below).*

Comprehension Check (Half Action): This check determines whether you know something about one of your focus topics. Known information is recalled as a free action and related as described on Table 6.20: Knowledge Focus Types *(see previous page)*, without a skill check.

When you make a comprehension check, ask one question. The DC of your comprehension check is determined by the complexity and obscurity of the answer, as shown on Table 6.20: Knowledge Focus Types *(see previous page).*

With success, you know the information and may explain it to someone else by spending the relay time shown on Table 6.20.

With failure, you do not possess the answer.

Retry: No. Once you've had time to think a question over, you either know the answer or you don't. Should the same question come up again after you acquire at least 1 additional rank in the appropriate Knowledge focus, you may make another comprehension check.

Threat: None.

Critical Success: You may obtain the answer to one additional question as part of the same comprehension check. Additionally, you may obtain the answer to a third and additional questions as part of the same comprehension check, at the cost of 1 action die per question beyond the second.

Error: None.

Critical Failure: Your understanding of the answer is flawed and you provide inadequate information. If this information is used as part of another skill use, it applies a -4 circumstance penalty with the associated skill check.

Special: Knowledge provides hundreds of possible skill synergies, each granting a +2 synergy bonus with relevant skill checks when you possess 5 (or in some cases, 8) or more ranks with the appropriate Knowledge focus (per the GM's discretion). The following examples support the knowledge focuses we've developed on Table 6.20.

If you possess 8 or more ranks with the relevant Knowledge (area or planet) focus, you gain a +2 synergy bonus with maneuver checks made in the city.

If you possess 5 or more ranks with Knowledge (Military History), you gain a +1 bonus with initiative checks during the first round of combat only.

If you possess 5 or more ranks in a relevant Knowledge (vehicle) focus, you gain a +2 synergy bonus with Spot and Listen checks made to identify vehicles of the designated type, as well as with Mechanics checks made to modify or repair vehicles of the designated type.

Finally, if you possess 5 or more ranks in a Knowledge focus that applies to an education check, you gain a +2 synergy bonus with the education check.

Languages (Int; Trained and Untrained)

The Languages skill determines how many of your homeworld's languages you speak in addition to those granted by your species and Intelligence score *(see Chapter 5).* It may also used to effectively communicate and 'get by' using languages you don't know.

Fluent vs. Native Languages: Each rank you possess in the Languages skill must be dedicated to one language spoken on your homeworld (either a language you know at character creation or one you 'pick up' when you increase your Languages skill ranks).

If you possess 1 rank with a homeworld language, you are considered to be fluent with it and you speak it with a noticeable accent. If you possess 2 or more ranks with a homeworld language, the language is considered to be native for you and you speak it with no noticeable accent.

Example: Lt. Wilson possesses 6 ranks with the Languages skill – 3 dedicated to English, 2 dedicated to Spanish, and 1 dedicated to Italian. He is considered a native English and Spanish speaker, but is only fluent with Italian.

Starting Languages: All homeworld languages granted to you by your species, SGC affiliation, and Intelligence modifier are considered native languages for you, beginning with a skill rank of 2 for the purposes of making communication checks. These initial skill ranks may be increased by dedicating 1 or more skill ranks gained in the Languages skill after character creation, but are not included in the number of ranks you possess with the Language skill for the purposes of making linguistics checks.

Example: Continuing the previous example, Lt. Wilson possesses a total of 3 skill ranks in English, 2 skill ranks in Spanish, and 1 skill rank in Italian for the purposes of making communication checks with those languages. Since he gained 2 ranks in English and 2 ranks in Spanish during character creation, however, he only possesses 2 ranks in the Languages skill for the purposes of making linguistics checks.

Literacy: All characters can read and write every homeworld language they speak, whether it is a fluent or a native language. Illiterate characters don't last very long in dangerous off-world missions.

Earth Homeworld Languages: Some possible Earth homeworld languages include Afrikaans, American Sign Language (ASL), Apache, Arabic (Egyptian), Arabic (Modern), Armenian, Assyrian, Azerbaijani, Bantu, Bosnian, Cherokee, Cheyenne, Chinese, Croatian, Czech, Danish, Dutch, Farsi, Finnish, French, Georgian, German,

Greek (Ancient), Greek (Modern), Haitian, Hebrew, Hungarian, Icelandic, Indonesian, Italian, Japanese, Khmer, Kiwi, Korean, Latin, Latvian, Lithuanian, Malay, Navajo, Norwegian, Polish, Portuguese, Romanian, Russian, Sanskrit, Serbian, Slovak, Slovenian, Spanish, Swahili, Swedish, Tagalog, Thai, Turkish, Ukrainian, and Vietnamese.

Earth's Distant Cousins: If you possess 5 or more ranks in Languages (Arabic, Egyptian), you gain a +2 synergy bonus with Xeno-Languages (Jaffa) checks. This is one example of many thousands of relationships between alien languages that the GM is encouraged to develop for his own *Stargate* campaign.

Special Note: Languages not common to your homeworld are a special case, handled with the Xeno-Languages skill *(see page 238).*

Communication Check (Varies, Trained and Untrained): Whenever you attempt to say or understand something more complicated than a simple message *(see below),* your GM is likely to ask you to make a Languages check. The DC for this check, and the time required to get a message across, are determined by the message's complexity, as follows.

Message Complexity	DC	Time Required
Simple message ("The Tok'ra has a zat gun.")	—	Free action
Average message ("There are three assassins – one behind each pillar in the room.")	15	Half action
Complex message ("Get the hostages to the escape capsules. I'm going to the bridge to take down Fa'la")	20	Full action

With success, you manage to convey or understand the message.

With failure, the message is lost in the translation.

When you make a skill check using a language you know, your skill bonus is calculated using only the skill ranks dedicated to that language.

Example: Lt. Wilson possesses 6 ranks with the Languages skill – 3 dedicated to English (2 from starting languages), 2 dedicated to Spanish (2 from starting languages), and 1 dedicated to Italian. He calculates his skill bonuses for these languages using 1 rank of English, 1 rank of Spanish, and 1 rank of Italian.

Retry: No.

Threat: This time required to convey the message is calculated as if the message is 1 grade less complex (i.e. an average message is conveyed as a free action and a complex message is conveyed as a half action).

Critical Success: You discover a rhythm with those in the conversation and need not make further communication checks to speak with them for the remainder of the current scene, regardless of the complexity of your messages to each other.

Error: The time required to convey the message is doubled (and you still fail to do so).

Critical Failure: If conveying a message, you say something you didn't intend to say. If attempting to understand a message, you discern the message to be something that it isn't. The GM scripts the inaccurate message and either describes it to you or determines the reactions of any fluent or native NPCs who hear it.

Special: If the language you're attempting to communicate with is common *(see the Linguistics check, below),* then you may attempt communication checks even when you possess no ranks in the language; otherwise, you must possess at least 1 rank in a language in order to attempt a communication check.

Linguistics Check (Free Action, Trained Only): Whenever you come across a foreign language native to your homeworld that you don't already know and that you haven't encountered in the course of any mission to date, you may make a Languages check to see if you can 'get by' using it. The DC for this skill check is determined by the language type, as follows.

Language Type (Earth Languages)	DC
Common (English, Spanish, etc.)	15
Uncommon (Croatian, Swahili, etc.)	20
Rare (Bantu, Navajo, etc.)	25
Obscure/Specialized (Ancient Greek, Aramaic, etc.)	30+

With success, you gain 1 virtual rank with the language for the purposes of communication checks only. It does not factor into the total number of skill ranks you possess with the Languages skill for the purposes of linguistics checks *(see Starting Languages, previous page).* This virtual rank may be used to communication with speech or writing. This language is not new to you – it's simply assumed that you learned it over the course of your education or adult career. It just hasn't come up during the course of play before now.

With failure, you're unfamiliar with the language. The only way you can learn it is by choosing it when you gain a rank in the Languages skill.

Retry: No.

Threat: None.

Critical Success: The language is considered one of your starting languages. You gain 2 virtual ranks with it. As usual, these ranks are not factored into your purchased ranks for the purposes of making future linguistics checks.

Error: None.

Critical Failure: You're completely unfamiliar with the language and find it extremely hard to work with. If the language is common, you must devote at least 1 true Languages rank to the tongue in order to make communicate checks with it, If the language is more complex, you must devote at least 2 true Languages ranks to the tongue in order to make communicate checks with it.

Special: None.

Listen (Wis)

The Listen skill is used actively to listen at doors and eavesdrop on conversations, and passively to notice distant and muffled sounds, and approaching enemies.

Eavesdrop Check (Full Action, Secret DC/Result): At any time, you may spend 1 full action listening for important sounds in your immediate vicinity.

Make a Listen check against a DC determined by Table 6.21: Listen Check DCs *(next page).*

With success, you notice the noise. Your GM describes the noise to you and allows you to react accordingly during your next initiative count.

With failure, you're unaware of the noise.

Retry: Yes, if the sound is still being made.

Threat: If the noise overheard is speech, you make out every word (though you may not understand them if they're spoken in an unfamiliar language).

Critical Success: Your listening range for this eavesdrop check is doubled *(see Table 6.21: Listen Check DCs for standard listening ranges).*

Error: None.

Critical Failure: You mishear something, possibly with comical or disastrous effects. Your GM should describe the actual sounds within your listening range, adjusting your perception of them as he sees fit.

Special: None.

Notice Sound Check (Free Action, Secret DC/Result): When there's a chance that you might notice a sound, your GM may choose to make a Listen check for you. Actively listening for such sounds is an eavesdrop check, and must be intentionally declared as a full action.

Your GM makes a Listen check using your skill bonus. This check's DC is determined by the cause of the noise, how far the origin of the noise is from your current location, and a variety of conditions, as described on Table 6.21: Listen Check DCs.

With success, you notice the noise. Your GM describes the noise to you and allows you to react accordingly during your next initiative count.

With failure, you're unaware of the noise.

Retry: Yes, though only one notice sound check is possible during each round.

Threat: You gain a +2 circumstance bonus with any one skill check made to identify the sounds you hear.

Critical Success: Your listening range for this notice sound check is doubled *(see Table 6.21: Listen Check DCs for standard listening ranges).*

Error: None.

Critical Failure: You mishear something, possibly with comical or disastrous effects. Your GM should describe the actual sounds within your listening range, adjusting your perception of them as he sees fit.

Special: None.

Mechanics (Int; Trained Only)

This skill is used to repair mechanical devices or disarm security devices that primarily use mechanical components, such as scything blades and descending ceilings. You may also use this skill to sabotage mechanical devices and security systems. Finally, you may use this skill to customize, modify, or sabotage vehicles.

Trained and Untrained: You may attempt an untrained Mechanics check with any mechanical device developed by your own species or by a species whose technology is predominantly the same (per the GM's discretion). You may only attempt to use an alien device, however, if you possess 1 or more ranks in the Mechanics skill. Thus, if you're a human, you must possess at least 1 rank in Mechanics to use all non-human mechanical devices (even those of near-human cultures, with which no contact has been made for thousands of years). The reverse (if you're non-human) is also true.

Some uses of this skill require training no matter what species built the system – these are noted with a "Trained Only" tag within the check's entry.

Mechanics Checks: When performing mundane, everyday tasks using a mechanics device that you can use untrained, you need not make a Mechanics check. This includes the use of intuitive devices (some basic mechanical traps commonplace on Earth and alien equivalents). Complex and invasive tasks, however, and mundane tasks performed within short timeframes or with alien systems, are handled with one of the skill checks in this section.

Known Device Types: Until you get used to a type of mechanical device's configuration and limitations, you "suffer a -5 circumstance penalty with all skill checks made using or working on it. After you have worked with a type "of mechanical device for a month, however, it is considered a known device type to you, and this penalty is ignored.

Schematics: If you possess the specific schematics for a device, you gain a +5 gear bonus with all Mechanics skill checks made involving the device.

Power Ratings: Some mechanical devices possess power ratings, describing their effectiveness. The specific effect of each item type's power rating is described in Chapter Nine.

Time Requirements: Every Mechanics check requires at least 1 full action to perform, though some require days, weeks, or even months. Time requirements are provided for all specific skill checks presented here, though this is only a small percentage of the possibilities offered by a universe expanded by the Stargate network.

Special Note: Avoiding/bypassing mechanical surveillance devices without disabling them is a special case, requiring the Hide skill *(see page 214).*

Disarm/Disable Device Check (Varies, Secret Result, Mechanics Kit/Mechanics Kit Only): The DC and time required to disarm or disable a mechanical device are shown on Table 6.22: Disarm/Disable Mechanical Device *(see page 222).*

After working on a mechanical device for the listed time period, make a Mechanics check against the listed DC.

With success, the device is rendered inert.

With failure, however, you cannot discern a clear way to disarm or disable the device. Someone else must make the next attempt.

Retry: No.

Threat: None.

Critical Success: The device is disarmed or disabled in ½ the standard time (rounded up), or 1 second before it activates – whichever comes first.

Error: None.

Critical Failure: The device activates during the process (at a point determined by the GM). If the device is a weapon, it gains 1 single attack action against you.

Table 6.21: Listen Check DCs

Sound	DC
*Target character moving within 30 ft.**	
Character running (moving up to four times his speed per round)	†
Character hustling (moving up to three times his speed per round)	10
Character walking (moving up to twice his speed per round)	15
Character walking (moving up to his speed per round)	20
Character walking (moving up to ½ his speed per round)	25
Character walking (moving up to ¼ his speed per round)	30
Character climbing (moving up to his speed)	10
Character climbing (moving up to ½ his speed)	15
Character climbing (moving up to ¼ his speed)	20
Character moving over precarious ground	–2
Character moving over loud surface (e.g. dry leaves, gravel, metal plates)	–4
Character moving over surface designed to make noise (e.g. bubble wrap, nightingale floor)	–8
Character entering or leaving water at up to ¼ his speed	–2
Character entering or leaving water at up to ½ his speed	–4
Character entering or leaving water at up to his speed	–6
Character wearing light armor	+0
Character wearing medium armor	–5
Character wearing heavy armor	–10
Multiple characters performing the same move action	–5
Gunfire within 2,500 ft.	
One gunshot fired within 50 ft.	0
One gunshot fired within 51–500 ft.	10
One gunshot fired within 501–1,000 ft.	20
One gunshot fired within 1,001–2,500 ft.	25
Multiple shots fired	–5
Autofire, burst fire, or strafe fire	–10
Multiple shots fired within 50 ft.	†
Autofire, burst fire, or strafe fire within 500 ft.	†
*Characters Speaking within 30 ft.***	
Multiple characters using megaphones	†
One character using a megaphone	†
One character screaming	0
One character raising his voice	5
One character speaking no louder than standard conversation	10
One character speaking in a whisper	15
Multiple characters speaking at the same volume	–5
Scenery	
Sound emanates from beyond at least one barrier, door, or wall of up to 1 inch in thickness	–5
Sound emanates from beyond at least one barrier, door, or wall of up to 2–6 inches in thickness	–10
Sound emanates from beyond at least one barrier, door, or wall of up to 1 ft. in thickness	–15
Sound emanates from beyond at least one barrier, door, or wall of up to 2 ft. in thickness	–20
Sound emanates from beyond at least one barrier, door, or wall over 2 ft. in thickness	†

† These Listen checks automatically fail. No skill check may be attempted.

* Special: If the character is trying to conceal the sound of his passage, then your Listen check is opposed by his Move Silently skill *(see page 223)*.

** Special: If the character is trying to conceal the sound of his conversation, then your Listen check is opposed by his Innuendo skill *(see page 215)*.

Special: You may always disarm or disable your own mechanical devices, unless you declare that you can't when you create them.

If the creator of a device is available to talk to you, you gain a +5 cooperation bonus with all skill checks made to disarm or disable it.

Operate Device Check (Varies): When you encounter a mechanical device with which you're unfamiliar, you may make a Mechanics check to discern how to use it. The DC and time required for this check are shown on Table 6.23: Operate Mechanical Device, below.

With success, you learn the device's basic function and controls and may thereafter use it without making further operate device checks (though skill checks prompted by the device's operation are still required).

With failure, you're left perplexed by the device.

Retry: Yes, though you must spend the required time again to do so.

Threat: None.

Critical Success: You discern the device's basic function and controls in ½ the standard time (rounded up).

Error: The time required for any retry attempt is is doubled. Each successive error increases the time required for the next retry attempt by a multiple of 1 (i.e. to 3× the standard required time after two errors, to 4× the standard required time after three errors, and so on).

Critical Failure: You run up against a block and can't make any further progress gleaning the device's purpose – someone else must do so.

Special: None.

Repair Check (Varies, Mechanics Kit): You may use the Mechanics skill to repair a damaged mechanical device.

Unless the GM determines otherwise, a mechanical device is considered a typical item of the appropriate size when it suffers damage *(see Damaging Gear, page 295)*. As discussed in that section, a mechanical device that suffers threshold 4 damage is effectively destroyed and must be replaced. Lower damage thresholds may either be repaired carefully or quickly, as follows.

Repairing a device *carefully* takes more time but has greater chance of success and doesn't produce shoddy results – use the DC and time requirement before the slash on Table 6.24: Repair Mechanical Device *(see the next page)*. With success, the device's damage threshold is reduced by 1 (to a minimum of 0). With failure, the device remains damaged but does not get worse.

Repairing a device *quickly* takes less time but has a lower chance of success and often produces shoddy results – use the DC and time requirement after the slash on Table 6.24: Repair Mechanical Device *(see the next page)*. With success, the device's damage threshold is reduced by 1 (to a minimum of 0) for the duration of the current scene, after which it returns to its previous damage threshold. During that scene, the error ranges of all skill checks made using the device are increased by 2 and there's a non-cumulative 10% chance that it fails to operate any time it's used. With failure, the device's damage threshold is increased by 1.

Retry: Yes, but you must begin the task again (and deal with any additional damage you've inflicted on the device). Required parts are not consumed.

Threat: None.

Critical Success: Your repairs are very thorough or stable. If you're making careful repairs, the device's damage threshold is decreased by 2. If you're making quick repairs, the device operates for two scenes and the 10% chance of failure is ignored (though the error range remains in effect).

Error: The time required to complete this skill check is doubled (and you still fail).

TABLE 6.22: DISARM/DISABLE MECHANICAL DEVICE

DEVICE/INTENDED RESULT	DC	TIME REQUIRED
Device is...		
Simple (e.g. mechanical switch, lever device)	10	1 round
Tricky (e.g. gear-driven device, leverage device)	15	1d4 rounds
Difficult (e.g. clockwork device, generator)	20†	2d4 rounds
Obnoxious (e.g. engine, automaton)	25–40†	3d4 rounds
Alien (e.g. gravity shifting room, ring transporter)	45–50†	4d4 rounds
Your desired result is to...		
Leave no sign of your work	+5	—
Delay the breakdown*	+5	—

† An mechanics kit is required to disarm or disable this device.

* The device is sabotaged and left to break down at a later time. Declare a time at which you wish the device to break down. If your check succeeds, the device ceases to operate or malfunctions at the designated time.

TABLE 6.23: OPERATE MECHANICAL DEVICE

DEVICE'S CREATORS	DC	TIME REQUIRED
Primitive (e.g. primitive near-human society)	10	4d4 minutes
Modern (e.g. Earth, modern near-human society)	15	1d4 hours
Advanced (e.g. advanced near-human society)	20	2d4 hours
Futuristic (e.g. Asgard, Tok'ra)	25–40	4d4 hours
Evolved (e.g. Ancients)	45–50	8d4 hours

Critical Failure: Your repairs are particularly rushed or poorly executed. If you're making careful repairs, the device's damage threshold is increased by 1. If you're making quick repairs, the device's damage threshold is increased by 2.

Special: None.

Sabotage Check (10 Minutes, Mechanics Kit): You may make a Mechanics skill check (DC 15) to deliberately sabotage a mechanical device.

With success, the error ranges of all skill checks made using the device are increased by 5 (e.g. an error range of 1 becomes 1-6). Further, for every 4 points by which your sabotage result beats the DC, the error ranges of all skill

checks made using the device are increased by an additional 1, to a maximum error range modifier of +10.

Example: Lt. Wilson's sabotage result is 19. The error ranges of skill checks made using the device are increased by a total of 6.

Finally, with a successful sabotage check, you may also designate one time at which the device stops working.

Others notice this sabotage only if they specifically request to make a Mechanics or Search check focusing on the device and generate a result greater than your sabotage check result.

Retry: No. Your knowledge of the device is insufficient. If you gain 1 or more additional ranks in Mechanics, you may then retry this skill check.

Threat: You may activate an error for the target device without spending an action die.

Critical Success: Your sabotage is only revealed with a complete overhaul of the device and a critical success with a higher result.

Error: None.

Critical Failure: You believe the device to be sabotaged, but it's not.

Special: None.

Move Silently (Dex; Armor Check Penalty)

This perennial stealth favorite allows you to move while making nearly no sound.

Special Note: The Move Silently skill merely masks the character from audible notice – staying out of sight requires the Hide skill *(see page 214)*. The Hide and Move Silently skills are mutually exclusive and grant no synergy bonuses to each other. The GM may optionally allow you to make one check for both using a skill bonus equal to the average of he two skill ranks, rounded down. You must have at least 1 rank in each skill to request this option.

Stealth Check (Half Action – 1 Minute): You may attempt to conceal sounds of your movement, even from audio security systems (such as vibration sensors).

Make a Move Silently check opposed by the Listen skills of anyone who might notice you and modified as shown on Table 6.25: Moving Silently *(see page 224)*. Any observers who win this opposed skill check notice your presence (though they may not immediately see you unless your position is within their line of sight).

So long as you remain stationary, you need not make any Move Silently checks. When moving, you must make Move Silently checks at intervals and with the following check modifiers.

You may not attempt to move silently while being observed, even casually (such as when you're in a conversation with an alien ambassador). However, if all observers are distracted for a moment (perhaps by using the Bluff skill to create a diversion), you may attempt to take cover at that point (your GM may assign a circumstance penalty of up to -10, based on the length of the distraction and the observers' attention toward it).

Table 6.24: Repair Mechanical Device

Damage	DC	Repair Time
Threshold 1 (e.g. simple repair – replace non-critical part)	10/15	1 hour/2d4 rounds
Threshold 2 (e.g. complex repair – replace critical part)	20/25	1 day/2d4 minutes
Threshold 3 (e.g. complex repair – replace vital part)	30/35	1 week/2d4 x 10 minutes

The following modifiers apply to your repair check's DC.

Condition	DC Modifier
High stress situation (e.g. combat)	+5*
Tools and/or parts unavailable	+15**

* Alternately, the GM may require you to make a Concentration check to make this skill check.

** This replaces the standard modifier for not having the items typically required for the repair (see page 220).

TABLE 6.25: MOVING SILENTLY

CONDITION	DC MODIFIER	MOVE SILENTLY CHECK INCREMENT
Your Move Action		
Moving at up to ½ your speed (rounded down)	0	Once per minute
Moving at up to your speed	–8	Once per round
Moving faster than your speed (e.g. charging running, etc.)	–20	Once per half action
Climbing (requires additional skill check)	–4	Once per round
Scenery		
Requires precarious balance (e.g. DC 10 or higher)	–2	Per move action
Loud surface (e.g. dry leaves, gravel, metal plates)	–4	Per move action
Entering or leaving water	–6	Per move action
Noisemaker surface (e.g. bubble-wrap, nightingale floor)	–8	Per move action

Retry: Not against the same observers (they already know you're trying to move silently).

Threat: None.

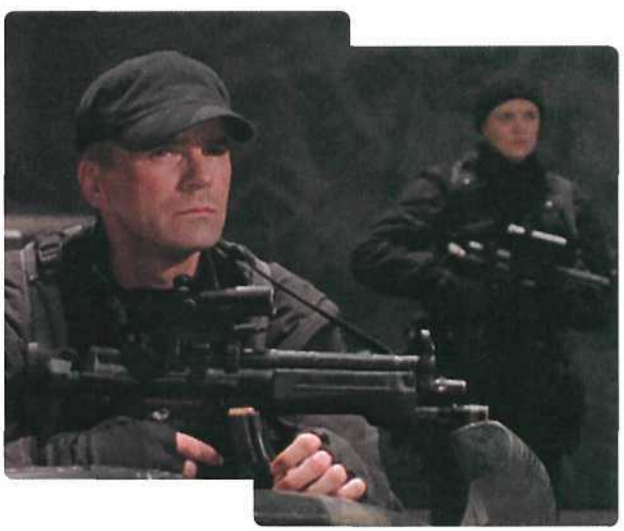
Critical Success: You find the perfect motion to remain near silent within your current surroundings. Attempts to hear you using the Listen check automatically fail until you leave the 30-ft. × 30-ft. area surrounding your starting position during this round.

Error: None.

Critical Failure: Everyone within line of sight to you automatically notices that you're trying to move silently and may react accordingly.

Special: If you possess 5 or more ranks in Balance, you gain a +2 synergy bonus to move silently when equilibrium is an issue (such as when moving across precarious rafters or along the catwalks above an enemy).

If you possess 5 or more ranks in Climb, you gain a +2 synergy bonus to move silently when making a climb action. Likewise, if you possess 5 or more ranks in Escape Artist, you gain a +2 synergy bonus to move silently when rappelling or climbing with gear *(see page 189)*. Contrary to the standard rules, these two synergy bonuses do stack.



OPEN LOCK (DEX; TRAINED ONLY)

The Open Lock skill is used to pick padlocks (with tools), open combination locks (by listening to the tumblers), hotwire vehicles, and perform similar tasks.

Schematics: If you possess the specific schematics for a lock, you gain a +5 gear bonus with all Open Lock skill checks made to open or bypass it.

Special: This skill is only used to open and bypass mechanical locks. When attempting to open or bypass electronic locks, a bypass/disable check using the Electronics skill is required *(see page 207)*.

Hotwire Check (Varies, Lockpicking Kit): With access to a vehicle's ignition, you may attempt to start it up without a key or comparable device by making an Open Lock check (DC 20-40 based on the level of security, per the GM's discretion). This check requires 1 full action, plus 1 additional full action per level of security the vehicle possesses.

With success, you start the vehicle.

With failure, however, you cannot discern a clear way to start the vehicle without the necessary key or device. Someone else must make the next attempt.

Retry: No.

Threat: None

Critical Success: The vehicle is started in ½ the standard time (rounded up).

Error: None.

Critical Failure: The ignition is damaged and the vehicle may no longer be started with its key or device. The ignition must be taken apart, requiring another Open Lock check with a +10 DC modifier that takes twice as long. If the ignition is protected by a security system, an alarm is triggered or security device is activated.

Special: If you possess 5 or more ranks in Mechanics, you gain a +2 synergy bonus with Open Lock checks made to hotwire vehicles.

Open/Bypass Check (Varies, Lockpicking Kit, Lockpicking Kit Only): The DC and time required to open or bypass a mechanical lock are shown on Table 6.26: Open/Bypass Lock *(see right)*.

After working on a mechanical lock for the listed time period, make an Open Lock check against the listed DC.

With success, the locked door or container is opened.

With failure, however, you cannot discern a clear way to open or bypass the lock. Someone else must make the next attempt.

Retry: No.

Threat: None.

Critical Success: The lock is opened in ½ the standard time (rounded up). Further, you may choose to leave no sign of your work, even if you attempted the skill check without the +5 DC modifier described earlier.

Error: None.

Critical Failure: The lock is damaged and the door or container must either be forced open *(see page 364)* or taken apart (requiring another Open Lock check with a +10 DC modifier that takes twice as long). If the lock is protected by a security system, an alarm is triggered or security device is activated.

Special: If you possess 5 or more ranks in Mechanics, you gain a +2 synergy bonus with skill checks made to open mechanical locks.

Even if you aren't trained in the Open Lock skill, you may attempt to force a lock *(see page 364)*.

You may always disarm or open your own locks, unless you declare that you can't when you create them (a task that requires a build check using the Craft skill).

If the creator of a lock is available to talk to you, you gain a +5 cooperation bonus with all skill checks made to open or bypass it.

Perform (Cha; Disposition; Focus)

This skill represents training in a public performance skill, such as singing, dancing, or acting, which you may use to earn money, distract people, or raise their spirits.

Skill Focuses: There are dozens, if not hundreds, of possible Perform skill focuses. Common examples include singing, dancing, acting, modeling, and public speaking.

Distraction Check (1 Minute): Using some manner of public performance, such as public speaking, a musical performance, or theater, you can attract the attention of those nearby so they ignore other events in the area. Your DC is determined by the size of the crowd you're attempting to distract and the conditions under which you're performing *(see Table 6.27: Distractions)*.

With success, you keep the crowd occupied for 1 minute, after which another distraction check must be made if you wish to keep its attention.

With failure, the crowd is unaffected by your performance. Some of them may watch, but they suffer no penalties to notice other events going on around them.

While a crowd is occupied with your performance, they suffer a circumstance penalty with Spot, Listen, and Search checks made to notice other events going on around them equal to ½ your ranks in the Perform skill (rounded down, minimum 1). The exceptions to this rule are combat, explosions, and other events the GM determines are obvious, which immediately cancel the effects of this skill check.

Retry: Yes, but only once per minute.

Threat: You may either increase the time this distraction lasts to a number of minutes equal to this skill check's threat range or add this skill check's threat range to the penalty applied to the crowd.

Critical Success: The target crowd automatically fails all skill checks made to perceive events going on within their line of sight.

Error: Not only is the target crowd unaffected by your performance, but their disposition towards you is worsened by 1 grade as well.

Critical Failure: Not only is the target crowd unaffected by your performance, but their disposition towards you is worsened by 1 level as well.

Special: You may not attempt this check against a crowd whose disposition toward you is hostile or worse. Also, only members of the target crowd who can see and/or hear you (as appropriate) are affected by this skill check.

If you possess a Hobby, Craft, or Knowledge skill that aids in your performance, such as Hobby (Fashion) or Knowledge (Shakespeare), you gain a +2 synergy bonus with your distraction check.

Income Check (1 Day): You may make use of one of your Perform skills to earn money. After spending 1 full day (8 working hours) rehearsing and performing in public at least once, you may make one Perform skill check, multiplying the result by $5. The result is your income for the current day.

Additionally, when you perform for the same group more than once within the same week, your second and later income checks within that period are influenced by the most recent income check made to perform for them and you gain a circumstance modifier according to Table 6.28: Perform Income Check *(see previous page)*.

Retry: No. Either your day's performances are good, or they aren't.

Threat: None.

Critical Success: Your income for the current day is doubled and you gain a +10 circumstance bonus with income checks made when performing for the same crowd again during the same week.

Table 6.26: Open/Bypass Lock

Lock/Intended Result	DC	Time Required
Lock is...		
Simple (e.g. warding bolt lock)	10	1 round
Tricky (e.g. wafer lock, padlock with 3-5 tumbler discs or pins)	15	1d4 rounds
Difficult (e.g. dial or disc combination lock, deadbolt with 6-8 tumbler discs or pins)	20*	2d4 rounds
Obnoxious (e.g. push-button combination lock, puzzle lock)	25–40*	3d4 rounds
Alien (e.g. heat or light sensor lock, pulse registry lock)	45–50*	4d4 rounds
Your desired result is to...		
Leave no sign of your work	+5*	—

* A lockpicking kit is required to open this lock.

TABLE 6.27: DISTRACTIONS

SIZE OF CROWD/CONDITION	DC/DC MODIFIER
Crowd Size...	
Small (1–10 people)	10
Moderate (11–50 people)	15
Large (51–200 people)	20
Huge (201–1,000 people)	25
Gargantuan (1,000+)	30
Crowd's current disposition toward you...	
Unfriendly	+2
Neutral	+0
Friendly	–2
Helpful	–5
Ally or better	–10
Condition within line of sight...	
Other distractions in the area, such as explosions or gunfire	+10
Performance hampered by environment (e.g. rain, distractions, etc.)	+5
Performance of a type that the audience does not enjoy (e.g. performing Shakespeare for a crowd that wants pro wrestling)	+10

TABLE 6.28: PERFORM INCOME CHECK

MOST RECENT INCOME CHECK RESULT	QUALITY OF PERFORMANCE	CURRENT INCOME CHECK MODIFIER
5 or less	Terrible	–6
6–10	Poor	–4
11–15	Routine	–2
16–20	Enjoyable	+0
21–30	Great	+2
31–40	Memorable	+4

THE FOLLOWING MODIFIERS APPLY TO YOUR INCOME CHECK RESULT.

CONDITION	RESULT MODIFIER
Crowd Size...	
Small (1–10 people)	–4
Moderate (11–50 people)	–2
Large (51–200 people)	+0
Huge (201–1,000 people)	+2
Gargantuan (1,000+)	+4
Crowd's current disposition toward you...	
Hostile	–5
Unfriendly	–2
Neutral	+0
Friendly	+2
Helpful	+5
Ally or better	+10
Condition	RESULT MODIFIER
Other distractions in the area, such as explosions or gunfire	*
Performance hampered by environment (e.g. rain, distractions, etc.)	–5
Performance of a type that the audience does not enjoy (e.g. performing Shakespeare for a crowd that wants pro wrestling)	–10

* This income check is impossible.

Error: None.

Critical Failure: You're booed off the stage, earning no income for the current day. Also, you suffer a -10 circumstance penalty with income checks made when performing for the same crowd again during the same week.

Special: You may not attempt this check against a crowd whose disposition toward you is adversary or worse.

Sway Check (5 Minutes): Using some manner of public performance, such as public speaking, a musical performance, or theater, you can seek to improve a crowd's disposition toward you. Your DC is determined by the size of the crowd you're attempting to sway and the conditions under which you're performing, as follows.

Size of Crowd/Condition	DC/DC Modifier
Crowd's current disposition toward you...	
Unfriendly	30
Neutral	25
Friendly	20
Helpful	15
Ally or better	10
Crowd Size...	
Small (1–10 people)	+4
Moderate (11–50 people)	+0
Large (51–200 people)	–2
Huge (201–1,000 people)	–4
Gargantuan (1,000+)	–8
Condition within line of Sight...	
Other distractions in the area, such as explosions or gunfire	*
Performance hampered by environment (e.g. rain, distractions, etc.)	+5
Performance of a type that the audience does not enjoy (e.g. performing Shakespeare for a crowd that wants pro wrestling)	+10

* This sway check is impossible.

With success, the target crowd's disposition toward you improves by 1 grade for the duration of the current scene (to a maximum disposition toward you of ally).

With failure, the crowd is unaffected by your performance. Some of them may watch, but their disposition toward you is unaffected.

Retry: Yes, but each attempt requires five minutes and sway checks made after one or more failed sway checks suffer a -4 circumstance penalty per sway check failed with the same crowd within the last 24 hours.

Threat: None.

Critical Success: The target crowd's disposition toward you is improved for the duration of the current mission.

Error: None.

Critical Failure: The target crowd's disposition is worsened by 1 grade for the duration of the current scene.

Special: You may not attempt this check against a crowd whose disposition toward you is hostile or worse. Also, only members of the target crowd who can see and/or hear you (as appropriate) are affected by this skill check.

If you possess a Hobby, Craft, or Knowledge skill that aids in your performance, such as Hobby (Fashion) or Knowledge (Shakespeare), you gain a +2 synergy bonus with your sway check.

Pilot (Dex; Trained Only)

Pilot is used to maneuver all aircraft, from planes to death gliders to aerial drones, and to navigate them across and through the sky and choppy weather.

Maneuver Check (Half Action): No skill check is required to perform a standard piloting move, but complex piloting tasks – such as during combat and other threatening circumstances – require a skill check.

Your maneuver check's DC is determined by the piloting task you're attempting to perform, as follows.

Task	DC/DC Modifier
Low risk turn/roll	5
Average maneuver	10
Tight turn/roll	15
High stress maneuver	20
Heroic or complex set of maneuvers	25+
Unfamiliar type of vehicle	+5

Retry: Yes, but there is a lapse of time between tries. If you absolutely must turn immediately to avoid an oncoming obstacle or another vehicle, but fail the check, a second attempt is usually impossible (per the GM's discretion, coupled with current circumstances).

Threat: None.

Critical Success: You find your bearings and grow very comfortable in your vehicle, gaining a +2 circumstance bonus with all Pilot-based maneuver checks made in the same vehicle for the duration of the current scene. This bonus is not cumulative.

Error: The vehicle collides with the local scenery (or another vehicle) and becomes damaged. Until the vehicle is repaired *(see page 220)*, when any character makes a maneuver check with it, he suffers a cumulative -4 circumstance penalty per error scored.

Critical Failure: The vehicle hits an obstacle, plummets out of control, or stalls. The vehicle is rendered useless for the duration of the current mission.

Special: This skill covers the physical act of piloting air vehicles; knowledge of piloting and making money with it competitively are covered by the Knowledge and Sport skills, respectively. If you possess 5 or more ranks in Pilot, you gain a +2 synergy bonus with Pilot checks made to compete with non-personal air vehicles.

If you possess 5 or more ranks in Knowledge with an area or city, you gain a +2 synergy bonus with Pilot checks made to control or navigate air vehicles therein.

If you possess 5 or more ranks in Pilot, you gain a +2 synergy bonus with Knowledge and Mechanics checks involving air vehicles.

Navigation Check (5 Minutes): You may attempt to learn the correct air course toward a desired destination. Your navigation check's DC and modifiers are determined by the nature of your destination and numerous conditions, as follows.

Destination/Condition	DC/DC Modifier
The destination is large or well known	10
The destination is of minor interest but well traveled	15
The destination is "off the beaten path"	20
The destination is extremely tiny or somewhat concealed	30
The destination is so hard to reach that it's considered legendary	40
You've been to the destination before	–2
You've traveled the desired route before	–10
You've never been to the destination	+4
You have poor maps of the region	+2
You have no maps of the region	+6

With success, you determine the most direct route toward the chosen destination.

Retry: Yes, but only after a number of minutes equal to 5 × the difference between your check result and the DC.

Threat: None.

Critical Success: The time required to determine the best course is reduced to 1 minute. Alternately, you may reduce the time required to travel to the desired location to 90% of standard (rounded up).

Error: You may not retry your navigation check until after a number of minutes equal to 10 × the difference between your check result and the DC.

Critical Failure: *Your navigational mistake is so severe* that the time required to reach your destination after a successful retry is increased to 125% (rounded up).

Special: If you possess 5 or more ranks in Knowledge with an area or city, you gain a +2 synergy bonus with Pilot checks made to control or navigate air vehicles therein.

Profession (Wis; Focus; Trained Only)

This skill represents training in a career, such as computer technician, diplomat, or military officer, which you may use to earn money or perform tasks common to your profession.

The purpose of a profession is to fulfill a career; if a suggested Profession focus doesn't fulfill a career, the focus is either a Hobby *(see page 215)*, or a Sport *(see page 232)*.

Kits: Some professions require their own special tools. There is no such thing a as a "profession kit."

Skill Focuses: There are dozens, if not hundreds, of possible Profession skill focuses. Common examples include computer technician, diplomat, hunter, mechanic, military officer, spy, teacher, terrorist, or web programmer.

Career Task Check (Varies, May be Complex, Appropriate Kit (if any)): You may use your Profession skill to perform or relate information about your profession. There are countless variations to this skill use, from managing staff to balancing budgets to organizing troops for an off-world assault. As such, the DCs, time requirements, and skill check modifiers are left up to the Gamemaster. Some *recommendations follow...*

- If a profession calls for you to build something (whether you make money at it or not), the GM may call upon the Craft rules *(see page 200)*.

- If a profession calls for you to perform a physical activity that can be rated for excellence, the GM may call upon the Sport rules *(see page 232)*.

If none of these options help, the GM might decide that this requires is a complex skill check *(see page 181)* with an interval of 1-4 hours and a DC of 50-500 or more, depending on the complexity of the desired task.

Retry: Yes, though all involved materials (if any) are consumed.

Threat: None.

Critical Success: You perform your profession particularly skillfully, bring a team together to perform a project flawlessly, or execute a career task without error, improving upon the model if possible.

Error: None.

Critical Failure: You perform your profession poorly, possibly resulting in an injury to you or one of your team members if you perform a physical profession, and destroying all involved materials (if any).

Special: You may invite up to a number of subordinates to join your effort equal to ⅓ your Profession skill bonus (rounded down). These subordinates possess skill bonuses *determined by the GM (usually +1 to +5, unless specified* otherwise). Refer to the cooperation rules to see how these laborers may affect each of your skill checks made toward the complex check DC.

If you possess 5 or more ranks in one Profession skill focus, you gain a +2 synergy bonus with all Knowledge checks made involving the focus topic, as well as when making disposition checks with others who possess 5 or more ranks in the same Profession focus.

Income Check (1 Week, Appropriate Kit (if any)): You may make use of one of your Profession skills to earn money. After spending 1 full week (40 working hours) performing your career skill, you may make one Profession skill check, multiplying the result by $35. The result is your income for the current week.

Retry: No. Either your week's labors are valued, or it isn't.

Threat: None.

Critical Success: Your income for the current week is doubled.

Error: None.

Critical Failure: Your deportment is so poor that you temporarily damage your reputation as a professional. You may not make income checks with this skill for the remainder of the current mission.

Special: None.

Search (Int)

Search is used to rifle desks for secret compartments, feel walls for secret doorways, find traps, frisk suspects, and perform other types of intentional examinations, as well as to detect signs that someone has conducted a search.

Search vs. Spot: This skill is active. In order to use this skill, you must declare the area or item you wish to inspect. Passive searches are handled using the Spot skill *(see page 232).*

Detect Search Check (Full Action, Secret DC/Result): You may look for signs that someone frisked a character or searched a 5-ft. × 5-ft. square. In the former case, you must be adjacent to the target character, while in the latter case, you must be able to closely examine the square.

Make a Search check. Your DC is determined by efforts taken during the original examination and the location's current conditions *(see Table 6.29: Detecting Searches).*

With success, you discover signs that the target character was frisked or that the target square was searched, if any is available to be found.

With failure, you find no evidence that any search took place.

Retry: No.

Threat: The time required to detect a search is reduced to 1 half action.

Critical Success: You determine the time since the search – to the day (if the search occurred more than 1 day ago) or to the hour (if the search occurred within the last 24 hours).

Error: The time required to detect a search is doubled (and you still fail).

Critical Failure: You gain a false result, seeing signs off a search if no search was made, or overlooking a search that did happen in the target square.

Special: None.

Frisk Check (Varies, Secret DC/Result): You may pat someone down, searching for any items concealed on his person. You must be adjacent to a character in order to frisk him.

Make a Search check. This check requires a minimum of 2 full actions, though if you possess a Wisdom modifier of +1 or higher, you may spend an additional number of full actions up to your Wisdom modifier in order to avoid mistakes. You gain a circumstance bonus with your frisk check equal to the total number of full actions you spend searching your target (minimum +2).

Your frisk check's DC is determined by the gear concealment rules *(see page 295).* If your target has concealed more than one item on his person, then your one Search check is compared against the DCs of each item in turn.

With success against at least one DC, you discover all items whose DC is equal to or lower than your Search check result.

With failure against all DCs, or if your target isn't attempting to conceal anything, then you find nothing hidden on his person.

Retry: No.

Threat: The time required to perform the frisk is reduced to ½ of standard (rounded up).

Critical Success: You find all items hidden on the target's person except those concealed with a critical success *(which you also find if your skill check result is higher than the target's).*

Error: The time required to perform the frisk is doubled (and you still fail).

Critical Failure: All further attempts to frisk the same character automatically fail until the end of the current scene.

Special: A character must declare that he is actively concealing an item in order to benefit from the gear concealment rules. Frisk checks made to discover items that are merely carried in pockets, cases, and the like are automatically successful.

When frisking an unaware target (e.g. an unconscious target), you may spend double the standard time required to cover up your efforts. Thereafter, the DCs of all detect

Table 6.29: Detecting Searches

Condition	DC/DC Modifier
Effort made to conceal original examination...	
None	Base DC 10
Original examination conducted carefully *(see page 230)*	Base DC equal to original examination check result
Your familiarity with the location...	
You've lived or worked at the location for more than 1 week	–10
You've lived or worked at the location for 1 week or less	–5
You've visited the location at least once within the last week	+0
Your only knowledge of the location is gained through photos	+5
You have never visited the location before	+10
Location's current condition...	
Location deliberately rigged to reveal searches	–5

search checks made to notice whether the target was searched are equal to your frisk check result. If you possess 5 or more ranks in the Hide skill, your frisk check result is increased by +2 for this purpose only.

Finally, with your GM's permission, you may attempt to frisk a number of characters equal to twice your Wisdom modifier or less with one Search check. No additional modifiers are applied to this check, but the result is final, even if it fails against the DCs of all items concealed on all characters frisked.

Examination Check (Varies, Secret DC/Result): You may inspect one 5-ft. × 5-ft. square, hoping to find important clues or items. You must be able to closely examine the square to use this skill check; you may not perform this skill from across the room, from photographs, or from a video recording.

Make a Search check. This check requires a minimum of 2 full actions, though if you possess a Wisdom modifier of +1 or higher, you may spend up to an additional number of full actions equal to your Wisdom modifier in order to avoid mistakes. You gain a circumstance bonus with your examination check equal to the total number of full actions you spend searching your target location (minimum +2).

If an item was intentionally hidden within the target square, then your examination check's DC is determined by the gear concealment rules *(see page 295)*.

If an item was accidentally left within the target square, then your examination check's DC is determined by the GM or the item's size and the contents of the target square, as follows.

Item Size/Square Contents	DC/DC Modifier
*Item Size...**	
Large (e.g. a tactical weapon, a naquadah reactor)	10
Medium (e.g. a rifle, a human body)	15
Small (e.g. a pistol, a footprint, clothing)	20
Tiny (e.g. bullet holes, blast weapon marks, tool marks)	25
Fine (e.g. blood stains, fingerprints)	30
Diminutive (e.g. blood spatter, hair or clothing fibers)	35
Microscopic (e.g. DNA and particle evidence)	40
Square contains...	
Nothing (e.g. bare floor or walls, thin carpet)	–4
Very little (e.g. less than 1 in. of dust or sand, thick carpet)	–2
Light scenery (e.g. a sofa, a meticulously kept work space)	+0
Moderate scenery (e.g. a desk and chairs, or a well organized study area)	+2
Dense scenery (e.g. a bedroom set, disorderly laboratory)	+4

* Objects of Huge or greater size are automatically noticed without an examination check.

If more than one item was intentionally or accidentally hidden within the target square, then your one Search check is compared against the DCs of each item in turn.

With success against at least one DC, you discover all items whose DC is equal to or lower than your Search check result.

With failure against all DCs, or if nothing is located within the target square, then you find nothing hidden therein.

Retry: No.

Threat: None.

Critical Success: You find everything intentionally hidden or accidentally left within the target square, as well as within all adjacent squares.

Error: None.

Critical Failure: You destroy at least one important item located within the target square (per the GM's discretion). Further, if the square you're searching contains a trap, you trigger it.

Special: When searching a square, you may spend double the standard time required to cover up your efforts. Thereafter, the DCs of all detect search checks made to notice whether the square was searched are equal to your examination check result. If you possess 5 or more ranks in the Hide skill, your examination check result is increased by +2 for this purpose only.

With your GM's permission, you may attempt to sweep up to a number of squares equal to twice your Wisdom modifier with one examination check. No additional modifiers are applied to this check, but the result is final, even if it fails against the DCs of all items concealed within all squares inspected.

Sense Motive (Wis; Disposition)

You're particularly alert to changes of mannerism, body language, and other symptoms of insincerity, and can use them to roughly gauge someone's intentions. This skill requires patience and careful observation.

Active Skill: This skill is active. Sense Motive checks are never made by the GM without a prompt from you.

Hunch Check (Free Action, Secret DC/Result): You may attempt to get a sense of what might be guiding one character's behavior.

Make a Sense Motive check (DC 25 + the target's Charisma modifier).

With success, the GM accurately identifies one thing that the target character fears, is protecting, or by which he's otherwise motivated.

With failure, you gain no sense of why the character acts the way he does.

Retry: No.

Threat: None.

Critical Success: The GM identifies all major factors motivating the character's actions.

Error: None.

Critical Failure: The GM falsely identifies one thing that the target character fears, is protecting, or by which he's otherwise motivated.

Special: If you possess 5 or more ranks in the Cultures skill, you gain a +2 synergy bonus with Sense Motive checks made to gain a hunch about a person's motives.

Seduction Check (10 Minutes): You may attempt to seduce someone. *For more about this use of the skill, see the disposition system on page 420.*

Sense Control Check (Free Action, Secret DC/Result): You may attempt to discern whether one target character is acting on his own volition.

Make a Sense Motive check (DC 30).

With success, the GM accurately reveals whether the target character currently has free will.

With failure, you're unable to tell whether the target character is in control of his actions.

Retry: No.

Threat: None.

Critical Success: If the target character is controlled by an outside person or force (e.g. brainwashing or a drug), then the GM accurately identifies this source of control.

Error: None.

Critical Failure: If the character has free will, you perceive that he does not, and vice versa. If this inaccurately points to the character not having control of his actions, then the GM might choose to elaborate by identifying a false source of control as well.

Special: If you possess 5 or more ranks in the Cultures skill, you gain a +2 synergy bonus with Sense Motive checks made to sense whether someone is in control of his actions.

Sense Sincerity Check (Free Action, Secret DC/Result): You may attempt to discern whether one target character is lying.

Make a Sense Motive check (DC 20 + the target's Charisma modifier).

With success, the GM accurately reveals whether the target is lying.

With failure, you're unable to glean the target character's honesty.

Retry: No.

Threat: None.

Critical Success: If the target is lying, the GM identifies one potential cause for the dishonesty. This cause must be something you could plausibly put together within the context of your exposure to the target character (e.g. your success can't point to a third party whom you haven't yet encountered).

Error: None.

Critical Failure: If the character is lying, you perceive that he isn't, and vice versa. If this inaccurately points to the character lying, then the GM might choose to elaborate by identifying a false cause for the character's dishonesty as well.

Special: A character may be *honest* without being entirely *truthful*. For instance, someone might convince you that performing a task would benefit you without disclosing that it would also benefit him.

If you possess 5 or more ranks in the Cultures skill, you gain a +2 synergy bonus with Sense Motive checks made to tell whether a character is lying.

Sleight of Hand (Dex; Armor Check Penalty; Trained Only)

Sleight of Hand is used to surreptitiously perform simple card tricks, palm small objects, and slip objects into or out of a pocket. It's also used to unbuckle an opponent's body armor during melee combat.

Conceal Check (Half Action): You may attempt to conceal an item on your person. *For more about this use of the Sleight of Hand skill, see Gear Concealment on page 295.*

Prestidigitation Check (Half Action): This check is made simultaneously with one action you wish to conceal (e.g. dealing from the bottom of a deck or slipping a tracking device into a character's clothes).

Make a Sleight of Hand check opposed by the Spot skills of anyone who might notice your action. Your Sleight of Hand check is modified according the size of the object you wish to surreptitiously move, as follows.

Size of Object*	Check Modifier
Small	–4
Tiny	–2
Diminutive	+0
Fine	+2
Microscopic	+4

* The movement of items of Medium or greater size may not be concealed using the Sleight of Hand skill.

Action	DC
Palm coin-sized object	10
Minor legerdemain (deal from bottom of deck)	15
Pick pocket	20

Any observers who win this opposed skill check spot your action.

Retry: Yes, though subsequent Sleight of Hand checks made against the same observers during the same scene suffer a -10 circumstance modifier.

Threat: None.

Critical Success: Your action was perfectly concealed. Your action is missed unless an observer scores a critical success with a higher result.

Error: None.

Critical Failure: Everyone within line of sight to you automatically notices the action you're trying to conceal.

Special: If you possess 5 or more ranks in Bluff, you gain a +2 synergy bonus with Sleight of Hand checks made to conceal an action.

Unbuckle Check (Half Action): When you're engaged in melee combat with an adjacent enemy, you may attempt to unbuckle his armor.

Make a Sleight of Hand check (DC equal to the target's Defense + 5).

With success, the armor's Maximum Dexterity Bonus (MDB) is reduced by 1 until the victim spends one full action to readjust it.

With failure, you're unable to reach the target's armor straps or fasteners, or can't manage to unclasp them.

Retry: Yes.

Threat: None.

Critical Success: The target's body armor falls off and the target loses all its benefits until he spends required time to put it back on *(see page 322)*.

Error: None.

Critical Failure: Your hand becomes tangled in the armor's straps and the target gains 1 single attack against you. You're considered to be flat-footed during this attack, but immediately recover thereafter.

Special: You may perform this action more than once against the same target, each time reducing the armor's MDB by 1 (to a maximum penalty of -3, or a minimum MDB of 0). You may not use this action against targets wearing sealed or full-body armor.

If you possess 5 or more ranks in Bluff, you gain a +2 synergy bonus with Sleight of Hand checks made to unbuckle a character's armor.

Sport (Str or Dex; Armor Check Penalty)

This skill represents experience with a particular physical activity, such as baseball, basketball, or hockey, which you may use to play your sport.

Sports are organized and scored physical skills. If a suggested Sport doesn't fit this description, it's a Craft *(see page 200)*, a Hobby *(see page 215)*, or a Profession *(see page 228)*.

Kits: Some sports require their own special tools. There is no such thing a as a "sport kit."

Skill Focuses: There are dozens, if not hundreds, of possible Sport skill focuses. Common examples include baseball, basketball, football, hockey (field or ice), jai-alai, racing (boat, drag, horse, plane, or stock car), rugby, soccer, swimming, tennis, and track and field.

Income Checks: Unless the GM determines otherwise, the Sport skill may not be used to produce an income. Although a few rare individuals make money at sports, they are the exception rather than the rule.

Competition Check: You may play one competitive match of your sport.

Make a Sport check opposed by the same Sport focus of each other participant. Your ranking with this opposed skill check (or the combined ranking of you and your teammates, if playing a team sport) determines your place within the competition.

Retry: Yes, though all consumable materials (if any) are lost.

Threat: None.

Critical Success: You set a personal record (e.g. fastest 200-yd. dash time, most RBIs, or most yards gained during one game of football). This may also be a larger record, at the GM's discretion.

Error: None.

Critical Failure: You play your sport poorly and suffer 1d6 wounds due to minor injuries.

Special: If you possess 5 or more ranks in a Sport focus, you gain a +2 synergy bonus with Knowledge checks made involving that focus.

Spot (Wis)

The Spot skill is used to catch sight of things within your line of sight.

Search vs. Spot: This skill is passive. Unless he decides otherwise, the GM usually makes Spot checks for you, only informing you that a check occurs when it's successful. At any time, you may request to actively inspect a person or location using the Search skill *(see page 229)*.

Glimpse Check (Free Action, Secret DC/Result): When there's a chance that you might notice a target event, clue, or item within your line of sight, your GM may choose to make a Spot check for you.

Your GM makes a Spot check using your skill bonus. This check's DC is determined by the target's size and nature, its distance from your current location, and whether you're distracted, as described on Table 6.30: Spot and Stakeout Check DCs *(see right)*.

With success, your eyes are drawn to whatever prompted the check. Your GM describes it to you and allows you to react accordingly during your next initiative count.

With failure, you remain unaware.

Retry: Yes, though only one glimpse check is possible during each round.

Threat: None.

Critical Success: Your spot range for this glimpse check is doubled *(see Table 6.30: Spot and Stakeout Check DCs for standard spot ranges).*

Error: None.

Critical Failure: You misunderstand what you've seen, possibly with comical or disastrous effects. Your GM should describe your surroundings within your spot range, adjusting your perception of them as he sees fit.

Special: None.

TABLE 6.30: SPOT AND STAKEOUT CHECK DCS

CONDITION	DC/DC MODIFIER
Size of sight...	
Colossal	*
Gargantuan	5
Huge	10
Large	15
Medium	20
Small	25
Tiny	30
Diminutive	35
Fine	40
Nature of sight...	
Target blends with background scenery	+4
Target is nondescript or has subdued appearance	+2
Target is flashy or colored brightly	–2
Target is reflective or clashes with background scenery	–4
Condition...	
Per 10 ft. between you and the target	+1
You're distracted (e.g. engaged in combat, or using a skill)	+5

* Sights of this size are automatically spotted. No skill check is required.

SURVEILLANCE (WIS; TRAINED ONLY)

Surveillance is used to analyze intelligence photographs and video, to notice important events during a stakeout, and to plant and find bugs.

Analysis Check (1 hour, Secret DC): You may carefully examine one image or frame of video to get a clear picture of an individual shown in it, read visible text, or otherwise extract information from it.

Make a Surveillance check. The DC is determined by the quality of the recording gear, as follows.

RECORDING GEAR	DC
Black and white security camera	25
Infrared camera	25*
Color security camera	20–25
Camcorder	20–25
Professional film footage or photo	15–20

* An infrared camera ignores concealment bonuses due to darkness, but doesn't allow identification of individuals.

All appropriate concealment modifiers that applied when the image was taken – such as fog or darkness – are also applied to your DC.

With success, the GM describes all information contained in the image or video frame

With failure, you glean no information of value from the image.

Retry: Yes, but only after enhancing the image by successfully making an additional Surveillance check. This check requires 1 hour and has a DC equal to your original analysis check DC + 10. Should you fail an analysis check to enhance an image, you gain no additional information from it.

Threat: The skill check cap for the resulting pictures or recordings is increased by 2.

Critical Success: The time required to analyze the images is reduced to ½ of standard (rounded up).

Error: None.

Critical Failure: The time required to analyze the images is doubled (and you still fail).

Special: None.

Bug Check (5 Minutes, Secret DC/Result, Sweeper Kit): You may attempt to place or find bugs within one 5-ft. by 5-ft. square.

Plant Bug: The result of your Surveillance check becomes the DC for all opposed Search or Spot checks made to find the bug (as appropriate).

Search for Bug: Designate one 5-ft. by 5-ft. square and make a Surveillance check. This check requires a minimum of 5 minutes, though if you possess a Wisdom modifier of +1 or higher, you may spend an additional number of minutes equal to your Wisdom modifier or less in order to avoid mistakes. You gain a circumstance bonus with your bug check equal to the total number of minutes you spend searching the target square (minimum +1).

Your bug check's DC is equal to the Surveillance check result made to plant the device. If more than one bug has been planted within the target square, then your one Surveillance check is compared against the DCs of each bug in turn.

With success against at least one DC, you discover all bugs whose DC is equal to or lower than your Surveillance check result.

With failure against all DCs, or if no bugs are planted within the target square, then you find no surveillance devices hidden therein.

Retry: When planting a bug, yes, but only after you either spend 1 full hour testing the bug under controlled circumstances or suffer an error using it in the field.

When searching for bugs, yes, though each attempt requires 5 minutes.

For each time you attempt the same bug check beyond the first, you gain a +1 circumstance bonus to your Surveillance check (to a maximum circumstance bonus equal to your ranks in the Surveillance skill).

Threat: None.

Critical Success: When planting a bug, the device may only be found by a critical success with a higher result. When searching for bugs, you find all bugs within the target square as well as within all adjacent squares.

Error: None.

Critical Failure: When planting a bug, your device is discovered by the first person to come into line of sight to the bug's location. When searching for bugs, you miss all bugs in the target square. Further, you're convinced that none are present therein or any adjacent square.

Special: When searching a square for bugs, you may spend double the standard time required to cover up your efforts. Thereafter, the DCs of all detect search checks made to notice whether the square was searched are equal to your bug check result. If you possess 5 or more ranks in the Hide skill, your bug check result is increased by +2 for this purpose only.

With your GM's permission, you may attempt to sweep up to a number of squares equal to twice your Wisdom modifier with one bug check. No additional modifiers are applied to this check, but the result is final, even if it fails against the DCs of all bugs concealed within all squares inspected.

Stakeout Check (Varies, Secret DC/Result): You may use the Surveillance skill to observe your line of sight from one location or to notice signs that you're being watched.

Observation: Make a Surveillance check at the start of each hour.

If a character enters your line of sight during the hour without trying to hide, you immediately notice him. If a character enters your line of sight during the hour while trying to hide, he must make a Hide check opposing your Surveillance check result.

If an event occurs during the hour, compare your Surveillance check result to a DC determined by the event's size and nature, its distance from your current location, and whether you're distracted, as described on Table 6.30: Spot and Stakeout Check DCs *(see page 233).*

Scan Surroundings: You may carefully view your surroundings, looking for signs that you're under surveillance. This requires 1 full action.

Your Surveillance check is opposed by the Surveillance skills of anyone spying on you.

If you win the opposed check, you spot any observers.

If you lose the opposed check, you find no signs of surveillance within your line of sight.

Retry: No.

Threat: You gain a +2 bonus with awareness checks made at the start any combat resulting from the actions of any character in your target area.

Critical Success: You are not flat-footed at the start of any combat resulting from the actions of any character in your target area.

Error: None

Critical Failure: You become distracted (or fall asleep) at a key moment, even missing the arrival and actions of characters out in the open during your vigil.

Special: For each day that you spend on the same stakeout (i.e. observing your line of sight from the same location), you gain a +2 circumstance bonus with your Surveillance check.

Survival (Wis; Focus; Trained Only)

Survival is used to find shelter and edible plants in the wilderness, hunt game, spot natural dangers such as quicksand and pitfalls, and navigate through unfamiliar terrain by foot. For characters who venture into hostile terrain frequently (including most SG team members), this skill is invaluable.

Terrain Types: Each rank you possess in the Survival skill must be dedicated to one terrain type chosen from the following list or a list created by your GM: aquatic, arctic, desert, forest, jungle, mountain, swamp, urban. When you make a Survival check, you calculate your skill bonus only with ranks dedicated to the appropriate terrain type.

Example: Lt. Wilson possesses 6 ranks with the Survival skill – 4 dedicated to mountain terrain, 1 dedicated to arctic terrain, and 1 dedicated to jungle terrain. When he makes a Survival skill check in mountain terrain, he calculates his skill bonus with 4 ranks. When he makes a Survival check in urban terrain, however, he makes the skill check as if he's untrained.

Endurance Check (1 Day, Survival Kit): You may attempt to keep yourself and others alive and fed in the wilderness while avoiding natural dangers.

Make a Survival check at the end of each day during which you're traveling through the wilderness without food and shelter. Your DC is determined by your movement rate and the number of people for whom you're responsible, as follows.

Condition	DC
Movement rate while hunting and foraging...	
Up to ½ standard overland movement rate (rounded down)	10
Standard overland movement rate	20
Per character whom you provide food and shelter (beyond yourself)	+2

With success, each character in your party has the food and shelter necessary to heal at his standard rate, and gains a +2 gear bonus with Fortitude saves made against the effects of severe weather.

With failure, each character in your party is undernourished and poorly sheltered, healing at ½ the standard rate, and gains no bonus with Fortitude saves made against the effects of severe weather.

Retry: No, though you make another check at the end of the following day, as standard.

Threat: Each member of your team gains an additional bonus with Fortitude saves made against the effects of severe weather equal to this skill check's threat range.

Critical Success: Your efforts set things in place for an easy stretch ahead. No endurance checks are required for the remainder of the current week (including today).

Error: None.

Critical Failure: You become hopelessly lost. You might run into a natural hazard or a dangerous animal as well, per the GM's discretion.

Special: None.

Navigation Check (5 Minutes): You may attempt to learn the correct overland course toward a desired destination on foot. Your navigation check's DC and modifiers are determined by the nature of your destination and numerous conditions, as follows.

Destination/Condition	DC/DC Modifier
The destination is large or well known	10
The destination is of minor interest but well traveled	15
The destination is "off the beaten path"	20
The destination is extremely tiny or somewhat concealed	30
The destination is considered legendary it is so hard to reach	40
You've been to the destination before	–2
You've traveled the chosen route before	–10
You've never been to the destination	+4
You have poor maps of the region	+2
You have no maps of the region	+6

With success, you determine the most direct route toward the chosen destination.

Retry: Yes, but only after a number of minutes equal to 5 × the difference between your check result and the DC.

Threat: None.

Critical Success: The time required to determine a course is reduced to 1 minute. Alternately, you may reduce the time required to travel to the desired location by 10%.

Error: You may not retry your navigation check until after a number of minutes equal to 10 × the difference between your check result and the DC.

Critical Failure: Your navigational mistake is so severe that the time required to reach your destination after a successful retry is increased by 25% (rounded up).

Special: If you possess 5 or more ranks in Knowledge with an area, you gain a +2 synergy bonus with Survival checks made to navigate overland on foot therein.

Swim (Str)

This skill is used to dive (freestyle or scuba), navigate underwater obstacles, and swim at a reasonable speed.

Treading Check (Half Action): With a successful Swim check, you may move up, down, or through a body of water at ¼ your speed (rounded down).

Your treading check's DC depends upon your actions as you swim and the water conditions, as follows.

Condition	DC/DC Modifier
Calm water	10
Rough water	15
Stormy water	20
Whitewater rapids	25
You're attempting to help another swimmer	+5
Per cumulative round you've spent underwater after 3 minutes*	–1
Per 5 lbs. of gear you carry	–1

* This penalty doesn't apply until after you're submerged for 30 rounds (3 minutes). This penalty is negated while you have access to a source of air (e.g. scuba gear).

With success, you move up to ¼ your speed (rounded down).

With failure, you make no progress (though you may still move your bonus 5-ft. step without a skill check – but only to *move to the surface or dry land).* If you fail a Swim check by 5 or more, you slip 5 ft. under the surface and must begin holding your breath *(see page 432).*

Being Attacked While Swimming: If someone attacks you while you're swimming, they gain a +2 circumstance bonus with their attack check. Additionally, unless you possess at least 5 ranks in Swim, you lose your Dexterity bonus to Defense, if any. If you suffer any damage from this attack (after damage reduction and other modifiers are applied), you must immediately make another Swim check, adding 5 to your DC.

Retry: No.

Threat: None.

Critical Success: You may move at up to twice your standard treading speed.

Error: None.

Critical Failure: You become tangled up in some obstruction and begin to drown *(see page 432).*

Alternately, the GM may spend 2 action dice to force you freeze up. One of the following conditions must be met in order for you to perform another action.

- Someone must move into an adjacent square and move up to their treading speed in feet with you toward the nearest square where you can grab hold of a buoyant object or place your feet on solid ground (even if you're still in the water when you do so). This reduces both your initiative counts to the lowest initiative count between you.

- You must succeed with a Concentration check (DC 20).

Special: You may swim with up to 2 people in tow, up to a weight limit equal to double your maximum load *(see page 286).* You may drag the load a distance equal to ¼ your speed per round (rounded down). If the person held by the rope helps, the distance raised or lowered is increased to ½ your speed per round (rounded down).

At the end of each hour that you spend swimming, you must make a Swim check (DC 20) or suffer 1d4 points of subdual damage as a result of fatigue. This subdual damage can only heal from rest after you leave the water.

Tumble (Dex; Armor Check Penalty; Trained Only)

Tumble is used to land more softly than others when falling and to tumble away from adjacent opponents.

Impact Check (Free Action): You may attempt to reduce the damage suffered by the impact of a fall.

Make a Tumble check (DC 10).

With success, damage is calculated as if the fall were 10 ft. shorter (e.g. damage from a 30-ft. fall is calculated as if it were a 20-ft. fall).

With failure, you suffer the full impact of the fall.

Retry: No.

Threat: Your falling damage is calculated as if the fall were 20 ft. shorter (e.g. damage from a 30-ft. fall is calculated as if it were a 10-ft. fall).

Critical Success: Your falling damage is reduced by 1 point per die rolled (to a minimum of 1 point suffered per die rolled).

Error: You suffer a -2 penalty with any Fortitude save made to resist the effects of massive damage resulting from your fall *(see page 381 for more about massive damage).*

Critical Failure: Your falling damage is increased by 1 point per die rolled.

Special: If you possess 5 or more ranks in Jump, you gain a +2 synergy bonus with Tumble checks made to reduce damage from a fall.

Tumble Through Check (Half Action): Typically, you're unable to move through an occupied square unless the occupant is a teammate, ally, dead, helpless, or three or more size categories smaller than you. Also, you must end movement whenever you enter a square that's adjacent to an enemy. Using this skill, however, you may attempt to "tumble through" occupied squares and move past squares adjacent to enemies without ending your movement.

While tumbling, you may move up to your standard speed -10 in feet per full action.

Each time you declare a tumble through move action, make a Tumble check. This check's DC is determined by the occupancy of squares through which you move, as well as squares adjacent to every square through which you move, as follows.

Square Occupancy	DC
One or more adjacent squares occupied by enemies	15
You're moving through one or more occupied squares*	25

* Excluding squares containing teammates, allies, dead and helpless characters, and characters three or more size categories smaller than you.

With success, you move along the desired path, bypassing all occupied squares along the way.

With failure, you stop in the first empty square adjacent to an enemy along your path and lose your Dexterity bonus to Defense, if any, until the start of your initiative count during the following round.

Retry: No.

Threat: None.

Critical Success: Your tumble-through movement speed is increased to your full speed for this round only.

Error: None.

Critical Failure: You trip and fall prone in a square along your movement path chosen by the GM.

Special: If you possess 5 or more ranks in Tumble, you gain an additional +1 dodge bonus to Defense when fighting defensively *(see page 368),* as well as an additional +2 dodge bonus to Defense when using the total defense action *(see page 375).*

If you possess 5 or more ranks in Balance, you gain a +2 synergy bonus with Tumble checks made to ignore the square occupancy rules.

Xeno-Cultures (Wis; Disposition; Trained Only)

The Xeno-Cultures skill is used to learn about and apply an understanding of alien customs, dress, and common behavior for the purposes of blending in. Further, you may use this skill to shadow someone through a crowd on an alien world.

Earth's Distant Cousins: At the GM's discretion, when you're dealing with an alien culture that's derived from or linked to your homeworld culture and you possess 5 or more ranks in Xeno-Cultures, you gain a +2 synergy bonus with Cultures checks. This is one example of many thousands of relationships between alien cultures that the GM is encouraged to develop for his own *Stargate* campaign.

Special Note: Cultures common to your homeworld are handled with the Cultures skill *(see page 201).*

Customs Check (Free Action, Secret Result): You may determine the proper course of action dictated by local custom.

Situation	DC/DC Modifier
Common situation (e.g. table manners)	10
Uncommon situation (e.g. annual gala event)	15
Rare situation (e.g. once in a lifetime event)	20
You're very familiar with local custom (e.g. have lived here at least 1 full year)	–5
You were raised to follow the local custom (e.g. spent your childhood here)	–10
You're somewhat familiar with local custom (e.g. have lived here less than 1 full year)	+0
You're unfamiliar with local custom (e.g. have never been here before)	+5

With success, you determine the correct course of action.

With failure, you're at a loss about what to do. If your check fails by 5 or more, you determine an incorrect course of action (which is not insulting, but merely distracting and embarrassing).

Retry: No. Once you've had time to think about a given situation, you either know the correct course of action or you don't. Should the same question come up at a later date (assuming an opportunity for additional study on the subject), then the GM may allow you to make another check.

Threat: Your true and heartfelt effort improves the dispositions of all members of the culture who witness it by 1 grade until the end of the current mission.

Critical Success: Your response to the situation is not only correct, but shows a great understanding of the culture and respect for its adherents. All members of the culture who witness your actions are deeply moved, their dispositions toward you permanently improved by 1 grade. If you have previously scored a threat using the Xeno-Cultures skill that was not activated as a critical success (thus improving the dispositions of onlookers toward you by 1 grade for the rest of the mission), this result overrides that previous outcome.

Error: Your inept and off-putting effort worsens the dispositions of all members of the culture who witness it by 1 grade until the end of the current mission.

Critical Failure: Your response to the situation is not only incorrect but insulting. All members of the culture who witness your actions are deeply offended, their dispositions toward you permanently worsened by 1 grade. If you have previously scored an error using the Xeno-Cultures skill that was not activated as a critical failure (thus worsening the dispositions of onlookers toward you by 1 grade for the rest of the mission), this result overrides that previous outcome.

Special: It is recommended, though not required, that the GM make this skill check in secret, revealing the results during play as the character learns of the locals' response to his efforts.

If you possess 8 or more ranks in Xeno-Cultures, you gain a +2 bonus with disposition checks for which the GM determines your knowledge of custom is helpful *(see page 420 for more about disposition checks).*

Mingle Check (Full Action): Given a moment to mix in with at least 40 people within your line of sight, you may attempt to hide from an observer.

While blending with a crowd, you may move without penalty at up to ½ your speed (rounded up). Moving at up to your speed imposes a -10 circumstance penalty with your mingle skill check result. Moving faster than your speed immediately reveals your location to all observers.

Make a Xeno-Cultures check with no DC – your result becomes the Spot check DC for others to locate you within the crowd. The following circumstance modifiers apply to your mingle check.

Condition	Check Modifier
You were observed by your tracker when attempting to blend in	–5
You have failed to blend into the same crowd one or more times within the last minute	–1 per failed attempt
Location is lightly crowded (e.g. a typical restaurant or downtown city street, more than 40 people in line of sight)	–5
Location is moderately crowded (e.g. a full auditorium or busy marketplace, more than 100 people in line of sight)	+0
Location is heavily crowded (e.g. a religious ceremony or bazaar, more than 250 people in line of sight)	+5

Unlike the Hide skill's blend check *(see page 214),* you may attempt a mingle check even under observation. If the initial Spot check opposing your mingle result fails, you simply slip away (though your tracker may still attempt to find you during each round until you're out of his line of sight)...

Retry: Yes, though you must spend another full action to do so and suffer a circumstance penalty as a result.

Threat: None.

Critical Success: Your mingling attempt is so flawless that all attempts to spot you within the same location automatically fail for the duration of the current scene.

Error: None.

Critical Failure: Your target spots you, but need not let on that he knows what you're doing and may prepare an ambush for you. When this ambush is sprung, you suffer a -4 circumstance penalty with your awareness check *(see page 392 for more about ambushes).*

Special: If no crowd is available for you to blend into, you must use the Hide skill to shadow someone *(see page 214).*

If you possess 5 or more ranks in Hide, you gain a +2 synergy bonus with mingle and shadow checks.

Shadow Check (Full Action - 10 minutes, Secret Result): You may attempt to shadow someone (i.e. follow them without tipping them off about what you're doing), masking your movements as part of a surrounding crowd.

Make a Xeno-Cultures check opposed by your target's Sense Motive skill. With success, your target fails to notice what you're doing.

This opposed skill check must be made once for every 10 minutes during which you shadow someone.

Retry: No. The target already knows you're following him.

Threat: None.

Critical Success: Your shadow attempt is so flawless that all attempts by the same target to spot you automatically fail for the duration of the current scene.

Error: None.

Critical Failure: Your target spots you, but need not let on that he knows what you're doing and may prepare an ambush for you. When this ambush is sprung, you suffer a -4 circumstance penalty with your awareness check *(see page 392 for more about ambushes).*

Special: If no crowd is available for you to blend into, you must use the Hide skill to shadow someone *(see page 214).*

If you possess 5 or more ranks in Hide, you gain a +2 synergy bonus with mingle and shadow checks.

Xeno-Languages (Int; Trained Only)

The Xeno-Languages skill determines how many alien languages you speak in addition to those granted by your Intelligence score *(see Chapter 5).* It may also used to effectively communicate and 'get by' using languages you don't know.

Fluent vs. Native Languages: Each rank you possess in the Xeno-Languages skill must be dedicated to one alien language (either a language you know at character creation or one you 'pick up' when you increase your Xeno-Languages skill ranks).

If you possess 1 rank with an alien language, you are considered to be fluent with it and you speak it with a noticeable accent. If you possess 2 or more ranks with an alien language, the language is considered to be native for you and you speak it with no noticeable accent.

Example: Lt. Wilson possesses 6 ranks with the Xeno-Languages skill – 3 dedicated to Goa'uld, 2 dedicated to Asgard, and 1 dedicated to Tollan. He is considered a native Goa'uld and Asgard speaker, but is only fluent with Tollan.

Starting Languages: All alien languages granted to you by your SGC affiliation and Intelligence modifier are considered native languages for you, beginning with a skill rank of 2 for the purposes of making communication checks *(see page 219).* These initial skill ranks may be increased by dedicating 1 or more skill ranks gained in the Xeno-Languages skill after character creation, but are not included in the number of ranks you possess with the Xeno-Language skill for the purposes of making linguistics checks *(see page 219).*

Example: Continuing the previous example, Lt. Wilson possesses a total of 3 skill ranks in Goa'uld, 2 skill ranks in Asgard, and 1 skill rank in Tollan for the purposes of making communication checks with those languages. Since he gained 2 ranks in Goa'uld and 2 ranks in Asgard during character creation, however, he only possesses 2 ranks in the Xeno-Languages skill for the purposes of making linguistics checks.

Literacy: All characters can read and write every alien language they speak, whether it is a fluent or a native language. Illiterate characters don't last very long in dangerous off-world missions.

Alien Languages (for Tauri):* Some possible alien languages for human characters include Ancient, Asgard, Goa'uld, Jaffa, Nox, Reol, Tok'ra, Tollan, and Unas. Additionally, there are thousands of near-human languages, many of which are very close to various human tongues.

* Non-human characters should modify this list accordingly.

Earth's Distant Cousins: If you possess 5 or more ranks in Xeno-Languages (Jaffa), you gain a +2 synergy bonus with Languages (Arabic, Egyptian) checks. This is one example of many thousands of relationships between alien languages that the GM is encouraged to develop for his own *Stargate* campaign.

Special Note: Languages common to your homeworld are handled with the Languages skill *(see page 218).*

Communication Check (Varies, Trained and Untrained): Whenever you attempt to say or understand something more complicated than a simple message *(see below),* your GM is likely to ask you to make a Xeno-Languages check. The DC for this check, and the time required to get a message across, are determined by the message's complexity, as follows.

Message Complexity	DC	Time Required
Simple message ("The Tok'ra has a zat gun.")	—	Free action
Average message ("There are three assassins – one behind each pillar in the room.")	15	Half action
Complex message ("Get the hostages to the escape capsules. I'm going to the bridge to take down Fa'la.")	20	Full action

With success, you manage to convey or understand the message.

With failure, the message is lost in the translation.

When you make a skill check using a language you know, your skill bonus is calculated using only the skill ranks dedicated to that language.

Example: Lt. Wilson possesses 6 ranks with the Xeno-Languages skill – 3 dedicated to Goa'uld (2 from starting languages), 2 dedicated to Asgard (2 from starting languages), and 1 dedicated to Tollan. He calculates his skill bonuses for these languages using 1 rank of Goa'uld, 1 rank of Asgard, and 1 rank of Tollan.

Retry: No.

Threat: This time required to convey the message is calculated as if the message is 1 grade less complex (i.e. an average message is conveyed as a free action and a complex message is conveyed as a half action).

Critical Success: You discovery a rhythm with those in the conversation and need not make further communication checks to speak with them for the remainder of the current scene, regardless of the complexity of your messages to each other.

Error: The time required to convey the message is doubled (and you still fail to do so).

Critical Failure: If conveying a message, you say something you didn't intend to say. If attempting to understand a message, you discern the message to be something that it isn't. The GM scripts the inaccurate message and either describes it to you (if you're attempting to understand) or determines the reactions of any fluent or native NPCs who hear it (if you're attempting to convey).

Special: You must possess at least 1 rank in an alien language in order to attempt a communication check.

Linguistics Check (Free Action, Trained Only): Whenever you come across an alien language that you don't already know and that you haven't encountered in the course of any mission to date, you may make a Xeno-Languages check to see if you can 'get by' using it. The DC for this skill check is determined by the language type, as follows.

Language Type (Alien Languages*)	DC
Common	—**
Uncommon (Jaffa, Near-Human, etc.)	20
Rare (Goa'uld, Reol, Tollan, etc.)	25
Obscure/Specialized (Ancient, Asgard, Nox, etc.)	30+

* Non-human characters should modify this list accordingly.

** No alien languages are considered common.

With success, you gain 1 virtual rank with the language for the purposes of communication checks only *(see page 219)*. It does not factor into the total number of skill ranks you possess with the Xeno-Languages skill for the purposes of linguistics checks *(see starting languages, page 218)*. This virtual rank may be used to communication with speech or writing. This language is not new to you – it's simply assumed that you learned it over the course of your off-world experience. It just hasn't come up during the course of play before now.

With failure, you're unfamiliar with the language. The only way you can learn it is by choosing it when you gain a rank in the Xeno-Languages skill *(see Fluent vs. Native Languages, page 218)*.

Retry: No.

Threat: None.

Critical Success: The language is considered one of your starting languages. You gain 2 virtual ranks with it. As usual, these ranks are not factored into your purchased ranks for the purposes of making future linguistics checks.

Error: None.

Critical Failure: You're completely unfamiliar with the language and find it extremely hard to work with. You must devote at least 2 true Xeno-Languages ranks to the tongue in order to make communicate checks with it *(see page 218)*.

Special: None.

CHAPTER SEVEN:
FEATS

Feats are special abilities or enhancements to existing abilities that you may choose to customize your character. Feats have no ranks; characters either have a feat or they don't. Rules for acquiring feats are found in the *Player's Handbook*.™

FEAT TREES

The *Stargate SG-1 RPG* breaks feats into several categories, or "trees," for the purposes of organization and character development. These trees are **combat feats** (which are further broken down into **basic combat feats, melee combat feats, ranged combat feats,** and **unarmed combat feats**), **covert feats, gear feats, skill feats** (which are further broken down into **basic skill feats** and **advanced skill feats**), **species feats,** and **style feats.**

When filling level-based feat slots, you may choose from any of the following trees. Bonus feats granted by class abilities and other character options usually limit you to only one or two trees.

COMBAT FEATS

These feats focus on various fighting methods.

Basic Combat Feats *(pages 241-244):* These feats concern combat fundamentals, and are often prerequisites for combat feats in other trees.

Melee Combat Feats *(pages 244-248)*: These feats focus on combat using knives, axes, and other hand-held weapons.

Ranged Combat Feats *(pages 248-251):* These feats focus on the use of firearms.

Unarmed Combat Feats *(pages 252-255):* These feats enhance your prowess without weapons.

COVERT FEATS *(pages 255-257)*

These feats involve stealth, balance, physical grace, and misdirection.

GEAR FEATS *(pages 257-259)*

These feats offer you new equipment options and enhanced skills with specialized gear.

SKILL FEATS

These feats improve your skills.

Basic Skill Feats *(pages 259-261)*: These feats provide bonuses to a cluster of related skills.

Advanced Skill Feats *(pages 261-263)*: These feats create bonuses and grant you extra skill abilities.

Species Feats *(pages 263-265)*

These feats expand and grant new non-human options. Unless otherwise specified, these feats may only be chosen by a character possessing the species feats ability.

Style Feats *(pages 265-267)*

These feats develop personal presence and savoir faire.

Terrain Feats *(pages 267-269)*

These feats introduce abilities that assist survival in the primitive and sometimes hostile locations frequently visited by SGC field teams.

Feat Descriptions

Each feat description offers a general summary of its function, including the following information. Some feat descriptions don't contain every entry.

Feat Name

After a general summary of the feat's function are several pieces of game information, as follows.

Prerequisites: This entry lists the requirements you must possess before you may choose the feat.

Benefit: This entry describes what the feat allows you to do.

Normal: When a feat modifies a rule or allows you to do something that you aren't typically allowed to do, this entry contains the basic rule the feat contradicts, for ease of comparison.

Special: This entry contains all important information about this feat not covered elsewhere in its description.

Basic Combat Feats

These feats typically have very few prerequisites, and are themselves prerequisites for many other feats.

Ambidexterity

You may use both hands with equal coordination. You're neither right-handed nor left-handed.

Prerequisites: Dexterity 15+.

Benefit: Both of your hands are considered your primary hand when calculating attack, ability, and skill check penalties.

Normal: A character without the Ambidexterity or Two-Weapon Fighting feats suffers the penalties described under Attacking With Two Weapons *(see page 361).*

Special: The Two-Weapon Fighting feat reduces the penalty for fighting with a weapon in both hands by -2 per hand *(see page 361 for more information).* This effect stacks with the Ambidexterity feat.

Armor Group Proficiency

One or more of these feats may be gained from the first level of your first base class *(see page 156).*

Prerequisites: Special *(see below).*

Benefit: When you wear an armor type with which you're proficient, its armor check penalty is applied only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks, and your speed is reduced by the armor's base speed penalty. If this reduces your speed to 0 or less, you may only move using your bonus 5-ft. step while wearing the armor *(see page 353).*

There are three Armor Group Proficiency feats, each of which must be taken separately, as follows.

- *Armor Group Proficiency (Light):* You're proficient with all light armor.
- *Armor Group Proficiency (Medium):* You're proficient with all medium armor. *Prerequisites:* Armor Group Proficiency (Light).
- *Armor Group Proficiency (Heavy):* You're proficient with all heavy armor. *Prerequisites:* Armor Group Proficiency Group (Light), Armor Group Proficiency (Medium).

For the effects of various types of armor, see Chapter 9.

Normal: When a character wears armor with which he isn't proficient, its armor check penalty is applied to all his attack checks and skill checks that require any movement (including the Handle Animal skill when riding). Also, his speed is reduced by 2 × the armor's speed penalty. Again, if this reduces the character's speed to 0 or less, he may only move using his bonus 5-ft. step while wearing the armor *(see page 353).*

Special: You may choose this feat multiple times, each time gaining proficiency with one armor group.

Career Operative

Your experiences with the SGC make you hard to kill.

Prerequisites: Character level 6+.

Benefit: You gain a +1 bonus with Fortitude, Reflex, and Will saves.

Clockwork Tactics

You're the guiding, dominating force within any unit with whom you serve.

Prerequisites: Lead class ability.

Benefit: At the start of any combat, you may spend one use of your lead class ability to increase any of your teammates' initiative counts to equal your initiative count, if they rolled lower. This ability may affect up to a number of teammates equal to your Charisma modifier + 1 (minimum 1).

Combat Instincts

Your melee instincts are preternatural.

Benefit: If you're not flat-footed when an adjacent opponent's melee attack check misses you by more than 5, you may immediately make 1 single attack as a free action against that opponent *(see Single Attacks, page 353).* You may use this feat a number of times per round equal to your Dexterity modifier.

BASIC COMBAT FEATS

Confident Charge

You may dart around corners at high speed.

Prerequisites: Dex 13+, Wis 13+.

Benefit: When you take a charge action during combat, you may choose a movement path that takes you around one or more turns, up to a number of turns equal to your Dexterity modifier. None of these turns may exceed 90 degrees.

Coolness Under Fire

You're not the least bit shaken by bullets speeding past you. Some even say it's when you feel most at home.

Benefit: When attacking an opponent currently receiving the benefit of a cover fire action, your attack check results are increased by +2. Further, when you're targeted by suppressive fire, you suffer only ½ the standard penalty to your attack and skill checks (rounded down).

Endurance

You have incredible stamina.

Benefit: When making an ability or skill check to perform a physical action over a period of time (such as swimming, holding your breath, running, etc.) you gain a +4 bonus. Further, your Strength and Dexterity are not reduced by 2 while you're fatigued (reduced to 0 vitality points).

Expertise

Your training focuses equally on offensive and defensive combat strategies.

Prerequisites: Int 13+.

Benefit: When using the standard attack action, you may accept a penalty of up to -5 with your attack check result and add the same number (up to +5) to your Defense as a dodge bonus. The penalty/bonus amount may not exceed your base attack bonus, and once accepted, lasts until the start of your initiative count during the following round.

Normal: Without this feat, a character may fight defensively when using a standard attack action by accepting a -4 penalty with his attack check results and gaining a +2 dodge bonus to his Defense until the start of his next action.

Great Fortitude

Your toughness is well known.

Benefit: You gain a +2 bonus with Fortitude saves.

Improved Disarm

You're skilled at separating your opponents from their weapons.

Prerequisites: Expertise.

Benefit: You gain a +1 bonus with attack checks made to disarm an opponent and your threat range with disarm attempts is increased by 1 (e.g. a threat range of 20 becomes 19-20). Further, if you fail a melee disarm attempt, your target may not attempt to disarm you in return.

Normal: When a character fails a melee disarm attempt, his target may automatically attempt to disarm him. This extra disarm attempt is not counted toward the target's actions for the round.

Improved Initiative

Your combat reflexes are uncanny.

Benefit: You gain a +4 bonus with initiative checks.

Improved Two-Weapon Fighting

You're expertise with two weapons is exemplary.

Prerequisites: Base attack bonus +9 or higher, Ambidexterity, Two-Weapon Fighting.

Benefit: When you typically gain 1 single attack action with an off-hand weapon, you gain 2 single attack actions with your off-hand weapon *(see Attacking With Two Weapons, page 361, and Single Attacks, page 353).* The second extra attack suffers an additional -5 penalty.

Increased Speed

You move significantly faster than average.

Prerequisites: Run.

Benefit: Your base speed is increased by 10 ft. per round *(see Movement, page 372).*

Iron Will

You have extremely strong willpower.

Benefit: You gain a +2 bonus with Will saves.

"Keep Your Head Down!"

You're particularly adept at staying out of harm's way.

Prerequisites: Dex 15+, base attack bonus +4 or higher, Coolness Under Fire.

Benefit: When benefiting from cover, you may choose to gain a number of points of damage reduction equal your cover reflex bonus *(see page 368).* These points follow all the standard rules for damage reduction *(see page 377),* and stack with points of damage reduction gained from armor, other feats, and other character options. If you choose to gain this benefit, you suffer a -2 circumstance penalty with all attack checks made while you remain behind cover.

Lightning Reflexes

You intuitively react to dangerous situations.

Benefit: You gain a +2 bonus with Reflex saves.

Mobility

You're find it remarkably simple to slip past opponents and dodge blows.

Prerequisites: Dex 13+.

Benefit: You may move away from adjacent opponents during combat. Additionally, you may move up to twice your speed when taking the total defense action *(see page 375).*

Normal: When adjacent to a non-prone opponent, a character may only move using his bonus 5-ft. step *(see page 353)* or with a withdraw action. Additionally, he may only move up to his speed when taking the total defense action.

Quick Draw

You bring weapons into action with inhuman speed.

Prerequisites: Dex 13+, base attack bonus +1 or higher.

Benefit: You may draw and ready a weapon within easy reach on your person as a free action rather than a half action. This feat does not allow you to reload a weapon during the same free action, but you may disable the weapon's safety or activate its power source. You may use this feat to draw up to two weapons, or draw and holster one weapon, as free actions during each round.

Quick Healer

Your injuries heal faster than average.

Prerequisites: Con 13+.

Benefit: When you recover 1 or more vitality or wound points as a result of natural healing (but not surgical or other types of healing), you recover twice the standard number of points.

Run

You may push yourself beyond standard limits when running.

Benefit: When running, you may move up to 5 × your speed instead of 4 × your speed *(see Movement, page 372).* Further, when making a running jump, your jump distance or height is increased by ¼ (rounded up), to the maximum distance or height noted in the Jump skill description *(see page 216).*

Sidestep

Through fear or keen anticipation, you have little trouble evading attacks.

Prerequisites: Dex 13+.

Benefit: During your initiative count, you may choose one opponent and gain a +2 dodge bonus to Defense against attacks made by that opponent. Alternately, you may designate all opponents attacking you and gain a +1 dodge bonus to Defense against attacks made by any opponent. Once designated, this bonus lasts until the start of your initiative count during the following round.

Surge of Speed

You may perform an additional action each round.

Benefit: You may take 1 extra half action during your initiative count each round. This action may not be an attack. This feat may be used once per game session, plus one additional time for every 4 character levels you possess, but never more than once during any one round.

Toughness

You're tougher than average.

Benefit: You gain either +2 wound points or +4 vitality points (your choice).

Special: You may choose this feat multiple times, each time gaining an additional +2 wound points or +4 vitality points.

Two-Weapon Fighting

Your skill with your off-hand is improved, reducing the chance that you'll miss your targets.

Benefit: Your attack check penalties for fighting with a weapon in both hands are reduced by -2 per hand *(see page 361 for more information).*

Normal: A character without the Ambidexterity or Two-Weapon Fighting feats suffers the penalties described under Attacking With Two Weapons *(see page 361).*

Special: With the Ambidexterity feat, both of your hands are considered your primary hand when calculating attack, ability, and skill check penalties. This effect stacks with the Two-Weapon Fighting feat.

Weapon Focus

You've trained extensively with one weapon, drastically improving your combat prowess with it.

Prerequisites: Weapon Group Proficiency feat for designated weapon, base attack bonus +1 or higher.

Benefit: Choose one specific weapon ("knife," "compound bow," "FN P90," etc.). You may choose "unarmed strike," "grapple/trip," or "improvised weapon." You gain a +1 bonus with all attack checks made using this weapon, as well as all skill checks made to repair it, when appropriate *(see page 220).*

Special: You may choose this feat multiple times, each time gaining the listed bonuses with one additional weapon. You may not choose this feat more than once per weapon.

Weapon Group Proficiency

One or more of these feats may be gained from the first level of your first base class *(see page 156).*

Benefit: When you use a weapon type with which you're proficient, you follow the standard rules described in Chapter 10 *(see page 350).* You also understand how to use, reload, and care for all weapons with which you're proficient.

In *Stargate SG-1,* proficiency with non-human weapons is governed by the most appropriate Weapon Group Proficiency feat. The zat, for instance, requires the Weapon Group Proficiency (Handgun) feat, while the staff weapon requires the Weapon Group Proficiency (Rifle) feat.

There are six Weapon Group Proficiency feats, each of which must be taken separately, as follows.

- *Hurled:* This weapon group includes all non-firearm missile weapons (e.g. throwing knives, shuriken, bows, crossbows, slings, grenades, etc.). Melee weapons fall into this group when thrown.
- *Handgun:* This weapon group includes all ranged weapons that are held in one hand (e.g. revolvers, pistols, zats, dartguns, mace, etc.).
- *Melee:* This weapon group includes all melee weapons (e.g. swords, knives, improvised weapons such as chairs and bottles, staff weapons used as melee weapons, etc.).
- *Rifle:* This weapon group includes most ranged weapons that are held in two hands (e.g. short stock assault weapons, shotguns, percussion weapons, energy weapons, staff weapons firing plasma, etc.).
- *Tactical:* This weapon group includes high-power weapons generally intended to destroy scenery, vehicles, and large numbers of people (e.g. fully automatic machineguns, flamethrowers, rocket launchers, mortars, death glider cannons, etc.).
- *Exotic:* This weapon group includes bizarre armaments that aren't often used by SGC personnel (e.g. some Goa'uld weapons, hand crossbows, harpoons, nets, etc.). The Exotic Weapon Group Proficiency must be chosen once for each group of exotic weapons with which you wish to become proficient. There is only one exotic weapon group in the *Stargate SG-1* core release – primitive *(see pages 330 and 331).*

Normal: A character suffers a -6 penalty with attack checks made using handguns and exotic weapons with which he isn't proficient. He suffers a -4 penalty with attack checks made using any other weapon with which he isn't proficient.

Special: You may choose this feat multiple times, each time gaining proficiency with one weapon group.

Zat Resistance

You've been shot with zats more often than you care to think about – and you're starting to get used to it.

Prerequisites: Base Fortitude save +5 or higher, has been rendered unconscious by zats 3+ times.

Benefit: You gain a +4 bonus with all Fortitude saves made to resist the effects of a zat attack *(see page 348).* Further, when you're rendered unconscious by a zat, you awaken in 3d10 rounds – a number of rounds equal to your Fortitude save bonus (minimum 0).

Melee Combat Feats

These combat feats come into play when you wield a melee weapon. Typically, melee combat feats allow you to perform special moves or enhance your melee combat capabilities in other ways.

Assassin

You're trained to target your opponents' vital areas.

Prerequisites: Base attack bonus +6 or higher, Darting Weapon.

Benefit: When using a melee weapon, your threat range is increased by 1 (e.g. a threat range of 20 becomes 19-20).

Blind-Fight

You always sense the approximate locations of your foes, even when they're out of your sight.

Benefit: When attacking an opponent with a melee or unarmed attack, your targets' concealment bonuses to Defense are reduced to ½ (rounded down).

Blindsight 5-ft. Radius

You can sense nearby opponents even in total darkness.

Prerequisites: Wis 13+, base attack bonus +4 or higher, Blind-Fight.

Benefit: When attacking an opponent with a melee or unarmed attack, your targets' concealment bonuses to Defense are negated.

Cleave

You can effectively follow through with any melee attack.

Prerequisites: Power Attack.

Benefit: When one of your melee attacks reduces an opponent's wound points to 0 or below, you may – following this attack's resolution – make 1 single melee attack against one other adjacent opponent *(see Single Attacks, page 353)*. You may not move before making this single attack. This single attack must be made using the same weapon, with the same modifiers, as the attack that reduced the previous opponent to 0 or fewer wounds. This feat ability may only be used once per round.

Cleaving Charge

You *wade* through your opponents with ease.

Prerequisites: Str 15+, base attack bonus +6 or higher, Great Cleave.

Benefit: As Great Cleave, except that you may move one 5-ft. square before each extra attack. The total number of 5-ft. squares traversed using this feat ability during your Great Cleave action may not exceed ½ your speed (rounded down).

Darting Weapon

Your melee attacks are incredibly fast.

Prerequisites: Base attack bonus +3 or higher, Expertise.

Benefit: At the start of a round, you may accept a penalty of up to your base attack bonus with your melee attack checks during the round and add the same number (up to your base attack bonus) to your initiative count during the round. This bonus may increase your initiative count by more than 10 during this round *(see Fluid Initiative, page 355)*, and only lasts until the end of the current round. After accepting this penalty/bonus, you may not make any ranged attacks during this round, and you must make at least one melee attack action during this round.

Disarming Twist

You know just how to jerk a weapon from an opponent's hand, no matter how tightly it's gripped.

Prerequisites: Wisdom 13+, base attack bonus +1 or higher.

Benefit: You gain a +4 gear bonus with disarm checks made using a weapon with the trap quality *(see page 324)*. Additionally, your threat ranges with disarm checks made using a weapon with the trap quality are increased by 1 (e.g. a threat range of 20 becomes 19-20).

Normal: The trap quality provides a +2 gear bonus with disarm attempts.

Double Blow

You attack faster than most with a melee weapon.

Prerequisites: Base attack bonus +12 or higher, Snake Strike.

Benefit: Each time you make one half action melee attack, you may choose to make two melee attacks. When use this ability, each of your attack checks during this round (including each melee attack) suffers a -5 penalty. This effect does not stack with the benefits of Flashing Weapon (you may only benefit from one or the other during any one round), but you may use Double Blow with each of your standard melee attacks during one round (allowing up to twice as many melee attacks as you're typically allowed standard half action melee attacks during the round).

Drag Down

You have the leverage to throw any opponent to the ground.

Prerequisites: Strength 13+, base attack bonus +1 or higher.

Benefit: You gain a +4 gear bonus with trip actions made using a weapon with the hook quality *(see page 324)*.

Normal: The hook quality provides a +2 gear bonus with trip attempts.

Flashing Weapon

You wield a melee weapon with increased speed, but decreased accuracy.

Prerequisites: Base attack bonus +3 or higher, Weapon Finesse.

Benefit: When you make your first attack during a round, you may make 1 single melee attack that typically requires 1 half action *(see Single Attacks, page 353)*. When use this feat ability, each of your attack checks during this round (including each melee attack) suffers a -2 penalty. This effect does not stack with the benefits of Double Blow (you may only benefit from one or the other during any one round).

Great Cleave

You can wield a melee weapon with great force, allowing you to strike multiple times when dropping opponents.

Prerequisites: Base attack bonus +3 or higher, Cleave.

Benefit: As Cleave, except that you may use the Cleave ability any number of times per round.

Improved Weapon Focus

You've greatly improved upon your basic training with one melee weapon.

Prerequisites: Base attack bonus +3 or higher, Weapon Focus for designated melee weapon.

Benefit: When using your designated melee weapon, you gain a +2 bonus with damage rolls.

Special: You may choose this feat multiple times, each time gaining a +2 bonus with damage rolls made using one melee weapon for which you possess the Weapon Focus feat. You may not choose this feat more than once per weapon.

Improvised Weapon

You can turn ordinary items in your vicinity into brutally efficient combat tools.

Prerequisites: Wis 13+.

Benefit: As a half action, you may find an object nearby that you can use as an improvised melee weapon (e.g. part of a control panel, a combat vest, etc.). The GM chooses the object found, which may be Small, Medium, or Large in size (objects less than Small size or greater than Large size may not be used as improvised weapons).

An improvised weapon typically grants a +2 gear bonus with both damage rolls and Defense for a number of rounds equal to your Wisdom modifier *(other possible benefits are described on page 328)*.

An improvised weapon is considered a melee weapon and is therefore subject to disarm rules. It may also be broken *(see page 364)*. Unarmed combat feats and abilities may not be applied when using an improvised weapon.

This feat may only be used in areas where objects are available to be found (e.g. it doesn't work in a clean room or a barren cell). This feat may be used a number of times during each session equal to your total initiative bonus. You may only benefit from one improvised weapon at any time.

MELEÉ COMBAT FEATS

Master Assassin

You have little difficulty finding your opponents' weak spots with a melee weapon.

Prerequisites: Base attack bonus +12 or higher, Assassin.

Benefit: When using a melee weapon, your threat range is increased by 2 (in addition to the benefit gained from the Assassin feat, for a total threat range increase of 3). Further, you need no longer spend an action die to activate a threat as a critical hit when using a melee weapon.

Master Duelist

Your skill with one melee weapon places you among your world's most dangerous combatants.

Prerequisites: Base attack bonus +12 or higher, Weapon Master with designated weapon.

Benefit: When using your designated melee weapon, your bonus with attack checks is increased by an additional +1 (to a total bonus of +3) and your bonus with damage rolls is increased by an additional +2 (to a total bonus of +6). Further, once per game session, you may choose to re-roll a failed attack check when using your designated melee weapon. You may not re-roll a critical miss.

Special: You may choose this feat multiple times, each time gaining the listed bonuses with one weapon. You may not choose this feat more than once per weapon.

Power Attack

Your melee attacks are incredibly powerful.

Prerequisites: Str 13+.

Benefit: At the start of your initiative count during a round, before making any attack checks, you may accept a penalty of up to your base attack bonus with your melee attack checks during the round and add the same number (up to your base attack bonus) to your melee damage rolls during the round. This effect lasts until the end of the current round.

Snake Strike

You consistently take your opponents by surprise.

Prerequisites: Base attack bonus +6 or higher, Flashing Weapon, Quick Draw.

Benefit: When you draw a melee weapon to attack an opponent with whom you aren't currently engaged in combat, you may first make a feint attempt against that opponent as a free action *(see page 375 for more about feint actions)*. If your feint succeeds, your next attack against that opponent gains a +1d6 sneak attack bonus to damage. This bonus isn't gained against targets who are immune to critical hits, who benefit from total concealment, or whose vitals are out of reach. Further, when using this feat ability, you may not use a weapon that inflicts normal damage to inflict subdual damage, or vice-versa, even by applying the standard -4 circumstance penalty.

You may not use this feat ability to attack a target whom you have previously attacked during this combat, even if all of your previous attacks missed.

Swift Strike

You may move while making a melee attack.

Prerequisites: Base attack bonus +4 or higher, Mobility, Sidestep.

Benefit: When you make a standard melee attack, you may move up to ½ your speed (rounded down). You may move part of this distance immediately before your attack and the rest immediately after your attack, so long as you don't exceed ½ your speed during the action.

Trail of Blood

You mow down your enemies in melee combat, leaving a swath of grisly death behind you.

Prerequisites: Base attack bonus +12 or higher, Cleaving Charge.

Benefit: As Cleaving Charge, except that you may move up to three 5-ft. squares before each extra attack. The total number of 5-ft. squares traversed using this feat ability during your Cleaving Charge action may not exceed your speed.

Ultimate Duelist

Your skill with one melee weapon places you among the universe's most dangerous combatants.

Prerequisites: Base attack bonus +18 or higher, Master Duelist with designated weapon.

Benefit: When using your designated melee weapon, your bonus with attack checks is increased by an additional +1 (to a total bonus of +4) and your bonus with damage rolls is increased by an additional +4 (to a total bonus of +10). Further, up to three times per game session, you may choose to re-roll a failed attack check when using your designated melee weapon. You may not re-roll a critical miss.

Special: You may choose this feat multiple times, each time gaining the listed bonuses with one weapon. You may not choose this feat more than once per weapon.

Weapon Finesse

By relying more on your dexterity than your strength, you have mastered the use of one weapon.

Prerequisites: Base attack bonus +1 or higher, Weapon Group Proficiency with designated weapon.

Benefit: Choose 1 melee weapon that is considered to be light in your hands *(see page 327)*. When using the designated weapon, your Dexterity modifier is applied to your attack bonus rather than your Strength modifier.

Special: You may choose this feat multiple times, each time gaining the listed effect with one weapon. You may not choose this feat more than once per weapon.

Weapon Master

Your skill with one melee weapon places you among your region's most dangerous combatants.

Prerequisites: Base attack bonus +6 or higher, Improved Weapon Focus with designated weapon.

Benefit: When using your designated melee weapon, your bonus with attack checks is increased by an additional +1 (to a total bonus of +2) and your bonus with damage rolls is increased by an additional +2 (to a total bonus of +4).

Special: You may choose this feat multiple times, each time gaining the listed bonuses with one weapon. You may not choose this feat more than once per weapon.

Whirlwind Attack

You can enter a controlled state of frenzy, during which you can attack all opponents within your reach with one melee attack.

Prerequisites: Expertise, Swift Strike.

Benefit: As a full action, instead of making your standard attacks, you may make 1 attack with your full base attack bonus against each adjacent opponent.

Ranged Combat Feats

These combat feats require the use of a ranged weapon. Typically, ranged combat feats allow you to perform special moves or enhance your ranged combat capabilities.

Bullseye

You can take flamboyant shots that are especially lethal.

Prerequisites: Base attack bonus of +3 or higher, Perfect Stance.

Benefit: When making a ranged attack against a target within 2 range increments, before you roll, you may accept a penalty of up to your base attack bonus with your attack check and add the same number (up to your base attack bonus) to your damage roll. This feat ability may not be used with a burst attack, autofire attack, or strafe attack.

Controlled Burst

You're skilled at firing controlled bursts, able to hit the right marks for maximum effect.

Prerequisites: Rapid Shot.

Benefit: When making either a wide or narrow burst attack *(see page 362)*, you gain a +1 bonus with both your attack check and damage roll, in addition to the regular burst modifiers.

Controlled Strafe

You're skilled at firing controlled strafe attacks, able to target multiple opponents with incredible precision.

Prerequisites: Base attack bonus +6 or higher, Controlled Burst.

Benefit: When making a strafe attack *(see page 364)*, you suffer only a -1 penalty with your attack check for each square targeted after the first. When making an autofire attack *(see page 362)*, you don't count the first volley when calculating your attack penalty.

Coordinate Fire

Your ranged attacks are most effective when made in concert with your teammates.

Prerequisites: Base attack bonus +6 or higher, Lay Down Fire.

Benefit: When making a ranged attack, you gain a +1 bonus with your attack check per teammate or ally who has made a ranged attack against the same opponent earlier during the current round.

Diving Shot

You may take evasive actions while attacking.

Prerequisites: Base attack bonus +6 or higher, Shot on the Run.

Benefit: When you take any half action ranged attack (including a burst attack), you may move up to your speed. You may move part of this distance immediately before your shot and part immediately after your shot, so long as you don't exceed your speed during the action. In addition, if you move at least one 5-ft. square during your action, you gain a +2 bonus to your Defense until the start of your next action.

Double Tap

You're skilled in the "double tap" method of shooting (i.e. tapping the trigger twice for a rapid double attack).

Prerequisites: Base attack bonus +6 or higher, Perfect Stance.

Benefit: When you use a handgun or SMG in single-shot mode to perform a standard half action attack targeting a character against whom you benefit from the aim action's bonus *(see page 375)*, you may accept a -4 penalty with your attack check to increase your threat range by 1 (e.g. a threat range of 19-20 becomes 18-20). You must have at least 2 shots remaining in your weapon to perform this action. This attack uses up 2 shots.

Extreme Range

The distance at which you may make hurled and ranged attacks increases dramatically.

Prerequisites: Base attack bonus +3 or higher, Far Shot.

Benefit: When you use a ranged fire weapon, its range increment is doubled. When you use a hurled weapon, its range increment is tripled.

Far Shot

Your hurled and ranged attacks are effective over great distances.

Benefit: When you use a ranged fire weapon, its range increment is increased to 150% (rounded up). When you use a hurled weapon, its range increment is doubled.

Grenade Basics

You're highly skilled with grenade use.

Prerequisites: Base attack bonus +3 or higher.

Benefits: You're considered to be proficient with all grenades, even if you don't possess the appropriate Weapon Group Proficiency feat. Further, when you use a hand-thrown grenade or Molotov cocktail, its range increment is increased by 5 ft. and its error range is reduced by 1 (e.g. an error range of 1-4 becomes 1-3). Finally, when you requisition 1 grenade with gear picks, you gain 2 grenades of the chosen type.

RANGED COMBAT FEATS

Grenade Mastery

You're an expert with grenade use.

Prerequisites: Base attack bonus +10 or higher, Grenade Basics.

Benefits: When a hand-thrown grenade, Molotov cocktail, or other explosive lands within 5 ft. of your position, you may make a Reflex save with a DC equal to the thrower's attack check result. With success, the attack is considered to have missed its target. Deviation is determined as standard *(see page 371)*, except that your Strength modifier (if positive) is added to the number of squares the weapon scatters. This ability may not be used to cancel successful grenade launcher attacks.

Further, this feat reduces your error range with grenades by 2 (e.g. an error range of 1-4 becomes 1-2).

Finally, when you requisition 1 grenade with gear picks, you gain 3 grenades of the chosen type.

This feat's error range and cost modifiers replace those gained from the Grenade Basics feat.

Hail of Bullets

You may fire more than one burst per attack.

Prerequisites: Base attack bonus +12 or higher, Controlled Strafe.

Benefit: Each time you make a half action burst attack, you may choose to make two burst attacks. When you use this ability, each of your attack checks during this round (including each burst attack) suffers a -5 penalty. This effect does not stack with the benefits of Rapid Shot (you may only benefit from one or the other in any one round), but you may use Hail of Bullets with each of your standard ranged attacks during one round (allowing up to twice as many ranged attacks as you're typically allowed standard half action ranged attacks during the round).

Increased Precision

You may make precision shots at range.

Prerequisites: Base attack bonus +6 or higher, Extreme Range.

Benefit: The range at which you may make sneak attacks, ranged disarm attempts, and benefit from your Point Blank Shot feat is increased by 1 range increment.

Special: You may choose this feat up to 3 times, each time increasing the range at which you may make the listed attacks by 1 additional range increment.

Lay Down Fire

You're extremely effective at laying down cover and suppressive fire.

Prerequisites: Base attack bonus +3 or higher, Point Blank Shot.

Benefit: When you provide cover fire *(see page 362)*, you grant the target character a +6 bonus to Defense instead of +4. Additionally, when you lay down suppressive fire *(see page 365)*, your target suffers a -6 penalty with attack and skill checks instead of -4.

Lightning Draw

You often catch your opponents by surprise.

Prerequisites: Base attack bonus +6 or higher, Quick Draw, Snap Shot.

Benefit: When you draw a ranged weapon to attack an opponent with whom you aren't currently engaged in combat, you may first make a feint attempt against that opponent as a free action *(see page 375 for more about feint actions)*. If your feint succeeds, your next attack against that opponent gains a +1d6 sneak attack bonus to damage. This bonus isn't gained against targets who are immune to critical hits, who benefit from total concealment, or whose vitals are out of reach. Further, when using this feat ability, you may not use strafe fire. Finally, when using this feat ability, you may not use a weapon that inflicts normal damage to inflict subdual damage, or vice-versa, even by applying the standard -4 circumstance penalty.

You may not use this feat ability to attack a target whom you have previously attacked during this combat, even if all of your previous attacks missed.

Machine Gun Basics

You're highly skilled with semi-automatic weapon use.

Prerequisites: Base attack +3 or better, Speed Trigger.

Benefit: You're considered to be proficient with all fully automatic weapons (those that may be fired in strafe mode), even if you don't possess the appropriate Weapon Group Proficiency feat. Further, you gain a +1 bonus with autofire and strafe attack checks, and when you use a weapon in burst mode, each attack uses up only 2 shots. Finally, your Strength is considered to be 4 higher when determining recoil penalties *(see page 332)*.

Machine Gun Mastery

You're an expert with semi-automatic weapon use.

Prerequisites: Base attack bonus +10 or higher, Machine Gun Basics.

Benefit: When making an autofire attack, you score an additional hit for every 3 points by which your attack check exceeds the target's Defense. Further, when making an autofire or strafe attack, each volley uses up only 2 shots (though the number of targets the attack may hit is unchanged). Finally, you may use a machine gun with only one hand, but you suffer a -2 penalty with all attack checks made using the weapon. This feat ability may not be used to fire two or more machineguns at the same time.

Marksman

When you have time to aim, your shots are lethally effective.

Prerequisites: Base attack bonus +3 or higher, Precise Shot.

Benefit: When aiming a weapon *(see page 375)*, you gain a +2 bonus with your attack check instead of +1. Also, when bracing a weapon *(see page 375)*, you gain a +3 bonus with your attack check instead of +2.

Master Sniper

You can consistently score "killing shots" at range.

Prerequisites: Base attack bonus +18 or higher, Sniper.

Benefit: When you gain a bonus with your attack check from either aiming or bracing your weapon, your threat range is increased by the same bonus.

Example: Lt. Wilson's threat range is 19-20 and he gains a +1 bonus with his attack check from aiming. His threat range becomes 18-20.

If you gain a bonus with your attack check from both aiming and bracing your weapon, your threat range is increased by the highest bonus gained from either action.

Perfect Stance

Your shooting form is superb.

Prerequisites: Base attack bonus +1 or higher.

Benefit: When you take an aim action, you may also brace your weapon as a free action. Further, you may brace non-tactical ranged weapons even when a solid surface isn't available. Finally, your Strength is considered to be 4 higher when determining recoil penalties *(see page 332)*.

Normal: A character must take 2 half actions to both aim and brace a weapon (1 half action for each).

Point Blank Shot

You're trained to shoot accurately at close range.

Prerequisites: Dex 13+.

Benefit: You gain a +1 bonus with attack checks and damage rolls made against opponents within 1 range increment.

Precise Shot

You're especially skilled at firing into melee combat and past intervening obstacles.

Prerequisites: Point Blank Shot.

Benefit: When you make a ranged attack against an opponent who's currently engaged in melee combat, you ignore the standard -4 circumstance penalty *(see Shooting or Throwing into a Melee, page 369).*

Quick Reload

You can reload a weapon with incredible speed.

Prerequisites: Dex 13+, base attack bonus +3 or higher, Speed Trigger.

Benefit: You may take the reload weapon action as a free action rather than a half action. This feat ability may be used only once per round.

Rapid Shot

You fire ranged weapons at an increased rate, but you suffer a loss of accuracy.

Prerequisites: Dex 13+, base attack bonus +3 or higher, Speed Trigger.

Benefit: When you make your first attack during a round, you may make 1 single ranged attack that typically requires 1 half action *(see Single Attacks, page 353).* When you use this feat ability, each of your attack checks during this round (including each ranged attack) suffers a -2 penalty. This effect does not stack with the benefits of Hail of Bullets (you may only benefit from one or the other during any one round).

Sharp-Shooting

You may fire ranged weapons accurately through cover.

Prerequisites: Base attack bonus +3 or higher, Precise Shot.

Benefit: When making a ranged attack against an opponent benefiting from partial cover, you gain a +2 bonus with your attack check. This bonus is not gained against targets benefiting from total cover.

Shot on the Run

You may move while making a ranged attack.

Prerequisites: Mobility, Point Blank Shot, Sidestep.

Benefit: When you make a standard half action ranged attack (including a burst), you may move up to ½ your speed (rounded down). You may move part of this distance immediately before your attack and the rest immediately after your attack, so long as you don't exceed ½ your speed during the action.

Snap Shot

Your ranged attacks are incredibly fast.

Prerequisites: Rapid Shot.

Benefit: At the start of a round, you may accept a penalty of up to your base attack bonus with your ranged attack checks during the round and add the same number (up to your base attack bonus) to your initiative count during the round. This bonus may increase your initiative count by more than 10 during this round *(see Fluid Initiative, page 355),* and only lasts until the end of the current round. After accepting this penalty/bonus, you may not make any melee or unarmed attacks during this round, and you must make at least one ranged attack action during this round.

Sniper

You've learned the basics behind making "killing shots" at range.

Prerequisites: Base attack bonus +9 or higher, Increased Precision, Marksman, Sharp-Shooting.

Benefit: When using a ranged weapon, your threat range is increased by 1 and you need not spend an action die to activate a threat as a critical hit.

Speed Trigger

You can manage extremely rapid gunfire, even with single-shot firearms.

Benefit: You may make burst attacks even with firearms that do not typically allow burst fire (so long as the weapon has sufficient shots remaining).

Zen Focus

You always sense the approximate locations of your foes, even when they're out of your sight.

Prerequisites: Wis 13+.

Benefit: When making a ranged attack, your targets' concealment bonuses to Defense are reduced to ½ (rounded down).

Zen Shot

You can sense nearby opponents even in total darkness.

Prerequisites: Zen Focus, base attack bonus +4 or higher.

Benefit: When making a ranged attack, your targets' concealment bonuses to Defense are negated.

Unarmed Combat Feats

These combat feats are used when you find yourself without a weapon. Typically, unarmed combat feats allow you to use martial arts moves.

Named Unarmed Abilities: When making an unarmed attack, you may only use one "named" ability – such as "Palm Strike" – at a time. Thus, if you possess the Punching Basics feat, you could use either Palm Strike or Knuckle Punch during the same attack (but not both).

Stances: Many trained fighters use specific body positions, or "stances," as a foundation for their movements and attacks. Some "stance feats" in this section allow characters to assume these special fighting positions to modify their combat actions and attacks. A character may only assume one stance at a time (i.e. he may gain bonuses from only one stance feat at a time, even if he knows several stance feats). Characters without stance feats and those not using a stance feat are considered to be in a "normal stance" that offers no special benefits. Assuming a feat stance requires 1 half action, while returning to a normal stance requires only 1 free action. Characters who are knocked prone immediately lose the benefits of their current stance and are returned to a normal stance.

Blocking Basics

You're trained in the fundamentals of blocking and redirecting opponents' melee and unarmed attacks.

Benefit: This feat grants you the following named unarmed abilities.

Break Weapon: When you're attacked by an armed and adjacent opponent, whether the attack is successful or not, you may – as a free action – make a Strength check to break his weapon *(see Strike an Object, page 364).* The weapon's Break DC is increased by 2 when you use this ability. This ability may only be used when you're fighting defensively or using the total defense movement option *(see page 375).*

Shifting Throw: When you're unsuccessfully hit by an adjacent opponent's unarmed or melee attack, you may – as a free action – move him to any other adjacent square that doesn't place him in immediate jeopardy (such as flipping him into a woodchipper or over a cliff). You may move him into a square that's adjacent to one or more of his enemies. Until the end of the following round or until your opponent moves (whichever comes first), each of your teammates and allies who's adjacent to your opponent's new location gains a +2 circumstance bonus with attack checks made against that opponent.

Centered Stance

You're trained to endure great punishment, overcoming injuries through sheer willpower.

Prerequisites: Iron Will, Martial Arts.

Benefit: While in this stance, you gain an additional number of temporary vitality points equal to your Will save modifier (including your Wisdom modifier and any augmenting character options, such as Iron Will). When you later leave this stance, you suffer an amount of damage equal to the number of vitality points gained. If this reduces you to 0 or fewer wounds, each point of excess damage is converted to 1 point of subdual damage.

You may not charge or run while in this stance.

Chi Strike

Your unarmed attacks are incredibly powerful.

Prerequisites: Wis 13+.

Benefit: At the start of your initiative count during a round, before making any attack checks, you may accept a penalty of up to your base attack bonus with your unarmed attack checks during the round and add the same number (up to your base attack bonus) to your unarmed damage rolls during the round. This effect lasts until the end of the current round.

Closed Stance

You're trained to move in close, crowding your opponent while delivering potent attacks. This stance is common among boxers and kickboxers.

Prerequisites: Martial Arts, Side Step.

Benefit: While in this stance, you may end your movement in an opponent's square, gaining 2 points of damage reduction against that opponent's attacks and a +2 stance bonus to damage rolls made against that opponent with unarmed attacks.

You may not charge or run while in this stance.

Coiled Stance

You're trained to fight from a tightly coiled position, ready to launch attacks at the first available opening.

Prerequisites: Lightning Reflexes, Martial Arts.

Benefit: While in this stance, you gain a +2 stance bonus with unarmed attack checks made against opponents with a lower Reflex save bonus. Further, while in this stance, you may take 1 additional bonus 5-ft. step during each round (above and beyond your standard bonus 5-ft. step).

Dodging Basics

You're trained in the fundamentals of avoiding attacks.

Benefit: This feat grants you the following named unarmed abilities.

Deflect Attack: Once per round, if at least one of your hands is free when an opponent successfully attacks you with a hurled, thrown, melee, or exotic weapon, you may – as a free action – make a Reflex save (DC 15 + the attacker's base attack bonus). With success, you deflect the attack, suffering no damage. You must be aware of the attack and may not be flat-footed in order to use this feat ability. Critical hits may not be deflected with this ability.

Flying Back Flip: Once per round, when an opponent misses you with a melee weapon, you may move one 5-ft. square as a free action. If this takes you out of your opponent's reach, he must move closer in order to make further melee or unarmed attacks against you.

UNARMED COMBAT FEATS

Five Style Adept

You have blended four primary attack styles into a new technique of your own creation.

Prerequisites: Base attack bonus +6 or higher, Holding Basics, Kicking Basics, Martial Arts, Punching Basics, Throwing Basics.

Benefit: Your unarmed attacks inflict 1d8 damage. Additionally, your threat range with unarmed attacks becomes 19-20.

Forward Stance

You make aggressive, diving motions, investing your entire body into every attack.

Prerequisites: Confident Charge, Martial Arts.

Benefit: While in this stance and taking a charge action that ends in an unarmed attack, your threat range is increased by 1 and you gain an additional +2 stance bonus with your charge action's attack check (for a total stance bonus of +4). If your charge attack misses, you're immediately knocked prone.

Guard Stance

Your movements are geared to protect you from all attacks, especially those targeting your vitals.

Prerequisites: Martial Arts, Expertise.

Benefit: While in this stance, the threat ranges of all hurled, melee, and unarmed attacks made against you are reduced by 2, to a minimum of 20 (e.g. a threat range of 17-20 becomes 19-20).

You may not charge or run while in this stance.

Holding Basics

You're trained in the fundamentals of holds and locks, making it both easier for you to grapple someone and harder for them to escape once you succeed.

Benefit: This feat grants you the following named unarmed abilities.

Joint Lock: Opponents suffer a -4 penalty with all attempts to escape your pins *(see page 371).*

One-Handed Choke: You may grapple or pin an opponent using only one hand, leaving the other free for other tasks, such as attacking or deflecting attacks (if you possess the Blocking Basics feat).

Inverted Stance

You're trained to fight as fluidly in a handstand as on your feet, performing a whirling mix of strikes and kicks.

Prerequisites: Acrobatic, Martial Arts.

Benefit: Tumble is always a class skill for you. Further, each time you succeed with an unarmed attack while in this stance, your current initiative count is increased by 1.

While in this stance, you may not take movement actions other than Jump checks and your bonus 5-ft. step.

Iron Fist

You're trained with a variety of breaking and smashing techniques, allowing you to shatter items with little difficulty.

Prerequisites: Martial Arts, Chi Strike.

Benefit: While making a strike an object action *(see page 364),* the target object's Break DC is reduced by 4. Also while making a strike an object action, you make attacks as if you're using a melee weapon even when making an

unarmed attack, and your Strength modifier is doubled for the purpose of damaging objects (including armor and weapons). You are not considered to be using a melee weapon for any other purpose, including the use of melee combat feats and attack options.

Kicking Basics

You're trained in the fundamentals of kicks.

Benefit: This feat grants you the following named unarmed abilities.

Jump Kick: You may move one 5-ft. square before you make an unarmed attack. This does not prevent you from taking a bonus 5-ft. step during the round as described on page 353.

Roundhouse Kick: You may attack 2 opponents who are adjacent both to you and to each other with 1 single unarmed attack *(see Single Attacks, page 353).* Make one attack check and compare it to each targeted opponent's Defense value. If you hit either or both of them, make one damage roll and inflict that damage against each opponent you hit.

Martial Arts

You're trained in unarmed combat and can inflict greater damage or even critical hits with unarmed attacks.

Benefit: Your unarmed attacks inflict 1d6 damage. Further, you don't suffer the standard -4 circumstance penalty with your attack check when inflicting normal damage instead of subdual damage *(see page 379).* Finally, your threat range with unarmed attacks becomes 20 *(see Critical Hits, page 360).*

Open Stance

You're trained to allow opponents to attack you – bringing them close enough for a sudden counterattack!

Prerequisites: Combat Instincts, Martial Arts.

Benefit: While in this stance, if an opponent's melee or unarmed attack misses you, the attacker is immediately drawn into your square and you may immediately make a grapple or trip attack against him as a free action. You may benefit from this effect only once per round. This effect may not be combined with an additional attacks gained from the Combat Instincts feat.

You may not charge or run while in this stance.

Prone Stance

You're skilled at fighting while prone.

Prerequisites: Jump Up, Martial Arts.

Benefit: Entering this stance causes you to become prone (if you're not already). Being knocked prone does not cause you to lose the benefits of this stance. While in this stance and prone, you do not suffer the standard circumstance penalty with your unarmed attacks for being prone. Further, all melee and unarmed attacks made against you gain only a +2 circumstance bonus instead of the standard +4. Finally, when you're grappling and enter this stance, you gain an additional +2 stance bonus with grapple checks made during the round in which you enter this stance.

Normal: A prone character suffers a -4 circumstance penalty with melee and unarmed attacks and opponents gain a +4 circumstance bonus with melee and unarmed attacks against a prone character.

Punching Basics

You're trained in the fundamentals of punching.

Benefit: This feat grants you the following named unarmed abilities.

Knuckle Punch: When you make a successful unarmed attack, you inflict your standard unarmed damage plus additional amount of damage equal to ½ your Strength modifier (rounded up, minimum +1).

Palm Strike: When you make a successful unarmed attack, the force of your blow moves your target one 5-ft. square directly away from you. If the target square is occupied, your opponent remains where he is and suffers 1 point of subdual damage in addition to any damage from your successful attack.

Ready Stance

You're skilled in striking first, preventing your opponents from completing their attacks.

Prerequisites: Improved Initiative, Martial Arts.

Benefit: While you're in this stance, an opponent successfully hit by one or more of your unarmed attacks suffers a -2 penalty with all attack checks until the end of the current round.

Reverse Stance

You're trained to deliberately turn your back to an opponent, luring him in for a quick, effective strike.

Prerequisites: Blind-Fight, Martial Arts.

Benefit: While in this stance, you gain a +2 stance bonus with feint actions. When you succeed with a feint action, your next attack against the feinted opponent gains a +1d6 sneak attack bonus to damage.

While in this stance, your Defense is reduced by 1 and you may not charge or run.

Rooted Stance

You're trained to focus your inner energy to absorb and resist attacks.

Prerequisites: Great Fortitude, Martial Arts.

Benefit: While in this stance, you gain a +2 stance bonus with all saving throws.

You may not take movement actions – including your 5-ft. bonus step – while in this stance.

Rolling Basics

Your training focuses on mobility and tumbling.

Benefit: Tumble is always considered a class skill for you. Also, you gain the following named unarmed abilities.

Roll: You may take one additional 5-ft. bonus step before making one unarmed attack.

Sway: When you succeed with an unarmed attack, you gain a +2 dodge bonus to your Defense against attacks made by your target until the start of your initiative count during the following round.

Shattering Blow

You have mastered a variety of breaking and shattering techniques, allowing you to destroy inanimate objects with alarming ease.

Prerequisites: Base attack bonus +3 or higher, Iron Fist.

Benefit: Your unarmed attacks inflict at least 1d8 damage (if not higher due to other feats, class features, and abilities). Further, while taking the strike an object action *(see page 364)*, your target object's Break DC is reduced by 8 instead of 4. Finally, when taking the strike an object action, your Strength modifier is doubled for the purpose of damaging objects (including armor and weapons).

Shifting Stance

You can shift between stances rapidly, attacking from any angle to overwhelm an opponent's defenses.

Prerequisites: Martial Arts, Mobility.

Benefit: When you're in this stance and make an unarmed attack, your targets' dodge bonus to Defense is reduced to ½ standard (rounded up). Further, if such an unarmed attack scores a threat, you may immediately move to the square on your opponent's opposite side as a free action (but only if that square is unoccupied).

Throwing Basics

You're trained in the basics of throws and sweeps.

Benefit: This feat grants you the following named unarmed abilities.

Flying Tackle: You may move one 5-ft. square before you make a trip attempt *(see page 367)*. This does not prevent you from taking a bonus step as described on page 353.

Foot Sweep: When you successfully trip an opponent during melee combat, you immediately gain, as a free action, 1 single attack against that opponent *(see Single Attacks, page 353)*.

Warrior's Grace

You can deliver a rapid string of martial arts attacks, at the price of accuracy.

Prerequisites: Base attack +3 or higher, Martial Arts.

Benefit: When you make your first attack during a round, you may make 1 single unarmed attack that typically requires 1 half action *(see Single Attacks, page 353)*. When you use this feat ability, each of your attack checks during this round (including each unarmed attack) suffers a -2 penalty.

Covert Feats

These feats focus on your physical acumen – your sense of balance, natural agility, and stealth. Some also focus on covert methods of attack.

Bludgeon

You're extremely effective with common techniques to subdue opponents.

Prerequisites: Character level 3+, character must be able to inflict at least +1d6 sneak attack damage.

Benefit: You may choose to inflict subdual damage with a weapon that inflicts normal damage without suffering the standard -4 penalty with your attacks *(see page 379)*. You may also inflict subdual damage with a sneak attack while using a weapon that doesn't typically inflict subdual damage. Your target must still be denied his Dexterity bonus in order for you to use your sneak attack bonus against him.

Break Fall

You have learned how to cushion the impact of a fall.

Prerequisites: Dex 13+, Climb 4+ ranks, Tumble 4+ ranks.

Benefit: You ignore damage suffered from the first 10 ft. of any fall (e.g. when you fall 20 ft., you only suffer damage as if you fell 10 ft.). Further, you may voluntarily raise the DC of a Tumble check to further mitigate damage from a fall. For each +5 modifier you add to the Tumble DC, damage is calculated as if the fall were 10 ft. shorter (e.g. by adding a +10 modifier to the DC, you can ignore up to 40 ft. of falling damage). You must still succeed with your Tumble check or suffer damage from the full distance fallen, minus the first 10 ft.

Concealed Weapon

You're never without a weapon, even when you've been patted down by the best.

Prerequisites: Sleight of Hand 4+ ranks.

Benefit: You gain a +8 bonus with the Concealment DCs of weapons you hide on your person or in local scenery *(see page 295)*. This feat cannot defeat full body mechanical sensors (such as x-ray machines).

Flawless Identity

You're a highly trained infiltrator – either for or against the Stargate Command. You possess a cover identity, complete with history, eyewitnesses, and documentation, and have compartmentalized your mind so that when you assume the cover identity, you truly believe that you *are* that person.

Benefit: You possess one or more cover identities that are perfect in every way. Examination of your documentation, talking to your "friends and family," and even hypnosis and mind probes all fail to pierce the facade. It takes 1 half action to mentally "switch over" to a cover identity. While you're using this ability, your true personality is submerged, but secretly in control of your actions. You may switch back to your true identity at any time as a free action. You possess a number of flawless identities equal to your character level divided by 5 (rounded up).

Hidden Run

You're a fleeting shadow, nearly invisible even as you rush past opponents.

Prerequisites: Improved Equilibrium, Hide 8+ ranks, Move Silently 8+ ranks.

Benefit: When moving at up to your speed, you're unaffected by Hide and Move Silently check penalties for speed. When moving faster than your speed (e.g. charging, running, etc.), your Hide and Move Silently check penalties are reduced to -8.

COVERT FEATS

BLUDGEON
Character Level 3+, Sneak Attack +1d6

WHACK
Character Level 9+, Sneak Attack +4d6

BREAK FALL
Dex 13+, Climb 4+ ranks, Tumble 4+ ranks

CONCEALED WEAPON
Sleight of Hand 4+ ranks

FLAWLESS IDENTITY

IMPROVED EQUILIBRIUM
Dex 13+, Balance 4+ ranks, Climb 4+ ranks

HIDDEN RUN
Hide 8+ ranks, Move Silently 8+ ranks

SPIDER WALK
Balance 8+ ranks, Climb 8+ ranks

JUMP UP
Dex 13+

MINGLING BASICS
Cultures 6+ ranks, Hide 6+ ranks

MINGLING MASTERY
Cultures 12+ ranks, Hide 12+ ranks

MOVING TARGET
Dex 13+, Tumble 8+ ranks

NIMBLE FINGERS
Escape Artist 4+ ranks, Open Lock 4+ ranks, Sleight of Hand 4+ ranks

PRIVATE IDENTITY

TRACELESS
Int 13+

Normal: When a character moves at up to his speed, his Hide and Move Silently checks suffer a -8 circumstance penalty. When a character moves faster than his speed (e.g. he charges, runs, etc.), his Hide and Move Silently checks suffer a -20 penalty.

Improved Equilibrium

You can perform acrobatic maneuvers on high rooftops, sloping ledges, and other precarious surfaces with remarkable ease.

Prerequisites: Dex 13+, Balance 4+ ranks, Climb 4+ ranks.

Benefit: When moving at up to your speed over a precarious surface, you're unaffected by Balance check DC modifiers for speed. When moving up to twice your speed over a precarious surface, your Balance DCs are only increased by +5. You must still make 2 consecutive Balance checks when moving over a precarious surface at more than your speed.

Further, you may climb slopes at ¾ your speed and climb walls at ½ your speed, rounded down *(see page 372)*.

Normal: When a character moves at up to his speed over a precarious surface, his Balance check DCs are increased by +5. When a character moves at up to to twice his speed over a precarious surface, his Balance DCs are increased by +10.

Further, a character may climb slopes at ½ his speed and climb walls at ¼ his speed (rounded down).

Jump Up

You can quickly jump back up after a fall.

Prerequisites: Dex 13+.

Benefit: You may stand up from a prone position or take a crouch, low crawl, or high crawl action as a free action rather than a half action.

Mingling Basics

You can fade into any crowd with ease.

Prerequisites: Cultures 6+ ranks, Hide 6+ ranks.

Benefit: When using your Cultures skill to make a mingle check *(see page 202)*, you gain several additional benefits. First, your skill check result is increased by a number equal to your Dexterity modifier (if positive). Second, you may attempt to blend into a crowd as small as 20 people. Also, you gain a synergy bonus when attempting to shadow someone on foot equal to ½ your Cultures skill ranks *(see page 202)*.

Normal: A character may not attempt to blend into crowds smaller than 40 people.

Mingling Mastery

Weaving through crowds without notice is second nature to you.

Prerequisites: Mingling Basics, Cultures 12+ ranks, Hide 12+ ranks.

Benefit: When making a mingle check under observation, you ignore the standard -5 circumstance penalty *(see page 202)*. Further, you may move at up to your speed while mingling at no penalty, and may move faster than your speed while mingling with a -10 circumstance penalty. Finally, when you stage an ambush in a moderately or heavily crowded location *(see page 202)*, the DC of your target's awareness check is increased by 2.

Normal: You may move at up to ½ your speed when mingling at no penalty, and may move up to your speed while mingling with a -5 circumstance penalty (you may not typically move faster than your speed while making a mingle check).

Moving Target

By tumbling and springing in unexpected directions, you can make yourself difficult to hit.

Prerequisites: Dex 13+, Tumble 8+ ranks.

Benefit: When fighting defensively *(see page 368)*, your dodge bonus to Defense is increased by an additional +2 (to a total of +4). This stacks with the dodge bonus you gain when fighting defensively for having more than 5 ranks in the Tumble skill, but may not be combined with the effects of Expertise.

Further, when fighting defensively, your penalty with attack checks is reduced to ½ (from -4 to -2). This effect does *not* stack with other abilities or feats which reduce your penalty for fighting defensively.

Nimble Fingers

Your natural skills as a thief have been finely honed by years of experience and training.

Prerequisites: Escape Artist 4+ ranks, Open Lock 4+ ranks, Sleight of Hand 4+ ranks.

Benefit: You may use each of the following abilities once per session, plus an additional time per session for every 4 character levels you possess (i.e. twice at 4th level, three times at 8th level, etc.).

Fast Slip: With a successful Escape Artist check, you slip out of your bonds in ½ the usual time. With a critical success, you do so in 1 round.

Fast Pick: With a successful Open Lock check, you pick the lock in ½ the usual time. With a critical success, you do so in 1 round.

Fast Swipe: Using the Sleight of Hand skill, you may make a conceal or a prestidigitation check as a free action.

Private Identity

You lead a double life, keeping up appearances as someone else entirely. If you ever need to slip away, you have a few resources set aside to start fresh or clear your name.

Benefit: You possess a hidden identity, including a full set of papers, birth certificates, passports, and common licenses for the country or world of your choice, plus $1,000 or an alien equivalent. A cursory computer search verifies this other persona and its fake history, though no witnesses to support it.

Should your cover identity ever become compromised, this feat confers the necessary contacts and resources required to rebuild it. To reestablish your private identity, you must reduce your next experience reward by 2,500. An XP reward may be reduced to 0 with this option. Any deficit remaining carries on to your next XP reward, and so on, until you have paid in full to reestablish your private identity. Your private identity isn't ready to be used again until the entire XP deficit is paid off.

Special: You may choose this feat multiple times, each time gaining 1 additional private identity.

Spider Walk

You're so practiced at climbing that you have no trouble negotiating the most slippery surfaces.

Prerequisites: Improved Equilibrium, Balance 8+ ranks, Climb 8+ ranks.

Benefit: Your scaling check results are increased by twice your Dexterity modifier instead of one times your Dexterity modifier (if positive). Additionally, when scaling slippery or wet surfaces, your Climb check DC is only increased by +2. Finally, when an opponent attacks you while you're climbing, he gains no circumstance bonus with his attack check.

Normal: When scaling slippery or wet surfaces, a character's Climb check DC is increased by +5. Also, when an opponent attacks a character while he's climbing, the opponent gains a +2 circumstance bonus with his attack check.

Traceless

You habitually remove signs of your presence.

Prerequisites: Int 13+.

Benefit: The DCs for all attempts to notice your presence or passage, whether you're in the same room as the searchers now or have been before, is increased by a number equal to your Intelligence modifier.

If you're no longer present and this adjusts the searcher's DC to notice signs of your presence to 10 or more, the Track feat is required to trace your steps.

Further, no one may take 10 or 20 when making a skill check to notice your presence or passage.

Finally, this feat in no way applies to skill checks made to find items you've left behind (such as bugs, explosives, and gear concealed in the local scenery).

This feat effect applies whether the searcher is making an opposed skill check or not.

Whack

With one well-placed strike, you can bring down even the largest opponent.

Prerequisites: Character level 9+, character must be able to inflict at least +4d6 sneak attack damage, Bludgeon.

Benefit: When making an attack that inflicts subdual damage against a flat-footed opponent, your attack does not cause your opponent to cease being flat-footed. Further, if you're making a sneak attack to inflict subdual damage, you may replace all d6 sneak attack damage dice with d8s (i.e. if your subdual sneak attack typically inflicts +5d6 sneak attack damage, you roll +5d8 instead).

Gear Feats

These feats offer additional equipment and resources, and allow you to specialize with various gear.

Bandage

Your specialty lies in healing injuries.

Prerequisites: First Aid 4+ ranks.

Benefit: When you have access to a first aid kit and spend an action die to recover vitality after taking a refresh action *(see page 376)*, your result is increased by ½ your First Aid skill ranks (rounded down). Further, when you have access to a first aid kit and take a refresh action to recover wounds, you recover 4 wounds. Finally, as a full action, you may apply either of these benefits to a character adjacent to you. When using this feat to heal someone else's vitality, your First Aid ranks are applied, not theirs.

Normal: After a refresh action, a character may spend 1 action die to recover the action die's result in vitality, or 2 wounds.

Clean and Polished

You spend an inordinate amount of time making certain your gear is in perfect condition.

Benefit: Each of your non-weapon operation gear items gains the dependable quality *(see page 308)*. If one of these items leaves your possession for more than 24 hours, it loses this benefit until you spend 1 hour cleaning and readjusting it.

Electronic Warfare Basics

You've spent time in the military or a private sector using military-grade communications gear, and may boost the output of nearly any such device.

Prerequisites: Electronics 5+ ranks.

Benefit: Electronics is always a class skill for you. Further, the ECM and signal power ratings of any communications and jamming gear you operate are increased by +2.

Electronic Warfare Mastery

You can get signals through even the most powerful jamming countermeasures.

Prerequisites: Electronics 10+ ranks, Electronic Warfare Basics.

Benefit: Cryptography is always a class skill for you. Further, the ECM and signal power ratings of any communications and jamming gear you operate are increased by an additional +1 (to a total bonus of +3).

Electronic Warfare Supremacy

Today's newest electronic warfare advancements are yesterday's news to you.

Prerequisites: Electronics 15+ ranks, Electronic Warfare Mastery.

Benefit: The ECM and signal power ratings of any communications and jamming gear you operate are increased by an additional +1 (to a total bonus of +4).

Explosives Basics

You've spent time in the field demolitions branches of one or more of the world's militaries, or you're a civilian explosives expert.

Prerequisites: Demolitions 5+ ranks.

Benefit: Demolitions is always a class skill for you.

Further, your error ranges with attack and Demolitions checks made with explosives are reduced by 1 (to a minimum of 1).

Finally, you may requisition any item in the explosive ordnance disposal (EOD) bundle for 1 gear pick less than standard (to a minimum of 1 gear pick per item). *For more about the explosive ordnance disposal bundle, see page 288.*

Explosives Mastery

You possess an expert's appreciation for explosives and their optimal placement.

Prerequisites: Demolitions 10+ ranks, Explosives Basics.

Benefit: When you place an explosive, the hardness of vehicles and scenery is ignored when applying damage from the blast. Further, each explosive device you place inflicts an additional +2d6 damage. Finally, when you use the Demolitions skill to make a disarm/disable check, the GM must spend 1 additional action die to activate your critical failures.

Explosives Supremacy

You routinely work with the most cutting edge demolitions gear available.

Prerequisites: Demolitions 15+ ranks, Explosives Mastery.

Benefit: Whenever you have the opportunity to make a Reflex or Fortitude save to defend against the effects of an explosion, success with the save results in you taking no damage or entirely avoiding the blast's effects. Further, you may reduce the damage inflicted by any explosive device you create by 1 point per die in order to increase its blast increment by 5 ft. Finally, the threat ranges of explosive devices you place are increased by 2 (e.g. if a device has no threat range, then it gains a threat range of 19-20).

Extra Supplies

You have a friend in the equipment dispensary who can provide you with extra gear.

Benefit: You gain an additional 3 gear picks during the Gearing Up phase of each mission. These extra gear picks do not count toward determining your rank *(see page 282)*.

Special: You may choose this feat up to 3 times, each time gaining an additional 3 gear picks per mission.

Extra Support

You have a friend in the command section who can provide you with extra resources.

Benefit: You gain 2 additional resource points during the Gearing Up phase of each mission.

GEAR FEATS

Special: You may choose this feat up to 3 times, each time gaining 2 additional resource points per mission.

Mine Basics

You know the proper placement and concealment of various types of anti-personnel explosives.

Prerequisites: Demolitions 5+ ranks.

Benefit: You are proficient with all explosives, even if you don't possess the Weapon Group Proficiency (Tactical) feat. Further, the DCs to detect explosives you place are increased by 5. Finally, the DCs of Reflex saves made to avoid damage from explosives you place are increased by 2.

Mine Mastery

Your expertise with all types of anti-personnel explosives is unmatched.

Prerequisites: Demolitions 12+ ranks, Mine Basics.

Benefit: The damage inflicted by explosives you place is increased by +1 per damage die the explosive typically possesses. This bonus stacks with the effects of Explosives Mastery.

Further, the DCs to detect explosives you place are increased by an additional 5 (to a total increase of 10). Finally, the DCs of Reflex saves made to avoid damage from explosives that you place are increased by an additional 2 (to a total increase of 4).

Mother Hen

You're extremely protective of all your gear.

Benefit: Each of your operation gear items gains the rugged quality *(see page 309)*, as well as an additional +2 bonus with saves made to resist hostile environments.

Further, if an item suffers damage while you're using it, you may make a Reflex save (DC 10 + the amount of damage the item suffers) to transfer the damage to yourself. Unless the item in question is your body armor, your damage reduction reduces the damage you suffer in this case.

Basic Skill Feats

Every skill in the *Stargate SG-1 Roleplaying Game* may be enhanced by a feat in this category.

Acrobatic

You're very agile.

Prerequisites: Balance 1+ ranks, Jump 1+ ranks, Tumble 1+ ranks.

Benefit: You gain a +2 bonus with all Balance, Jump, and Tumble checks. In addition, your threat ranges with these skills increase to 19-20.

Alertness

You're extremely observant and have a heightened sense of awareness.

Prerequisites: Listen 1+ ranks, Search 1+ ranks, Spot 1+ ranks.

Benefit: You gain a +2 bonus with all Listen, Search, and Spot checks. In addition, your threat ranges with these skills increase to 19-20.

Athletic

You're a natural athlete.

Prerequisites: Climb 1+ ranks, Sport 1+ ranks, Swim 1+ ranks.

Benefit: You gain a +2 bonus with all Climb, Sport, and Swim checks. In addition, your threat ranges with these skills increase to 19-20.

Field Operative

Your hands-on experience has taught you how to gather and pass on information right under the enemy's nose.

Prerequisites: Innuendo 1+ ranks, Sense Motive 1+ ranks.

Benefit: You gain a +2 bonus with all Innuendo and Sense Motive checks. In addition, your threat ranges with these skills increase to 19-20.

BASIC SKILL FEATS

ACROBATIC
Balance 1+ ranks, Jump 1+ ranks, Tumble 1+ ranks

ALERTNESS
Listen 1+ ranks, Search 1+ ranks, Spot 1+ ranks

ATHLETIC
Climb 1+ ranks, Sport 1+ ranks, Swim 1+ ranks

FIELD OPERATIVE
Innuendo 1+ ranks, Sense Motive 1+ ranks

GREASE MONKEY
Electronics 1+ ranks, Mechanics 1+ ranks

MAGICIAN
Escape Artist 1+ ranks, Open Lock 1+ ranks
Sleight of Hand 1+ ranks

MASTER FENCE
Appraise 1+ ranks, Forgery 1+ ranks,
Gather Information 1+ ranks

MATHEMATICAL GENIUS
Computers 1+ ranks, Cryptography 1+ ranks

MIMIC
Disguise 1+ ranks, Perform 1+ ranks

ORDINARY PAST
Craft 1+ ranks, Hobby 1+ ranks,
Profession 1+ ranks

OUTDOORSMAN
Handle Animal 1+ ranks, Survival 1+ ranks

PERSUASIVE
Bluff 1+ ranks, Diplomacy 1+ ranks,
Intimidate 1+ ranks

POLICE TRAINING
Bureaucracy 1+ ranks, Demolitions 1+ ranks,
Surveillance 1+ ranks

SCHOLARLY
Concentration 1+ ranks, Knowledge 1+ ranks

SPEED DEMON
Boating 1+ ranks, Driver 1+ ranks,
Pilot 1+ ranks

STEALTHY
Hide 1+ ranks, Move Silently 1+ ranks

WORLD TRAVELER
Cultures 1+ ranks, First Aid 1+ ranks,
Languages 1+ ranks

XENO-STUDIES
Xeno-Cultures 1+ ranks,
Xeno-Languages 1+ ranks

Grease Monkey

You're gifted concerning machines and electronics.

Prerequisites: Electronics 1+ ranks, Mechanics 1+ ranks.

Benefit: You gain a +2 bonus with all Electronics and Mechanics checks. In addition, your threat ranges with these skills increase to 19-20.

Magician

You're skilled in the arts of sleight-of-hand and prestidigitation.

Prerequisites: Escape Artist 1+ ranks, Open Lock 1+ ranks, Sleight of Hand 1+ ranks.

Benefit: You gain a +2 bonus with all Escape Artist, Open Lock, and Sleight of Hand checks. In addition, your threat ranges with these skills increase to 19-20.

Master Fence

You can make and spot great forgeries.

Prerequisites: Appraise 1+ ranks, Forgery 1+ ranks, Gather Information 1+ ranks.

Benefit: You gain a +2 bonus with all Appraise, Forgery, and Gather Information checks. In addition, your threat ranges with these skills increase to 19-20.

Mathematical Genius

You have an innate understanding of mathematics that greatly aids your understanding of computers and cryptography.

Prerequisites: Computers 1+ ranks, Cryptography 1+ ranks.

Benefit: You gain a +2 bonus with all Computers and Cryptography checks. In addition, your threat ranges with these skills increase to 19-20.

Mimic

You're a natural at impersonating others.

Prerequisites: Disguise 1+ ranks, Perform 1+ ranks.

Benefit: You gain a +2 bonus with all Disguise and Perform checks. In addition, your threat ranges with these skills increase to 19-20.

Ordinary Past

You used to lead an ordinary 9 to 5 lifestyle.

Prerequisites: Craft 1+ ranks, Hobby 1+ ranks, Profession 1+ ranks.

Benefit: You gain a +2 bonus with all Craft, Hobby, and Profession checks. In addition, your threat ranges with these skills increase to 19-20.

Outdoorsman

You've spent a lot of time in the wilderness.

Prerequisites: Handle Animal 1+ ranks, Survival 1+ ranks.

Benefit: You gain a +2 bonus with all Handle Animal and Survival checks. In addition, your threat ranges with these skills increase to 19-20.

Persuasive

You have tremendous powers of persuasion.

Prerequisites: Bluff 1+ ranks, Diplomacy 1+ ranks, Intimidate 1+ ranks.

Benefit: You gain a +2 bonus with all Bluff, Diplomacy, and Intimidate checks. In addition, your threat ranges with these skills increase to 19-20.

Police Training

You're especially familiar with police techniques, including bomb squad practices.

Prerequisites: Bureaucracy 1+ ranks, Demolitions 1+ ranks, Surveillance 1+ ranks.

Benefit: You gain a +2 bonus with all Bureaucracy, Demolitions, and Surveillance checks. In addition, your threat ranges with these skills increase to 19-20.

Scholarly

You have delved into a number of esoteric subjects in your spare time.

Prerequisites: Concentration 1+ ranks, Knowledge 1+ ranks.

Benefit: You gain a +2 bonus with all Concentration and Knowledge checks. In addition, your threat ranges with these skills increase to 19-20.

Speed Demon

You love fast vehicles of all shapes and sizes.

Prerequisites: Boating 1+ ranks, Driver 1+ ranks, Pilot 1+ ranks.

Benefit: You gain a +2 bonus with all Boating, Driver, and Pilot checks. In addition, your threat ranges with these skills increase to 19-20.

Stealthy

You rarely leave a strong impression.

Prerequisites: Hide 1+ ranks, Move Silently 1+ ranks.

Benefit: You gain a +2 bonus with all Hide and Move Silently checks. In addition, your threat ranges with these skills increase to 19-20.

World Traveler

You were a member of the Peace Corps or a similar organization, and received training required to provide basic medical support in other countries.

Prerequisites: Cultures 1+ ranks, First Aid 1+ ranks, Languages 1+ ranks.

Benefit: You gain a +2 bonus with all Cultures, First Aid, and Languages checks. In addition, your threat ranges with these skills increase to 19-20.

Xeno-Studies

You've worked with the many strange bits and pieces brought back through the Stargate.

Prerequisites: Xeno-Cultures 1+ ranks, Xeno-Languages 1+ ranks.

Benefit: You gain a +2 bonus with all Xeno-Cultures, and Xeno-Languages checks. In addition, your threat ranges with these skills increase to 19-20.

Advanced Skill Feats

These feats either build upon basic skill feats or affect your skills in an unusual way. Several advanced skill feats require a basic skill feat as a prerequisite, and provide bonuses to the skills associated with that basic skill feat. Some prestige classes offer virtual basic skill feats – these virtual skill feats are valid prerequisites for advanced skill feats.

Advanced Skill Mastery

You've worked diligently to improve several related activities.

Prerequisites: Character level 6+, at least 1 basic skill feat.

Benefit: Choose 1 basic skill feat you already possess. The bonus with skill checks gained from that feat is increased from +2 to +3 and the threat ranges with skill checks gained from that feat become 18-20.

Further, your GM must now spend 1 extra action die to activate your critical failures with skills affected by that basic skill feat.

Special: You may choose this feat multiple times, each time applying it to 1 additional basic skill feat that you already possess.

False Start

You have become so accustomed to using your skills that you automatically know when your use of them is flawed.

Prerequisites: At least 1 basic skill feat.

Benefit: Choose 1 basic skill feat you already possess. When you fail a check with a skill affected by that basic skill feat that would typically take longer than 1 round to complete, you may stop mid-way through the skill use and begin again (starting the attempt over), as follows.

Standard Time Required	You May Start Again...
More than 1 round	Next round
More than 1 minute	Next minute
More than 10 minutes	Next 10 minutes
More than 1 hour	Next hour
More than 1 day	Next day
More than 1 week	Next week
etc.	etc.

Further, if the skill check requires materials, only ½ the materials are used up (rounded down). These materials must be replaced before you may begin the skill check again.

Finally, you may take 20 by spending only 15 x the standard amount of time required to make a check with any of the skills affected by your designated basic skill feat.

Special: You may choose this feat multiple times, each time applying it to 1 additional basic skill feat that you already possess.

Grand Skill Mastery

You excel with one particular set of related activities.

Prerequisites: Character level 12+, Advanced Skill Mastery for at least 1 basic skill feat.

Benefit: Choose 1 basic skill feat for which you already possess the Advanced Skill Mastery feat. The bonus with skill checks gained from that feat is increased from +3 to +4 and the threat ranges with skill checks gained from that feat become 17-20.

ADVANCED SKILL FEATS

Further, you need no longer spend an action die to activate a threat as a critical success when using one of the skills affected by your designated basic skill feat.

Finally, once per game session, you may choose to re-roll 1 failed check using one of the skills affected by your designated basic skill feat. You may not re-roll a critical failure.

Special: You may choose this feat multiple times, each time applying it to 1 additional basic skill feat for which you already possess the Advanced Skill Mastery feat.

Perfect Skill Mastery

You have become one of the world's greatest experts in a particular field.

Prerequisites: Character level 18+, Grand Skill Mastery for at least 1 basic skill feat.

Benefit: Choose 1 basic skill feat for which you already possess the Grand Skill Mastery feat. The bonus with skill checks gained from that feat is increased from +4 to +5 and the threat ranges with skill checks gained from that feat become 16-20.

Further, your GM must now spend 1 additional action die to activate your critical failures with skills affected by the designated basic skill feat (for a total of 2 additional action dice).

Finally, you may now use the re-roll ability gained from Grand Skill Mastery up to 3 times per game session, though you may not re-roll the same skill check more than once and you still may not re-roll critical failures.

Special: You may choose this feat multiple times, each time applying it to 1 additional basic skill feat for which you already possess the Grand Skill Mastery feat.

"YOU NEVER CEASE TO AMAZE ME WITH YOUR TALENTS."

–COL. JACK O'NEILL

Talented

You're extraordinarily gifted in the use of one skill.

Benefit: This feat may *only* be chosen during character creation. Choose 1 skill for which you possess at least one primary ability at 13+ and for which you possess at least 2 ranks. The chosen skill is always considered a class skill for you.

Further, you gain 1 extra rank in the chosen skill at no skill point cost, and your maximum rank with the skill is increased by 1 (e.g. if this is the skill's first maximum rank increase, you may purchase up to 5 skill ranks at 1st level, up to 6 skill ranks at 2nd level, up to 7 skill ranks at 3rd level, etc.). This effect stacks with the Unlocked Potential feat *(see below)*.

Special: You may choose this feat only once.

Training

You devote a great deal of your spare time to improving your skills.

Benefit: You gain 4 skill points. When you spend these points to purchase skill ranks, you always gain 1 rank per skill point spent, even if the skill is typically cross-class for you. You still may not exceed your maximum rank with any skill (i.e. your character level +3 for class skills, or ½ that number for cross-class skills).

Special: You may choose this feat multiple times, each time gaining 4 additional skill points.

Unlocked Potential

You have incredible potential for improvement with one of your skills.

Benefit: Choose 1 of your class skills. Your maximum rank with the skill is increased by 3 (e.g. if this is the skill's first maximum rank increase, you may purchase up to 7 skill ranks at 1st level, up to 8 skill ranks at 2nd level, up to 9 skill ranks at 3rd level, etc.). This effect stacks with the Talented feat *(see above)*.

Special: You may choose this feat multiple times, each time increasing your maximum rank with one skill by 3. You may apply this feat to each individual skill no more than 2 times.

Species Feats

These feats offer non-human characters special abilities related to their alien heritage.

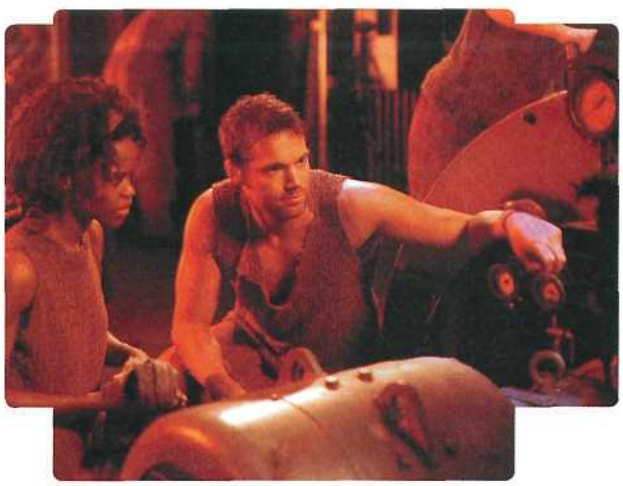
Advanced Technology

You have regular access to highly advanced technology and specialize in its use.

Prerequisites: Advanced Near-Human, Asgard, Goa'uld, or Tok'ra.

Benefit: You gain an additional 3 resource points during the Gearing Up phase of each mission. These resource points may only be spent to requisition Asgard, Goa'uld, or Tok'ra technology, or advanced technology developed by another species designated by the GM.

Special: You may choose this feat up to 3 times, each time gaining an additional 3 resource points, with the same restrictions.



Alien Healer

You have access to wildly advanced medicines and healing methods.

Prerequisites: Advanced Near-Human, Asgard, or Tok'ra, First Aid 4+ ranks.

Benefit: You always begin each mission with 1 first aid kit possessing the superior tools quality *(see page 309)*. Further, you suffer no penalty when making a First Aid check targeting a character of another species *(see page 210)*.

Clear Mind

Your unique physiology makes you immune to perception-altering chemicals.

Prerequisites: Reol.

Benefit: You gain a +2 species bonus with Fortitude and Will saves made to resist the effects of mind-affecting chemicals and technology. You also gain 1 point of damage reduction against poisons that cause temporary ability damage to your Intelligence, Wisdom, or Charisma.

Favor of the Gods

The gods smile on you in all that you do.

Prerequisites: Character level 6+, Primitive Near-Human.

Benefit: Each of your action dice explodes when you roll a natural 1 as well as the die's highest value.

Goa'uld Hunter

You've studied the ways of the Goa'uld and are adept at anticipating their next moves in combat.

Prerequisites: Asgard, Knowledge (Goa'uld) 5+ ranks.

Benefit: You gain a +1 bonus with all attack checks made against a target you know to be a Goa'uld.

Harmless

Your neurotransmitters override a target's better judgment, causing him to ignore you *completely*.

Prerequisites: Character level 3+, Constitution 13+, Reol.

Benefit: When making a Cultures, Hide, or Move Silently check to avoid detection by any character under the influence of your chemical deception ability *(see page 152)*, you apply your Constitution modifier to the skill check result (in addition to the check's standard ability modifier).

Heal the Body

You're intimately aware of the nature of all living things, and have little trouble healing nearly any creature.

Prerequisites: Character level 9+, Asgard, Alien Healer.

Benefit: You may touch a character for 10 rounds (1 minute) to make a First Aid check. This check's DC is 10 + (2 × the total amount of combined ability damage the target has suffered to his Strength, Dexterity, and Constitution). With success, you may immediately heal 1 point of ability damage the target has suffered to his Strength, Dexterity, or Constitution. If the target's ability damage is permanent, this DC is increased by +10.

At the GMs discretion, you may also touch a character for 1 full hour to make a First Aid check (DC 25). With success, the target character regrows 1 lost limb.

Heal the Mind

You're skilled at repairing mental damage and illness.

Prerequisites: Character level 9+, Asgard, Alien Healer.

Benefit: You may touch a character for 10 rounds (1 minute) to make a First Aid check. This check's DC is 10 + (2 × the total amount of combined ability damage the target has suffered to his Intelligence, Wisdom, and Charisma). With success, you may immediately heal 1 point of ability damage the target has suffered to his Intelligence, Wisdom, or Charisma. If the target's ability damage is permanent, this DC is increased by +10.

At the GMs discretion, you may also touch a character for 1 full hour to make a First Aid check (DC 25). With success, the target character recovers from 1 mental illness.

Kelno'reem Mastery

Your kelno'reem trances are deeply restorative.

Prerequisites: Character level 6+, Jaffa, Rapid Healing, Symbiote.

Benefit: While in a kelno'reem trance *(see the Symbiote feat on the following page)*, you heal at 5 × your standard rate. Additionally, when you enter a kelno'reem while poisoned (but before the poison's secondary damage onset time expires), you may remain in the trance for a number of minutes equal to the poison's save DC to automatically succeed with the secondary damage save.

Lucid Touch

Your body's neurotransmitter chemicals can provide moments of clarity.

Prerequisites: Character level 6+, Clear Mind.

Benefit: By spending 1 action die and touching 1 character, you may provide the target with an additional saving throw against any hallucination or ability damage caused by a chemical or a poison that targets his Intelligence, Wisdom, or Charisma. Additionally, the target gains a +2 bonus with Listen, Sense Motive, and Spot checks made during the following 1d4+1 rounds.

If the target is unwilling, you must succeed with a melee touch attack in order to use this feat ability.

Naquadah Sense

You can sense naquadah in the bloodstreams of nearby beings.

Prerequisites: Goa'uld or Tok'ra (or Symbiote feat), Spot 5+ ranks.

Benefit: When you move within 50 ft. of a Goa'uld, Tok'ra, Jaffa, or another being within whose blood naquadah is present, the GM immediately makes a Spot check for you (DC 15). With success, you detect the element's presence, and immediately know which characters within your line of sight possess it within their blood.

Phase Sense

You've honed your senses to detect beings that are out of phase.

Prerequisites: Character level 3+, Goa'uld or Tok'ra (or Symbiote feat), Spot 5+ ranks.

Benefit: When you move within 30 ft. of a being that is out of phase, the GM immediately makes a Spot check for you (DC 20). With success, you detect the beings' presence (though he still benefits from three-quarters concealment against your attacks).

Normal: An out of phase being typically benefits from total concealment against attacks made by any character who doesn't share his peculiar condition.

Phase Targeting

Your ability to detect out of phase beings now allows you to pinpoint their locations.

Prerequisites: Character level 6+, Phase Sense, Spot 8+ ranks.

Benefit: When you succeed with the phase sense feat ability, you not only detect the presence of out of phase beings, but also their rough locations. This also reduces an out of phase being's concealment benefit against your attacks to only one-quarter.

Normal: An out of phase being typically benefits from total concealment against attacks made by any character who doesn't share his peculiar condition.

Rapid Healing

Your symbiote's natural healing abilities are significantly augmented.

Prerequisites: Character level 3+, Goa'uld or Tok'ra (or Symbiote feat).

Benefit: While at rest, your character level is considered to be 4 higher for the purpose of determining your natural healing rate *(see page 382)*. Additionally, you recover from temporary ability damage at 2 × the standard rate.

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Shared Deception

Your body's neurotransmitter chemicals can temporarily allow other beings to benefit from your species' chemical deception ability.

Prerequisites: Character level 6+, Constitution 13+, Reol.

Benefit: You may make a melee touch attack against a number of adjacent characters up to to your Constitution modifier (minimum 1). Each character who is successfully 'hit' gains the full benefits of your chemical deception species talent so long as you remain adjacent to him.

Symbiote

Some Jaffa host an immature Goa'uld larva, creating a symbiosis that grants them great longevity and formidable recuperative powers – but only over time, as the bond between host and larva is strengthened. Unfortunately, these benefits come with some significant drawbacks.

Prerequisites: Character level 1 and Jaffa only (or with GM permission).

Benefit: Once implanted with a symbiote, you cannot survive without it – the Goa'uld larva within your abdominal pouch overrides and takes over as your immune system. If the larva is removed, you must make one Fortitude save per hour (DC 10 + 2 per hour you have gone without the symbiote). If you fail one of these saves, your vitality points are immediately reduced to 0 and you lose 1 wound point. Thereafter, you lose 1 additional wound point at the end of each time interval lasting a number of minutes equal to your Constitution score, until the symbiote is returned or you die.

Further, once per session when you suffer a critical hit, you may spend 1 action die to cause the hit to affect t he symbiote instead. In this case, you ignore the effects of the critical hit, but the symbiote is injured and goes dormant for a number of hours equal to the damage inflicted by the critical hit. During this time, you lose access to all symbiote abilities, as well as all other feat abilities and character options for which the Symbiote feat is a prerequisite *(though you must still enter kelno'reem during each 24-hour period as usual – see below).*

Additionally, you must enter a kelno'reem trance for at least 4 hours per 24-hour period. This requires 1 full action and a successful Concentration check (DC 15). You must declare the amount of time you wish to spend in a kelno'reem trance when you succeed with this check. Should you go 24 hours without performing this ritual, you become ill and your Constitution score drops by 2 per day until you perform the ritual for at least 8 hours.

You cannot consciously awaken from a kelno'reem trance, though the GM may determine that you're awakened when a character speaks directly to you. When this happens, you may make a Concentration check (DC 15) to remain in the trance.

While in a kelno'reem trance, you're considered to be flat-footed and blinded *(see page 378).* If a character attempts to attack you, you may make an opposed awareness check against him *(see page 392),* for which you suffer a -4 circumstance penalty. If your attacker succeeds with this check and you fail, he gains a surprise round against you; contrary to the standard combat rules, the reverse is not true – if you succeed with this awareness check and he fails, you gain no surprise round and combat begins as standard.

Whether someone wakes you or attacks you, when you're prematurely roused from your trance (before its declared duration expires), you lose all the trance's healing benefits, if any (i.e. you heal per the standard rules for the time you spent in the trance). Further, you suffer a -3 circumstance penalty with all attack and skill checks, as well as all saves, for 1d6 rounds.

When you peacefully awaken from a trance (after its declared duration expires), you suffer a -2 circumstance penalty with all attack and skill checks, as well as all saves, for 1d4 rounds.

In exchange for these drawbacks, you gain one of the following symbiote abilities, of your choice.

Immunity to Disease: You're completely immune to all forms of natural and synthetic disease, except for contagions specially engineered to affect characters hosting a Goa'uld symbiote.

Long Life: For the purposes of determining aging effects, you are considered to be ⅓ your current age, rounded down *(see page 276).*

Healing Trance: While in a kelno'reem trance, you heal at 2 × the standard rate.

Shallow Breathing Trance: You may survive without oxygen for a number of minutes equal to your Constitution × 4, after which you must only make a Constitution check to avoid suffering damage every 2 rounds instead of every round *(see page 432).* Further, you may breathe indefinitely when submerged in water to a depth of 50 ft., as the symbiote transfers all the oxygen you require from the surrounding liquid.

Special: You may choose this feat multiple times, each time gaining one of the symbiote abilities described above.

Style Feats

These feats enhance your personal style and improve your ability to deal with others.

Bloodthirsty

You're consumed with rage after you finish off a foe. You might let out a scream, a growl, or even just a look that tells other enemies in the area, "You're next."

Prerequisites: Stone Cold.

Benefit: When one of your attacks reduces an opponent to 0 wounds or less, or renders him unconscious, you may threaten as a free action *(see page 377 for more about the threaten combat action).*

By The Book

You're a structured, disciplined military man.

Benefit: When following instructions given using the Tactics ability *(see page 161),* your bonus is increased by an additional +2. Further, you gain a +2 bonus with all Profession (Military) skill checks.

Charmer

You have a way of bringing people around.

Benefit: When establishing the disposition of an NPC whose starting disposition is neutral, friendly, or helpful *(see page 420)*, your threat range is increased to 18–20. Further, you gain a +1 bonus with all Charisma-based skill checks targeting such a character.

Command Decision

Your decisive manner is an inspiration to your troops.

Prerequisite: Character level 6+.

Benefit: Once per session, when following your orders issued using the Tactics ability *(see page 161)*, each member of your team may activate 1 critical without spending an action die.

Extrapolate Connections

You can see connections between near-human cultures and their Earth ancestors.

Prerequisites: Cultures or Knowledge (History) 8+ ranks, Xeno-Cultures 4+ ranks, Stargate Explorer.

Benefit: When dealing with an alien society based on an ancient Earth culture, you gain a +5 synergy bonus with your Xeno-Cultures checks.

Fortunate

You're unusually lucky, even for a trained SG explorer.

Benefit: You begin each game session with 1 extra d4 action die. This bonus action die is a d4 regardless of the die type you typically roll.

Special: You may choose this feat up to 3 times, each time gaining 1 extra d4 action die.

Glint of Madness

There is something deeply disturbing about you...

Prerequisites: Stone Cold.

Benefit: When you succeed with a threaten combat action *(see page 377)*, the numerical morale penalties you inflict upon your opponents are doubled.

Hard Core

Your fierce professionalism makes even your worst enemies treat you with respect.

Benefit: When establishing the disposition of an NPC whose starting disposition is unfriendly, hostile, or adversary *(see page 420)*, your threat range is increased to 18–20. Further, you gain a +1 bonus with all Charisma-based skill checks targeting such a character.

Intuitive Linguist

You have a gift for languages, allowing you to model linguistic drift in your head.

Prerequisite: Languages 8+ ranks, Xeno-Languages 4+ ranks, Stargate Explorer.

Benefit: When dealing with an alien tongue based on an ancient Earth language, you gain a +5 synergy bonus with your Xeno-Languages checks.

The Look

Whether it's devilishly handsome good looks, a laugh that melts hearts, all the right curves, or a smile that makes people weak in the knees, you've got what it takes to make members of the opposite sex stop and give you the eye.

Prerequisites: Cha 13+.

Benefit: You gain a +1 bonus with all Charisma-based skill checks targeting the opposite sex.

Mark

You can size people up with just a glance.

Prerequisites: Wis 13+.

Benefit: As a free action, you may target 1 NPC within your line of sight, "sizing him up." Name 3 skills. The GM must tell you which of those skills the target possesses

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with the highest total bonus (i.e. which of those skills the target possesses with the highest combined skill rank and ability modifier), as well as which of those skills the target possesses with the lowest total bonus.

Example: Lt. Wilson names Bluff, Sense Motive, and Intimidate. The target's total bonus with these skills is 4, 6, and 0 ranks, respectively, so the GM answers, "The target's best at Sense Motive and worst at Intimidate."

This feat does *not* confer the target's actual skill ranks or ability bonuses – only their relative strength to each other.

You may use this feat ability a number of times per session equal to your Wisdom modifier (though you may only use it once per round, and you may only "mark" any 1 character once per session).

Old School

You've been around the block more than a few times, and others can tell.

Prerequisites: Character level 6+.

Benefit: You gain a +2 bonus with Charisma-based skill checks targeting a character who shares at least 1 of your base classes. Your class level with the shared base class must be at least 1 level higher than that of the target character.

Political Clout

You're well known in your homeworld's political circles, and can exert some influence over its government.

Prerequisites: Character level 9+, Bureaucracy 8+ ranks, Political Favors.

Benefit: The bonus with Charisma-based skill checks gained from Political Favors is increased from +1 to +3. Further, you may now use your ability to shrug off criminal charges and gain access to government facilities twice per mission, and may use it to shrug off capital crimes and gain access to secret government facilities as well.

Political Favors

You have put critical information in front of powerful individuals in the past. Now they owe you a little *quid pro quo.*

Prerequisites: Character level 3+.

Benefit: You gain a +1 bonus with all Charisma-based skill checks targeting politicians (whether they're from your homeworld or not). Further, once per mission, you may make a phone call to either completely shrug off a non-capital criminal charge against you or gain legitimate access to a secure (but not secret) government facility.

Promotion

Your hard work has not gone unnoticed.

Benefit: You gain 1 rank *(see page 282).*

Special: You may choose this feat twice, each time gaining 1 additional rank.

Silver Tongue

You have a knack for making the unthinkable sound not only possible, but very, very appealing.

Benefit: You gain a +2 bonus with seduction checks and your threat range with these checks is increased by 2 (e.g. a threat range of 19-20 becomes 17-20). *For more information about seduction checks (or turning an enemy), see page 423.*

Stargate Explorer

Your extensive off-world experience helps you avoid most basic interplanetary relations blunders.

Prerequisites: Character level 4+.

Benefit: When making a Bureaucracy or Sense Motive check targeting a character of another species, you ignore the penalties described on the Inter-Species Relations Modifiers table on page451.

Stone Cold

You have a steely demeanor and an aura of calculated ruthlessness.

Benefit: You gain a +1 bonus with Will saves made during combat. Further, each time one of your attacks reduces an opponent to 0 wounds or less, or renders him unconscious, you gain a +1 bonus with all Intimidate checks made against any NPC who witnessed the attack until the end of the current combat. The maximum Intimidate bonus you may gain from this feat is equal to ½ your character level (rounded up).

Unconventional

That's what the nice commanders call you – less tactful colleagues use the word 'insubordinate'...

Benefit: You suffer no penalties when disobeying your commander's orders.

Normal: A character suffers a -1 penalty when disobeying orders *(see page 424).*

Terrain Feats

These feats focus on the character's ability to survive and operate under primitive conditions.

Aquatic Training

You're trained to maneuver and fight in and around deep water.

Prerequisites: Swim 2+ ranks, Survival 2+ ranks.

Benefit: You gain a +2 competence bonus with Survival and awareness checks made while you're in coastal terrain or a large body of water. Further, when you plan an ambush in coastal, lakeshore, or riverbank terrain, your opponents' awareness DCs are increased by 2. Finally, when you gain concealment bonuses from being submerged, your level of concealment is considered to be 1 higher (e.g. if you actually have one-half concealment from standing in water, you gain the benefits of three-quarters concealment).

TERRAIN FEATS

AQUATIC TRAINING	FOREST TRAINING	SWAMP TRAINING
Swim 2+ ranks, Survival 2+ ranks	Move Silently 2+ ranks, Survival 2+ ranks	Listen 2+ ranks, Survival 2+ ranks
ARCTIC TRAINING	**JUNGLE TRAINING**	**TRACK**
Balance 2+ ranks, Survival 2+ ranks	Hide 2+ ranks, Survival 2+ ranks	
DESERT TRAINING	**MOUNTAIN TRAINING**	**URBAN TRAINING**
Spot 2+ ranks, Survival 2+ ranks	Climb 2+ ranks, Survival 2+ ranks	Move Silently 2+ ranks, Surveillance 2+ ranks

Arctic Training

You're highly trained to maneuver and fight in arctic conditions.

Prerequisites: Balance 2+ ranks, Survival 2+ ranks.

Benefit: You gain a +2 competence bonus with Survival and awareness checks made while you're in arctic and tundra terrain, as well as to Balance checks made on a natural (i.e. undeveloped) surface. Further, when you plan an ambush in arctic or tundra terrain, your opponents' awareness DCs are increased by 2. Also, you move at ¾ speed on foot on arctic and tundra trails and through arctic and tundra wilderness (rounded down). Finally, you gain 2 points of damage reduction against ice and cold-based damage.

Normal: Characters typically move at ½ speed on foot on arctic and tundra trails, as well as through arctic and tundra wilderness (rounded down).

Desert Training

You're highly trained to maneuver and fight in open and desert terrain.

Prerequisites: Spot 2+ ranks, Survival 2+ ranks.

Benefit: You gain a +2 competence bonus with Survival and awareness checks made while you're in desert terrain and plains, as well as to Spot checks made to notice things over 500 ft. away. Further, when you plan an ambush in desert terrain or plains, your opponents' awareness DCs are increased by 2. Also, you move at ¾ speed on foot through desert wilderness (rounded down). Finally, you gain 1 point of damage reduction against heat-based damage.

Normal: Characters typically move at ½ speed on foot through desert wilderness (rounded down).

Forest Training

You're highly trained to maneuver and fight in forest and scrub terrain.

Prerequisites: Move Silently 2+ ranks, Survival 2+ ranks.

Benefit: You gain a +2 competence bonus with Survival and awareness checks made while you're in forest and scrub terrain, as well as to Move Silently checks made on a natural (i.e. undeveloped) surface. Further, when you plan an ambush in desert terrain or plains, your opponents' awareness DCs are increased by 2. Finally, you move at speed on foot through scrub wilderness, at ¾ speed on foot through forested wilderness, and you may drive vehicles through forested wilderness at ¼ standard speed (in all cases, rounded down).

Normal: Characters typically move at ¾ speed through scrub wilderness and at ½ speed through forested wilderness (rounded down). Vehicles cannot typically be driven through forested wilderness.

Jungle Training

You're a terrifying opponent when hidden amongst dense jungle foliage.

Prerequisites: Hide 2+ ranks, Survival 2+ ranks.

Benefit: You gain a +2 competence bonus with Survival and awareness checks made while you're in jungle terrain, as well as to Hide checks made outdoors and skill checks made to set traps in the wild. Further, when you plan an ambush in desert terrain or plains, your opponents' awareness DCs are increased by 2. Finally, you move at speed on foot on jungle trails, at ¾ speed through jungle wilderness, and you may drive vehicles through jungle wilderness at ¼ speed (rounded down).

Normal: Characters typically move at ¾ speed on jungle trails and at ½ speed through jungle wilderness (rounded down). Vehicles cannot typically be driven through jungle wilderness.

Mountain Training

You're highly trained to maneuver and fight in the mountains.

Prerequisites: Climb 2+ ranks, Survival 2+ ranks.

Benefit: You gain a +2 competence bonus with Survival and awareness checks made while you're in mountains and hills, as well as to Climb checks made on natural (i.e. undeveloped) surfaces. Further, when you plan an ambush in desert terrain or plains, your opponents' awareness DCs are increased by 2. Also, you move at speed on hill trails and at ¾ speed through hill wilderness. You move at ¾ speed on mountain trails and ½ speed through mountain wilderness, and may drive vehicles through mountain wilderness at ¼ speed (in all cases, rounded down). Finally, you gain 1 point of damage reduction against falling damage.

Normal: Characters typically move at ¾ speed on hill trails, ½ speed through hill wilderness, ½ speed on mountain trails, and ¼ speed through mountain wilderness (in all cases, rounded down). Vehicles cannot typically be driven through mountain wilderness.

Swamp Training

You're well versed in the dangers – and opportunities – of swamp terrain.

Prerequisites: Listen 2+ ranks, Survival 2+ ranks.

Benefit: You gain a +2 competence bonus with Survival and awareness checks made while you're in swamp terrain, as well as to Listen checks made in non-urban terrain. Further, when you plan an ambush in desert terrain or plains, your opponents' awareness DCs are increased by 2. Also, you move at speed on swamp trails, at ¾ speed through swamp wilderness, and may drive vehicles through swamp wilderness at ¼ speed (rounded down). Finally, you gain a +2 competence bonus with saves made against poison.

Normal: Characters typically move at ¾ speed on swamp trails, and at ½ speed through swamp wilderness (rounded down). Vehicles cannot typically be driven through swamp wilderness.

Track

You can follow any prey across nearly any terrain.

Benefit: When tracking a target outside buildings or structures, you must succeed with one Survival check per mile. When tracking a target inside a building or ship, you must succeed with one Spot check every 300 ft. One additional skill check is required each time the target's tracks become more difficult to follow (e.g. when the target deliberately tries to cover his trail, when other tracks cross the target's trail, when the target's trail backtracks, etc.).

When tracking, you may move at up to ½ your speed (rounded down), or accept a -5 circumstance penalty with all skill checks made while tracking in order to move up to your speed.

Your track check DC is determined by the trail surface and other conditions, as follows.

Surface	Base Track DC
Very Soft	5
Soft	10
Firm	15
Hard	25

Very Soft Ground: This surface holds deep impressions of footprints. *Examples:* Sand, mud, snow.

Soft Ground: This surface yields to pressure, but is firmer than wet mud or fresh snow, allowing for only shallow prints. *Examples:* Loose dirt, very wet grass, gravel.

Firm Ground: This surface is too firm to yield easily, but the target may still leave some traces of his passing, such as broken twigs, scuffs, and occasional partial footprints. *Examples:* Standard outdoor surfaces, such as lawns, fields, packed earth, woods, etc., and soft or dirty indoor surfaces, such as thick rugs and dusty floors.

Hard Ground: This surface won't hold footprints, or washes away footprints almost immediately after they're made. Here the target leaves few traces of his passing – occasional scuffs, overturned rocks, and the like are all the tracker has to go on. *Examples:* Rock, concrete, and tile floors, streambeds.

Condition	DC Modifier
Per 3 characters in the target's group	–1
Size of target(s):	*
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Per 24 hours since tracks were left	+1
Per hour of rain since tracks were left	+1
Fresh snow since tracks were left	+10
Poor Visibility:	†
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Subject hiding trail‡	+5

* For a group of mixed sizes, apply modifiers only for the largest size category among them.

† Apply only the largest modifier that applies from this category.

‡ This modifier assumes that the target is moving no faster than ½ his speed (rounded down).

When you fail a Spot or Survival skill check made to track a target, you temporarily lose his trail. You may retry the tracking check after 1 hour of additional searching (if outdoors), or after 10 minutes of additional searching (if indoors). If you fail three such Spot or Survival skill checks in a row, you lose the target and may not attempt any further track checks to pick up his trail.

When you score a critical success with a track check, you gain a +5 circumstance bonus with the next Spot or Survival skill check you make to track the same target.

When you score a critical failure with a track check, you immediately lose the target and may not attempt any further tracking checks to pick up his trail.

Normal: A character without this feat can use the Search skill to find tracks, but he can only follow tracks with a track check DC of 10 or less.

Urban Training

You're highly trained in MOUT (Military Operations in Urban Terrain) tactics.

Prerequisites: Move Silently 2+ ranks, Surveillance 2+ ranks.

Benefit: You gain a +2 competence bonus with Survival and awareness checks made while you're in urban areas. Further, when you plan an ambush in desert terrain or plains, your opponents' awareness DCs are increased by 2.

CHAPTER EIGHT: FINISHING TOUCHES

Now that you've selected your character's specialty or species, class, skills, and feats, it's time to consider the little things that round him out. This section includes rules for backgrounds (subplots your character may take on for bonus XP), action dice, physical description, and aging.

Backgrounds

The lives of the SGC teams are often peppered with private concerns and lingering business. Much of this "personal baggage" is simulated in the *Stargate* system with backgrounds.

What Are Backgrounds?

Put simply, backgrounds are subplots revolving around your character. The big distinction with backgrounds, however, is that you can *choose* your own subplots. Unlike mission subplots, which the GM springs on you during play, backgrounds are voluntary character options that allow you to tailor your character's history, enemies, and challenges to your liking, and receive some extra experience in the process.

Buying Backgrounds

Backgrounds are purchased when you create your character, or any time your character gains a level. Purchasing one or two backgrounds at the start allows him to come into the game with a little history, but you might also want to leave a little room to flag an intriguing villain as a nemesis later or to invest a little more heavily in a promise made to a romantic interest during one of your missions. Regardless of when you purchase a background, the cost ranges from 1 to 5 skill points. After you've added a background, you may choose to add more points to it later, so long as it doesn't exceed a total of 5 points.

You may only have a maximum of 5 skill points' worth of backgrounds, or two backgrounds, at any time. The more skill points you invest, the more dangerous the background is. For example, a 1-point hunted background might mean that your character is only one of many targets the hunters are looking for, or that the hunters are not very powerful. A 3-point hunted background, however, might indicate a competent team of trackers who search for your character regularly. A 5-point hunted background invariably prompts a life-or-death duel of wits and cunning, and may mean that the hunters are extremely skilled (perhaps even more so than your character), well-equipped (perhaps with alien devices or other high-end weapons), or funded by a prominent organization. The approximate effects of investing in each background are described within each option.

You should discuss any background you're considering with the GM to determine its nature and cost.

Earning Their Keep

By now you're asking yourself what backgrounds do for you. The answer is simple – they build character, literally. Whenever a background plays into a mission to which your character is currently assigned, he gains experience points according to Table 8.1: Background Awards. Simply look up the number of skill

points you invested in the background, multiply them by your current character level and – at the conclusion of the mission – add the listed experience bonus to your mission reward.

Table 8.1 lists two experience bonuses for each pairing. The number to the left is the amount gained if the background plays only a minor role in the mission, while the number to the right is awarded if the background was the mission's focus, or a central element. The Gamemaster is the ultimate arbiter of how much a background is involved in each mission (after all, he knows what's happening behind the scenes).

TABLE 8.1: BACKGROUND AWARDS

COST	(MINOR ROLE/FOCUS)*
1	25/50
2	50/100
3	75/150
4	100/200
5	150/300

If your GM ignores one of your backgrounds for three missions, you may "cash" it in for ten times the experience reward listed on the right of Table 8.1.

Example: Lt. Wilson purchases a 3-point background and the Gamemaster ignores it for three missions. Wilson then has the option of cashing it in for 1,500 (10 × 150) experience points.

After you cash in a background, you may not choose the same background again until at least three more missions have passed, unless the GM decides otherwise.

There are two more things to remember about backgrounds.

- First, all backgrounds involve conflict; if a background you choose for your character doesn't involve conflict – be it physical, mental, or spiritual – then it isn't a background and can't be purchased. Further, when a background's involvement during a mission doesn't involve conflict, your character gains no bonus experience for it.
- Second, no character may possess more than 5 skill points' worth of backgrounds, or two backgrounds, at any time.

Finally, a background remains with you through the end of a campaign and into a new one, though your GM has the option of "cashing" them in for you at that time – for ten times the experience reward listed on the right of Table 8.1.

BACKGROUND FREQUENCY

Each background should show up at least once per campaign. Of course, if you choose a background without consulting with your GM, he probably won't work it into his story, which means that it will show up less often – consequently granting you fewer experience points.

FULFILLING BACKGROUNDS

All good subplots come to an end. Backgrounds should also end eventually, either because of something your character does (e.g. killing his nemesis) or something the GM works into the plot.

The GM may end a background at any time, for any reason. He must inform you when he does so, though he may withhold the reason for purposes of the backstory.

You gain double the standard amount of experience for a mission in which one of your backgrounds ends, and the skill points you originally invested in the background become available to you again the next time you gain a level thereafter (at which time you may purchase another background, with your GM's approval).

Finally, when a background ends, the GM may award additional experience or action dice for dramatic or cooperative roleplaying.

BACKGROUND OPTIONS

The following backgrounds are appropriate to *Stargate SG-1* campaigns. This is by no means a complete list, though the most common options are included.

ALIEN

As a non-human who's joined a Stargate exploration team, you encounter prejudice and mistrust from others due to your alien origin. The number of skill points invested in this background determines the severity of this bias, the negative treatment you receive from those not native to your homeworld, and the potential complications that might arise from misplaced suspicion (such as surveillance, arrest, or even exile).

Amnesia

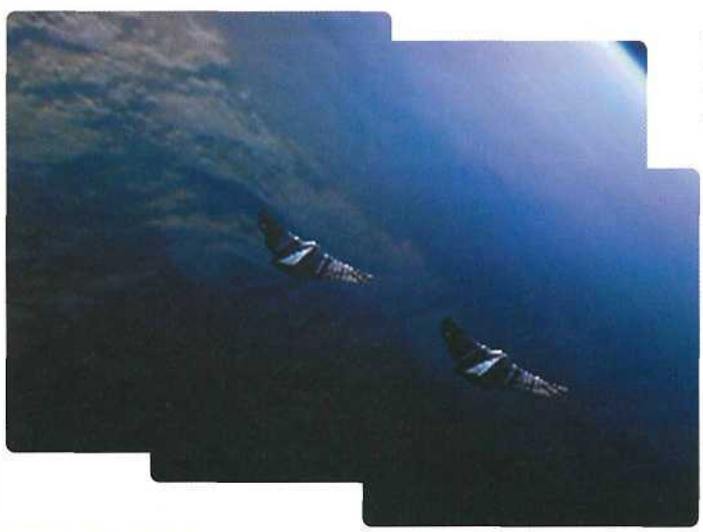
This background has no impact on your ability scores, skills, or other statistics. It simply means that you can't remember anything before a point determined by the GM. It also means that a group is trying to kill or capture you, probably because of something you can't remember. The number of skill points invested in this background determines this group's size and power.

Debt

The SGC maintains strict rules about the financial responsibility of its employees, but people still slip every now and again. The number of skill points invested in this background determines the sum you owe and the power of the collectors, as well as their diligence in reclaiming their due. Even with only 1 point invested in this background, your debt should be large enough that you can't simply use your salary or savings to clear it.

Defeated

You might have been defeated by an enemy, by a rival, or due to lack of skill or a twist of fate. Regardless, this background means that you're determined to return the favor, no matter the cost. The number of skill points invested in this background determines the hazards inherent in this goal (e.g. the power of your enemy, or the difficulty of your task).



Dishonored

You've been dishonored somehow, perhaps due to your own actions or through those of another. If you're a military character, it's probable that your rank has been reduced. The number of skill points invested in this background determines both the severity and public knowledge of your shame, and the difficulty involved in regaining your pride and standing.

Dying

You're slowly dying, either from disease, genetic imperfection or manipulation, or some other physical ailment. The number of skill points invested in this background determines not only the speed with which you're dying, but also the severity of your ailment's symptoms and how much you're hampered by its progress.

Special Note: This background typically doesn't inflict permanent in-game penalties, though it may be brought into play to impose a time limit or act as the focal point of a mission (such as retrieving a cure or protecting a cloning lab).

Fear

This background is uncommon among SGC teams, but the pressures of their missions sometimes bring it to the surface. There are hundreds of phobias – common *Stargate* options include fear of shadows, tight spaces, alien, alien technology, and the unknown. The number of skill points invested in this background determines the force and frequency of your fear.

Gamemaster Fiat

By choosing this background, you're letting the GM know that you want a subplot, and the approximate danger level you'd like, but you're also telling him that you'd like to be surprised. Sometime when you least expect it, he'll spring it on you. Until then, you'll have to wonder... is it something on this list, or something entirely new?

Hunted

You're wanted – by the enemy, by the law, or perhaps even by your own peers. The number of skill points invested in this background determines your pursuers' power, their network of contacts, and the resources they have at their disposal.

Hunting

You're searching for something you've lost, or something you've been ordered to recover. The number of skill points invested in this background determines the value or importance of the item you're after, the danger involved in getting it back, whether a timetable is involved, and the length of that timetable.

Liaison

You're a negotiator, intermediary, or political bridge between individuals, organizations, or even nations. Your work can bring people together – or tear them viciously apart. The number of skill points invested in this background determines the power scale of the partners with whom you work (e.g. persons, groups, or countries), as well as the general dispositions of the partners toward one another (the more points you invest, the more adversarial the dispositions).

Long-Term Mission

You have a secondary mission which often overlaps other assignments you receive. The number of skill points invested in this background determines the frequency of your activation for this alternate mission (i.e. how often the mission comes up), and the mission's difficulty and danger.

Lost (or Forbidden) Love

You shouldn't be having your current relationship, or your reputation or that of your allies could be damaged if the relationship is revealed. You might be involved with an ally's relative, or even an enemy. The number of skill points invested in this background determines the injury you and/or your allies could sustain if your lover is revealed.

Alternately, your lover might have been taken from you. In this case, the number of skill points invested in this background determines the power of the persons who split you up, or those who hold your lover hostage.

Mistaken Identity

Someone wants something from you, or is convinced that you're someone you're not. All you know is that you need to find out what's happening, and soon. The number of skill points invested in this background determines the amount of personal danger into which the confusion places you, the power and resources of the people threatening you, and the difficulty of solving the situation.

Nemesis

One of your enemies is dedicated to disrupting your life, or maybe even injuring or killing you. The number of skill points invested in this background determines how often this villain comes after you, the complexity and danger of his plots, and the resources at his disposal.

Obligation

You owe someone a favor – maybe for something specific, or as a lingering debt of thanks. The number of skill points invested in this background determines how difficult the eventual request is to complete, and the power and influence of the recipient. Unless you're careful, failing to fulfill an obligation might result in a Nemesis...

Political Enemy

You've garnered the ill will of a powerful political force, possibly as a result of your work with the SGC. This is especially appropriate if you've crossed the NID *(see page 41)*. The number of skill points invested in this background determines not only the station and political pull of your enemy, but also – at the GM's discretion – potential reduction of your operation gear budget and mission parameters. The points invested also might generate missions outside the SGC to prevent injunctions against the SG program, or even to shut down government conspiracies.

Problematic Relationship

You're engaged in a romantic relationship which, while not directly interfering with your duties, provides some difficult entanglements. Perhaps you have a wife or a husband who isn't aware of your true work with the SGC, who grows restless from all the time you spend away from them. Maybe another SGC staffer creates friction between you and your teammates. Regardless, this background tends to makes your life more difficult. The number of skill points invested in this background determines the frequency with which the relationship comes into play and the attention, help, or intervention required to satisfy its needs.

Protector

You're charged with protecting a friend, family member, loved one, or a group of allies, or you're forced to occasionally defend the same from outside threats, such as the Goa'uld. The number of skill points invested in this background determines the frequency with which your charges come under attack, as well as the severity of the danger into which they're thrust.

Public Life

You maintain a public persona outside your career with the Stargate Command. Perhaps you're a career military man with regular assignments or base duties. Maybe you're a professional racecar driver who has to make appearances at competitions around the world and show up for endorsement ads. Regardless, you must frequently take a break from your missions to keep your public life going. The number of skill points invested in this background determines the frequency of these interruptions and the hassle you must endure before you can return to your SGC duties.

Special Note: The GM is encouraged to use this background to drag not only the character into subplots but also his entire team. Exercise caution, however – this background is best used as a periodic distraction from SGC affairs, not a replacement for them.

Saboteur

You're responsible for the sabotage of one enemy's equipment and supplies, and are well known as one of their most dangerous opponents. The number of skill points invested in this background determines the power and resources of your enemy, the likelihood that the enemy's agents and allies will recognize you, and as the spread of your fame. When this background creates new sabotage missions, the number of skill points invested determines the mission's danger and importance.

Stolen Object

You've lost something: an object important to you, a close ally, a friend, or your superiors. Now you've dedicated yourself to getting it back – no matter the cost. The number of skill points invested in this background determines the power of the person or organization who stole the object or person, and the need for you to bring it or him back.

Traitor

You've betrayed your former allies and gone over to the another side. Regardless of whether you did so out of moral realization or greed, you're now pursued both for your treason and to eliminate any sensitive information you might possess. The number of skill points invested in this background determines the strength and resources of your former allies, the effort they dedicate to tracking you down, and whether they wish to capture or eliminate you.

True Identity

You've assumed your current identity to achieve some goal or run from your former life. This background is ideal for "deep cover" missions, in which you live a false life to infiltrate a hostile region or enemy organization to gather information, find allies, or perform long-term missions. The number of skill points invested in this background determines the importance or notoriety of your former identity and the lethality of the forces trying to reveal you.

Vendetta

You long to destroy one of your enemies in particular. The number of skill points invested in this background determines your target's power and influence, and how prepared he is to face you.

Vow

You've made a promise that you intend to keep – no matter the cost. The number of skill points invested in this background determines the difficulty of fulfilling this vow.

Wanted

You're wanted for a crime that you may or may not have committed. The number of skill points invested in this background determines the power and resources of the persons or organizations seeking to take you into custody, as well as the severity of the sentence you face if caught.

Action Dice

Action dice represent the lucky breaks commonly enjoyed by action heroes as he pulls off incredible feats by the skin of his teeth or an enemy's gun jams or his shots miraculously miss.

Action Dice Basics

You receive 3 action dice at the start of each game session, as shown on Table 5.4: Action Dice *(see page 154)*. All action dice left at the end of a gaming session are lost.

Spending Your Action Dice

You may spend your action dice in the following ways.

1. Increase a Die Roll

You may add the total roll of 1 or more of your action dice to any die roll you make (e.g. an attack check, a damage roll, a skill check, a saving throw, etc.), with a few exceptions – you may not increase rolls for ability score increases of any kind, nor may you increase rolls for vitality points at each new level. Any other roll may be increased unless the ability, feat, or rule prompting it says otherwise.

You may declare that you wish to increase a die roll at any time, even after making the roll. Also, you may spend any number of action dice to increase 1 die roll, so long as you have action dice left to spend. You may not continue to spend action dice to increase a roll, however, after the GM describes the outcome of the action associated with it (typically, if you're unaware of your DC, the GM will ask you whether you're happy with your result before describing the result).

Each time you spend 1 action die to increase a roll and roll the highest number possible on the action die (e.g. you roll a natural 6 on a d6 action die), it "explodes." In this case, you re-roll the action die, adding the new result to the previous result.

Example: Lt. Wilson rolls a 6 on a d6 action die, and then re-roll it, getting a 4. His action die's total result is 10.

An action die keeps exploding as long as you keep rolling its maximum value.

Example: Lt. Wilson rolls a 6 on a d6 action die, and then re-rolls it, getting another 6. Re-rolling a second time, he gets a 5. His action die's total result is 17.

Here's an example of spending action dice to increase a die roll.

Example: At 6th level, Lt. Wilson generates an attack check result of 12 against a target's Defense of 20. He spends 1 action die and rolls 1d6, getting a 6. The die explodes, so he re-rolls, this time getting a 1. This action die result brings Wilson's attack check result to only 19, not enough to beat the target's Defense. Wilson still has 1 more action die left, so he spends it, rolling a 4. This brings his attack check result to 23, enough to hit the target.

Special Note: Some abilities – such as the soldier's core ability, accurate – allow you to roll two action dice when you spend one, increasing the target die roll by both action die results. Even if you somehow benefit from more than one such ability, or another combination of abilities and effects that might indicate that you should roll more than two action dice when you spend one, you may *never* roll more than two action dice per one action die spent.

2. Increase Your Defense

At the start of any round, as a free action, you may spend 1 action die to increase your Defense by the action die's result. This action die may explode as described under Option #1: Increasing a Die Roll *(see above)*. The resulting bonus remains until the end of the current round.

You may spend no more than 1 action die to increase your Defense during any 1 round.

3. Activate Threats and GM Errors

As described in the Chapter 6 *(see page 182)*, rolling a natural 20 (i.e. the 20 is showing on the die) usually means that you've scored a threat. When you score a **threat**, you may spend 1 action die to activate it as a **critical success**, gaining the benefits described under the ability, feat, or skill description, or as determined by the GM (if the GM determines that no critical success is possible, you receive your action die back).

Example: Lt. Wilson rolls a natural 20 when using his Jump skill. He spends 1 action die to activate the threat as a critical success, which in this case means that he leaps the maximum possible distance *(see page 216).*

In combat, scoring a critical success with an attack check results in the damage being applied directly to the target's wounds. The decision to activate a critical hit during combat must be made before damage is rolled.

Example: Lt. Wilson fires upon a serpent guard, rolling a natural 20. He spends 1 action die to activate the threat and rolls damage, determining that his attack has inflicted 12 points of damage. The serpent guard loses 12 wounds instead of 12 vitality.

When the GM rolls a natural 1 (i.e. a 1 is showing on the die), he scores an **error.** In this case, you may spend 1 or more action dice to activate the error as a **critical failure,** prompting the effects listed on Table 11.2: Sample Critical Miss Effects *(see page 391),* or an effect determined by the GM (once again, if the GM determines that no critical success is possible, you receive your action dice back).

Example: When rolling to see if a serpent guard hits Lt. Wilson with a staff weapon fired in single-shot mode, the GM rolls a natural 1. Lt. Wilson spends 1 action die and the serpent guard's weapon fails to fire (with the same mechanical effects as a dud round). Lt. Wilson could have spent 1 additional action die to cause the weapon to malfunction (with the same mechanical effect as a jam), 2 additional action dice to cause the weapon to seriously malfunction (with the same mechanical effect as a broken firing pin), or 3 additional action dice to cause the weapon to explode in the serpent guard's hands.

You may only spend action dice to activate the critical failures and misses of characters within your line of sight.

4. Heal Yourself

Outside combat, you may spend any number of action dice to regain vitality or wound points. For each action die you spend outside combat, you recover either a number of vitality points equal to the action die's result or 2 wound points.

Example: After fighting the serpent guard off and finding a moment of calm after the combat, Lt. Wilson spends 1 action die to heal some vitality. Being 3rd level, he rolls d4 action dice. He spends 1 action die and rolls a 4, then a 3. He recovers 7 vitality points.

During combat, you must take the refresh action before you may spend action dice to regain vitality or wound points *(see page 376 for more about the refresh action).* At the end of a round during which you perform a refresh action, you may spend only 1 action die to recover either a number of vitality points equal to the action die's result or 2 wound points.

If you are the target of even one attack during a round in which you perform a refresh action, you may not spend any action dice to heal, and your actions for that round are forfeit.

5. Make an Inspiration Check

When you're stumped about what to do next (for example, you're caught in an Ancients deathtrap with no apparent escape route), you may ask the GM for an **inspiration check.** If he agrees, you spend 1 action die and roll 1d20, adding your character level. The result is compared against a DC based on the complexity of the problem and the GM's need for you to solve the puzzle *(see page 389).* With success, the GM provides you with a hint about what to do. Generally, the greater the difference between your inspiration check result and the DC, the more information you gain.

Example: Several weeks after encountering the serpent guard, Lt. Wilson is hunting the guard's previously unknown master, a new System Lord, through a sparsely populated section of space. He knows the System Lords' trail is there, but he seems to have run out of leads. He asks the GM for an inspiration check. The GM accepts, and sets a DC of 10. Wilson spends 1 action die and rolls 1d20, getting a 9, which is increased to 12 by his character level (3). He succeeds, and receives a hint about the System Lords' trail.

An action die spent to make an inspiration check is lost even if the check fails. *For more information about inspiration checks, see page 389.*

6. Other Action Die Uses

Many abilities and rule descriptions allow you to use action dice in various ways to augment or change the way you use them. These are listed individually in each character option.

Action Dice Restrictions

Unless otherwise stated, you may not spend action dice to affect another character in any way. You may not spend action dice to increase another character's die rolls, add to another character's Defense, activate another character's critical successes, heal another character, or request an inspiration check for another character. You may only spend action dice to gain these benefits for yourself.

Gaining Action Dice

Your GM awards you 1 or more action dice when he feels that you have roleplayed your character exceptionally well, exhibited leadership or problem-solving ability, or otherwise entertained the group. These dice are added to your pool and may be spent immediately. When you're awarded an action die in this manner, you also gain 25 XP × your current character level.

Example: A 5th-level explorer/4th-level soldier gains is awarded 1 action die. He also gains 225 XP.

Feel free to spend all of your action dice, since they vanish at the end of each game session. Spending action dice does not affect the amount of experience points you gain.

Description

With skills, feats, and other stats in place, you should flesh your character out a bit – give him a name, decide what he looks and acts like, and give him a purpose in life.

Name

Pick a name appropriate to your character's homeworld or country of origin, and his culture. A good name helps you form a mental image of your character – is he named after someone famous? Or just his weird uncle? Perhaps he's named after a religious warrior on your home planet, and therefore considered a good omen by others of his species. If you're having trouble thinking of a name, rewatch an episode featuring your character's species (if available), or check out a phonebook for the proper area or a good book of baby names (if your character is from Earth).

Team Number

It's likely that your character is a member of one of the SGC's field teams. Each of these teams is assigned a number and tasked with a variety of roles. Check to find out if your GM has chosen this option. A list of known SG teams can be found on *page 43*.

Age

At creation, a human or near-human character is most likely between 23 and 33 years old – roll 1d10 and add 22 to the result. If the character is Asgard, multiply his age by 20.

This makes your character old enough to complete the SGC's extensive training program, yet young enough for a long and exciting career. You may want your character to begin his career at an older or younger age, but make sure it's okay with your Gamemaster – some GMs place restrictions on the ages of the team's characters.

Also, be aware that over time, your character's physical abilities decrease and his mental abilities increase, as described on Table 8.2: Aging Effects *(see page 277)*. Aging modifiers can't reduce an ability below 1. Some character options and game effects (such as the Symbiote feat) alter the way age affects a character.

Gender

Your character may be male or female (or even gender neutral in the case of the Asgard and similar species), depending on your concept.

Height and Weight

You may either choose your character's height and weight (be sure to obtain your GM's permission if you want a peculiar appearance), or you may randomly generate his height and weight by rolling on Tables 8.3-8.5: Random Height and Weight *(see page 277)*. In the latter case, roll the dice as instructed and add the result to the listed Base Height in order to determine your character's height. Then

Table 8.2: Aging Effects

Age Category	Human Age*	Elder Race Age**	Ability Modifiers
Child	1–11	1–200	–3 to Str and Con, –1 Dex, Int, Wis, and Cha
Young Adult	12–15	201–300	–1 to Str, Dex, Int, Wis, Con, and Cha
Adult	16–40	301–800	No modifiers
Middle Age	41–59	801–1200	–1 to Str, Dex, and Con, +1 to Int, Wis, and Cha
Old	60–79	1201–1600	–2 to Str, Dex, and Con, +1 to Int, Wis, and Cha
Venerable	80+	1601+	–3 to Str, Dex, and Con, +1 to Int, Wis, and Cha

* Use this age scale for the Reol and all near-human races.

** Use this age scale for the Asgard and similar races.

Table 8.3: Random Height and Weight (Humans, Near-Humans, Jaffa, Tok'ra, etc.)

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4 ft. 10 in.	+2d12 in.	120 lbs.	x2d4 lbs.
Female	4 ft. 5 in.	+2d12 in.	85 lbs.	x2d4 lbs.

Table 8.4: Random Height and Weight (Reol)

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4 ft. 10 in.	+2d12 in.	80 lbs.	x1d6 lbs.
Female	4 ft. 5 in.	+2d12 in.	75 lbs.	x1d6 lbs.

Table 8.5: Random Height and Weight (Asgard)

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
—	3 ft. 5 in.	+2d10 in.	80 lbs.	x1d6 lbs.

multiply the same number by the result of a die roll as listed under Weight Modifier and add that total to the listed Base Weight to determine your character's weight.

Example: When generating a human male's random height, you roll 2d12. Your result is 8, which is added to a base height of 4 ft., 10 in. for a total height of 5 ft., 6 in. Then, to generate his weight, you roll 2d4. Your result is 5, which is multiplied by the 8 you rolled for his height to generate a result of 40. This number is added to 120 lbs. for a total weight of 160 lbs.

Appearance

Using your character's ability scores as a general guide, decide what he looks like. A character with a high Strength score might be heavily muscled (or he might just be well toned), while a character with a low Charisma score could be ugly, or have a nasty scar along his face (or he might just be surly). Decide what color the character's eyes and hair are, and the style in which he wears his hair. What kind of clothes does your character wear? Answering these sorts of questions can help you visualize your character more clearly.

Personality

Decide how your character acts and thinks. Is he stubborn? Prone to sarcastic comments? Does he bite his fingernails or fidget when forced to sit still? Small mannerisms can help make your character more realistic and easier to roleplay.

Morals

You may want your character to be religious, or to follow a certain code of honor. Or you might want him to be a ruthless assassin, doing whatever it takes to get the job done. Just remember that your character's actions have consequences. Many players don't like to play with untrustworthy or vicious characters on their team, since that means they have to watch that character as well as the enemy.

Background

Decide your character's past. Who raised him? How did he join the Stargate Command? What were the two most important events of his life? Start simple and build from there. Pick one or two pivotal events that shaped your character and explore them. As you become more familiar with your character, you'll find new ways to expand his background.

Goals

A goal or a driving motivation can help determine how your character reacts to a given situation. Is he a patriot? Then it's unlikely he would betray his country except under extreme circumstances. Is he driven by revenge? Then he might drop everything to seek vengeance on someone who has wronged him in the past. As always, start small and build up.

As with all other aspects of your character, you should change your character's goals as you become more comfortable and familiar with him.

CHAPTER NINE:
GEAR

Unlike *Spycraft, Stargate* is a predominantly *military* setting, in which characters are *assigned* gear rather than choosing it. Therefore, this chapter introduces a new military-style gear allocation and requisitioning system that provides most of the choices for each character and mission team based on its qualifications and current assignment, while leaving a small number of choices to each character so that he can personalize his SGC and personal possessions.

This chapter is broken into eight sections, as follows.

- **Gear Basics.** This section describes each manner in which a character gains gear and the statistics from which his gear choices are determined. This section offers the nuts and bolts behind this new gear system.

- **Rank.** The Stargate Command is a military organization, and most characters therefore possesses a military rank, which determines his income, the extent ofhis personal belongings, and his ability to request gear and support when assigned amission.

- **Carrying Capacity.** This section describes how to determine what a character can drag around with him and what happens when he exceeds this limit.

- **Bundles.** These pre-selected groups of items are the foundation of this gear system. The majority of a character's gear is distributed to him in bundles, which he chooses from this section.

- **Gear.** This section describes all the common items available to *Stargate SG-1* characters, save armor and weapons, which are handled in their own sections. Turn to this section when looking for the rules for a specific item in one of a character's bundles, and when making specific gear choices outside a character's bundles *(as described under Gear Picks – see the following page).*

- **Armor.** This section describes all the types of protective gear available to *Stargate SG-1* characters. Turn to this section when looking for the rules for a specific piece of armor in one of a character's bundles, and when making specific armor choices outside a character's bundles *(as described under Gear Picks – see the following page).*

- **Weapons.** This section describes all the types of armaments available to *Stargate SG-1* characters. Turn to this section when looking for the rules for a specific weapon in one of a character's bundles, and when making specific weapon choices outside a character's bundles *(as described under Gear Picks – see the following page).*

- **Resources.** Finally, this section covers grossly expensive and specialized support provided by the SGC. Resources include drone use, intelligence briefings, support staff, and even alien devices secured during previous missions. Each resource is requisitioned on its own using a separate pool of points *(as described under Resource Points – see the following page).*

Special Note: This system is designed to allow players to gear up quickly, despite the enormous array of options available to them. While some SGC mission are planned and executed in a leisurely fashion, the GM should also feel free to create missions that require snap judgments, limiting the amount of time the players may take to choose their gear bundles.

Gear Basics

The Stargate Command doesn't deal in cash, but instead assigns each character various budgets to requisition gear, broken up by gear type and whether the budget applies at all times or only while on assignment. The *Stargate SG-1 RPG* breaks these budgets into operation gear (which is assigned for use on missions) and personal belongings (which the character owns privately on Earth or his home planet).

Operation Gear

A character's operation gear is comprised of operation bundles, gear picks, and resource points.

Operation Bundles

A bundle is a pre-selected group of gear items based on a specific theme or used for a specific function. During the Gearing Up phase of each mission, each character is assigned the following operation bundles.

- The standard SG team member bundle *(see page 287).*
- 1 mission bundle based on the type of mission to which he's currently assigned *(see pages 289-292).*
- A certain number of additional operation bundles based on his rank, chosen from any bundle category *(see page 282).* It's possible that a character may receive 0 additional operation bundles.

Operation bundles have no cash value. Further, they may not be shared with other team members – all characters must choose their own operation bundles and may not trade or combine them in any way.

Operation bundle choices not made during the Gearing Up phase are forfeit, though if a character has access to a Stargate for a minimum of 1 hour during a mission, he may trade any number of his chosen operation bundles in for new choices at the cost of one or more action dice *(see Re-supplying in the Field, page 281).*

A character's SG team member bundle may never be traded in, and his mission bundle may only be traded by the GM, when the mission changes. Again, this requires access to a Stargate for a minimum of 1 hour.

Gear Picks

In addition to each character's operation bundles, he may be allotted one or more gear picks. These "picks" allow the character to choose items outside bundles, and to upgrade select items *(see Equipment Qualities, page 308, and Weapon Qualities, page 324).* Gear picks are used to "put the finishing touches" on the character's equipment and to customize it to meet his personal preferences.

During the Gearing Up phase of each mission, each character receives a number of gear picks as determined by his class *(see Chapter 5).* His rank, feats, and class abilities may modify this number. Finally, after all other modifiers are applied, the character's Charisma modifier is applied to this number (whether positive or negative), though it may not reduce his total number of gear picks below 0. It's possible that a character may receive 0 gear picks.

The character may use these points to requisition any number of gear items for the current mission, but must pay for all of them out of his gear pick pool. These items may be selected from the following sections only.

- Equipment *(see page 297).*
- Armor *(see page 320).*
- Weapons *(see page 323).*

Gear picks may *not* be used to requisition resources, and have no cash value. Further, they may *not* be shared with other team members – all characters must choose their own gear picks and may not trade or combine gear picks.

Gear picks not spent during the Gearing Up phase are forfeit, though if a character has access to a Stargate for a minimum of 1 hour during a mission, he may trade any number of chosen gear pick items in for new choices at the cost of one or more action dice *(see Re-supplying in the Field, page 281).*

Resource Points (RP)

Each character also gains a separate pool of resource points that he may use to requisition experimental developments, captured alien devices, and most typically, drone use and intelligence data. During the Gearing Up phase of each mission, each character receives a number of resource points as determined by his class *(see Chapter 5).* His rank, feats, and class abilities may modify this number.

The character may use these points to requisition any number of resources for the current mission, but must pay for all of them out of his resource point pool. The GM may always deny a resource request, returning any action dice spent to secure it.

Resource points may not be used to requisition bundles, gear, armor, or weapons, and have no cash value. They may, however, be shared with other team members in order to requisition larger, more expensive resources.

Resource points not spent during the Gearing Up phase are saved, and may be spent at the cost of 1 action die per resource requisitioned later during the mission *(see Re-supplying in the Field, page 281).* This requires access to a Stargate for a minimum of 1 hour.

Resource points not spent by the end of the mission are forfeit.

Personal Belongings

A character has a life and possessions outside his SGC duties. These personal belongings are not usually a factor in missions through the Stargate, but may become useful when the action takes place on Earth.

During character creation, a character may choose or define the following, as appropriate.

- **Personal Bundles.** Each character may select a number of personal bundles as determined by his rank *(see page 282).* These bundles must be chosen from the personal bundle category and represent personal possessions that might come in handy during Earth-bound missions. Some characters have a broader choice of personal bundles due to their rank *(see page 282)* – these characters may select from certain specific mission bundles in addition to the personal bundle list. Certain feats and class abilities may also allow your character to choose additional personal bundles.

- **Gear Picks.** A character may spend one or more gear picks to augment or adjust his personal bundles. Unlike personal bundles, however, these gear picks are not persistent – the character must spend them out of his gear pick pool during the Gearing Up phase of *each* mission in order to keep the items during that mission; otherwise, the item is replaced with a standard, non-augmented version.

- **Non-Specific Personal Belongings.** *Stargate SG-1* team members are assumed to be reasonably prosperous in proportion to their rank and pay. Each receives a private home (rented, owned, or on a military base), a broad selection of clothes, and various home furnishings (including a TV, stereo, home computer, artwork, books, etc.), as determined by his rank *(see page 282).* In general, these items don't influence game play; they merely represent the character's typical lifestyle. They never provide bonuses, but with the GM's permission, they can provide minor sources of information (e.g. a newspaper subscription or an internet search might turn up clues).

- **POV:** The military refers to its soldiers' cars, boats, and planes as his Personally Owned Vehicles (POVs). A character receives his choice of POV based on his rank *(see page 282).*

- **Savings:** SG team members sometimes find themselves undertaking missions independently of the SGC. During these missions, a character may call upon his own assets to fund his activities. Beginning at character creation, each character receives a monthly income in excess of his expenses, based on his rank *(see page 282).* Some feats and class abilities may modify this amount.

Each time your character gains a level, you may choose to either keep your current personal belongings or reselect all but his savings. This represents your character's growth behind the scenes – as his interests and the conditions of his life change, so do his belongings.

All choices and definitions must be approved by the GM before your character enters play, and may only change according to the game's plot, and only with the GM's permission.

Further, personal belongings may not be shared with other team members – all characters must choose their own personal belongings and may not trade or combine them in any way.

Chosen personal belongings remain with the character from one mission to the next, unless destroyed or lost. Personal belongings not chosen when directed are forfeit.

Liquidation

In dire circumstances, personal belongings other than savings may be liquidated to produce a cash sum up to the character's current monthly salary × (his Diplomacy check result + 10).

Example: Lt. Wilson plans to liquidate his personal belongings. His Diplomacy check result is 15, so he may produce up to $50,000 ($2,000 × (15 + 10)).

This process requires a minimum of 1 full day (24 hours). The character may spend up to 3 additional days to gain an additional 10% of the cash sum per day spent carefully liquidating.

Example: Lt. Wilson takes two extra days to liquidate his personal belongings (for a total of 3 days). He may produce up to $60,000 ($50,000 + (2 × $5,000)).

The character need not liquidate everything he owns – he may simply sell off any part of it and keep the rest. The GM determines what specific items (if any) are sold to produce the desired cash.

Example: Lt. Wilson chooses to liquidate only $25,000 of his personal belongings. This is roughly half of what he owns. The GM selects the items sold accordingly.

After liquidation, a character's personal belongings are permanently reduced by the liquidated value. The character may repurchase his personal belongings later using savings, though the cost of doing so is double what he gained for liquidating.

Example: Lt. Wilson must spend $50,000 in savings to repurchase the $25,000 worth of personal belongings that he liquidated.

Operation Gear vs. Personal Belongings

Because the SGC maintains extraordinarily strict quarantine protocols, a character cannot bring more than a fraction of his personal belongings through the Stargate during off-Earth missions. SG team members are not authorized to bring vehicles, clothing, household goods, or privately owned weapons through the gate. Personal effects, such as jewelry, are generally allowed, per the GM's discretion.

Senior team members (i.e. those who have proven themselves on at least a few missions) may be able to persuade General Hammond (i.e. the GM) to permit a single distinctive piece of clothing or small weapon to transit the gate, but this addition is carefully documented to track materials lost, and maintain security.

SG teams are sometimes required to undertake missions on Earth, ranging from cover-ups to investigations to simple (read: interrupted) vacation time. The SGC is not well equipped to quickly launch these types of missions, and thus when time is of the essence – as is often the case in such circumstances – a character is actively encouraged to make use of his personal belongings and savings to supplement the operation. Quarantine protocols aren't a consideration in these cases, however, and so characters may bring their personal gear and weapons along on such missions (within the limits of the law).

Re-Supplying in the Field

SG teams must operate with near complete autonomy in the field and may not re-supply unless they have unrestricted access to a Stargate for a minimum of 1 hour. When this occurs, one of the team's members may spend action dice to call upon one of the following re-supply options.

- One character may spend one action die to re-supply all expended perishable gear in each of his own bundles (such as ammunition or food), as well as the bundles of each of his teammates.
- One character may spend one action die to trade in all the remaining items from one of his bundles to gain a complete bundle from the same category.
- One character may choose any number of items chosen with gear picks during the Gearing Up phase and spend a number of action dice equal to the items' total cost in gear picks to trade in all the items for new items chosen with the same number of gear picks.
- One character may spend 1 action die to requisition any one resource he may afford with his remaining unspent resource points.

Refreshing Gear

Operation gear and personal belongings are replaced when destroyed or lost, according to the following rules.

Operation Gear

Gear supplied for missions automatically refreshes during the Gearing Up phase of each mission. It never refreshes in between missions, or during a mission's Opening Scene (if applicable), unless determined otherwise by the mission or the GM.

If the team failed to bring back any of its non-perishable gear during the last two missions (i.e. they failed to bring back everything other than bullets, food, and other gear that's expected to be consumed), then the GM may spend one action die per character to reduce that character's gear picks or resource points by 1 (to a minimum of 0).

The following rules apply to this GM option.

- If the team brought back all non-perishable gear during the last mission, this option is not available to the GM, regardless of the team's track record before that.
- The GM may only apply this modifier to characters who participated in each of the two missions that triggered this option.
- The GM may *not* reduce both a character's gear picks and his resource points.
- This modifier is not cumulative – the GM may never decrease the number of gear picks or resource points each character receives by more than 1.
- All GM action dice spent in this fashion must be spent out of the GM's pool for the current mission (i.e. the GM cannot spend action dice at the end of a mission to affect the next mission's Gearing Up phase).

Personal Belongings

If any of the character's personal belongings other than his personal bundle are lost or destroyed during a mission, the character loss is determined as follows.

- **Home:** 50% of the value of character's total personal belongings.
- **Furnishings:** 10% of the value of character's total personal belongings.
- **POV:** 20% of the value of character's total personal belongings.
- *Any One Other Possession:* 1-5% of the value of character's total personal belongings.

The Value of Bundles, Gear Picks, and Resource Points

Bundles, gear picks, and resource points are a representation of the SGC's available resources, as well as the character's "pull" with his superiors – the more experienced the character, the more the SGC is likely to trust him with valuable or experimental gear. These pools are also a way to balance the utility of pivotal gear, such as weapons and armor, against the challenge of the mission at hand. Characters with too much gear can find a mission boring, while characters with too little gear, or the wrong gear, may find an otherwise simple mission overwhelming.

For these reasons, the majority of the *Stargate SG-1* gear system is abstract and has absolutely nothing to do with real-world monetary conventions. Bundles, gear picks, and resource points have no dollar value, and are based on utility, not the actual value of an item.

The character must spend savings equal to twice the loss in order to regain the personal belongings. If the character liquidates some of personal belongings, then the two loss values may be added together for ease of bookkeeping.

Example: Lt. Wilson, having already liquidated half his personal belongings (a total value of $25,000), soon wrecks his POV, a loss of an additional 25% of his personal belongings (or $12,500). He combines these numbers, resulting in a total of $37,500 that must be recouped, at a total cost of $75,000 in savings.

Personal bundles are some of your character's most important possessions, and are automatically refreshed at the start of the mission following their loss.

Rank

A character's military rank or civilian equivalent affects nearly all of his gear options. There are three military career paths, as follows.

- Enlisted characters tend to have lower pay, more weapons, and more gear.
- Officers have a higher standard of living and receive higher pay, but are assigned less gear.
- Civilian Specialists receive moderate pay, though they gain the greatest access to personalized and upgraded gear.

A character's military career path is determined by his specialty *(see page 284).*

Starting Rank

The Stargate Command recruits from other military branches and command groups. With its secret mandate and considerable funding, it can afford to be somewhat selective, recruiting only personnel who prove themselves.

Each character begins his career with the SGC at 2 ranks above the lowest listed in this section – Staff Sergeant if Enlisted, Major if an Officer, and Grade 3 if a Civilian Specialist. The lowest ranks in each career path (Airman 1st Class, Senior Airman, 1st Lieutenant, Captain, Grade 1, and Grade 2) are provided for use with NPCs or as options for characters who suffer demotions.

Promotions

A character is automatically promoted by 1 rank when the total number of gear picks he gains from classes reaches 4, 7, and 10, respectively. Gear picks gained from other character options are ignored for this purpose.

Example: A 4th-level pointman earns a total of 1 promotion from his class-based gear picks (having a total of 4 gear picks from his class).

Example 2: A 4th-level pointman/1st-level scientist earns a total of 1 promotion from his class-based gear picks (having a total of 6 gear picks from his classes – 4 from pointman and 2 from scientist).

Example 3: A 4th-level pointman/2nd-level scientist earns a total of 2 promotions from his class-based gear picks (having a total of 7 gear picks from his classes – 4 from pointman and 3 from scientist).

Additional promotions may only be gained as a result of feats and class abilities.

The Benefits of Rank

A character's rank determines his income and his pull with the SGC (which is in turn used to requisition additional gear), and is also guideline for his lifestyle outside the military.

Some of the benefits gained as a result of rank follow.

Pay: A character's rank determines his monthly income and his starting savings. As of character creation, a character's savings are considered to be equivalent to 3 months' pay. Thereafter, the character's savings may only be increased by tucking away pay (without spending it). These values generally only come into play during missions on Earth.

Operation Gear: Any additional operation bundles and gear picks the character gains based on his rank are listed here. These bundles are chosen in addition to the standard SG team and mission bundles.

Housing: The size and general shape of a character's home is described here. In general, a character's home comprises about 50% of the total value of his personal belongings.

POV: All characters are assumed to own one or more personal vehicles. This entry describes the character's ground vehicle options (water and air vehicles should be comparable, and are left up to the GM). In general, a character's home comprises about 20% of the total value of his personal belongings. *Special Note:* If you possess the *Spycraft Soldier/Wheelman Class* Guide, these vehicles correspond to entries within the official *Spycraft Vehicle Guide.*

Other Personal Belongings: This entry describes the character's general quality of life outside his home and vehicle(s), and also describes any personal bundles he may choose during character creation and when he gains a level *(see Chapter 5).*

In exchange for these considerations, high-ranked characters are expected to perform at a higher level of duty and obligation, taking on more challenging assignments and larger undertakings.

Enlisted Ranks

Rank 1: Airman 1st Class (E-3)

- **Pay:** $1,500 per month (starting savings: $4,500).
- **Operation Gear:** 1 duty bundle *or* 1 weapon bundle.
- **Housing:** Dormitories on base *or* a one-bedroom apartment nearby.
- **POV:** Station wagon, sub-compact, economy car, or civilian jeep.
- **Other Personal Belongings:** Regular clothes, uniforms, $2,000 in furniture and household goods, $1,000 in home electronics and media, 1 personal bundle.

Rank 2: Senior Airman (E-4)

- **Pay:** $1,800 per month (starting savings: $5,400).
- **Operation Gear:** 1 duty bundle *and* 1 weapon bundle.
- **Housing:** Private quarters on base *or* a two-bedroom apartment nearby.
- **POV:** Station wagon, sub-compact, economy car, or civilian jeep.
- **Other Personal Belongings:** Regular clothes, uniforms, $2,500 in furniture and household goods, $1,200 in home electronics and media, 1 personal bundle.

Rank 3: Staff Sergeant (E-5)

- **Pay:** $2,000 per month (starting savings: $6,000).
- **Operation Gear:** 1 duty bundle *and* 1 weapon bundle.
- **Housing:** Private quarters on base *or* a two-bedroom apartment nearby.
- **POV:** Compact, mid-size commuter car, sedan, electric car, electric-gas conversion, commuter truck, flatbed truck, pick-up truck, or any POV listed under Ranks 1-2.
- **Other Personal Belongings:** Regular clothes, 1 set of fashionable clothes, uniforms, $3,000 in furniture and household goods, $1,500 in home electronics and media, 1 personal bundle.

Rank 4: Technical Sergeant (E-6)

- **Pay:** $2,500 per month (starting savings: $7,500).
- **Operation Gear:** 1 duty bundle, 1 weapon bundle, *and* +1 gear pick.
- **Housing:** Private quarters on base *and* a two-bedroom house nearby.
- **POV:** Compact, mid-size commuter car, sedan, electric car, electric-gas conversion, commuter truck, flatbed truck, pick-up truck, or any POV listed under Ranks 1-2.
- **Other Personal Belongings:** Regular clothes, 1 set of fashionable clothes, uniforms, desktop computer (+1 power rating), $4,000 in furniture and household goods, $2,000 in home electronics and media, 2 personal bundles.

Rank 5: Master Sergeant (E-7)

- **Pay:** $3,000 per month (starting savings: $9,000).
- Operation Gear: 1 duty bundle, 1 mission *or* weapon bundle, *and* +2 gear picks.
- **Housing:** Private quarters on base *and* a two-bedroom house nearby *and* a small vacation home somewhere in the character's home country or region.
- **POV:** Drag-racer/hot-rod, high-performance car, luxury car, muscle car, off-road car, classic sports car, modern sports car, full van, mini-van, commuter SUV, off-road SUV, box truck, monster truck, off-road truck, or any POV listed under Ranks 1-4.
- **Other Personal Belongings:** Regular clothes, 2 sets of fashionable clothes, uniforms, desktop computer (+1 power rating), $5,000 in furniture and household goods, $2,500 in home electronics and media, 2 personal bundles.

Rank 6: Senior Master Sergeant (E-8)

- **Pay:** $3,500 per month (starting savings: $10,500).
- Operation Gear: 1 duty bundle, 1 mission *or* weapon bundle, *and* +3 gear picks.
- **Housing:** Private quarters on base *and* a three-bedroom house nearby *and* a small vacation home somewhere in the character's home country or region.
- **POV:** Drag-racer/hot-rod, high-performance car, luxury car, muscle car, off-road car, classic sports car, modern sports car, full van, mini-van, commuter SUV, off-road SUV, box truck, monster truck, off-road truck, or any POV listed under Ranks 1-4.
- **Other Personal Belongings:** Regular clothes, 2 sets of fashionable clothes, uniforms, desktop computer (+2 power rating), $6,000 in furniture and household goods, $3,000 in home electronics and media, 3 personal bundles.

Rank 7: Chief Master Sergeant (E-9)

- **Pay:** $4,000 per month (starting savings: $12,000).
- **Operation Gear:** 1 duty bundle, 2 mission *or* weapon bundles, *and* +3 gear picks.
- **Housing:** Large suite of private quarters on base *and* a three-bedroom house nearby *and* a two-bedroom house somewhere in the character's home country or region.
- **POV:** Racing car, Cadillac, limousine, racing truck, or any POV listed under Ranks 1-6.
- **Other Personal Belongings:** Regular clothes, 2 sets of fashionable clothes, uniforms, laptop computer (+2 power rating), $7,000 in furniture and household goods, $3,500 in home electronics and media, 3 personal bundles.

Officer Ranks

Rank 1: 1st Lieutenant (O-2)

- **Pay:** $2,000 per month (starting savings: $6,000).
- **Operation Gear:** 1 duty bundle.
- **Housing:** Private quarters on base *or* a one-bedroom apartment nearby.
- **POV:** Compact, mid-size commuter car, electric car, electric-gas conversion, commuter truck, or pick-up truck.
- **Other Personal Belongings:** Regular clothes, uniforms, $2,000 in furniture and household goods, $1,500 in home electronics and media, 1 personal bundle.

Rank 2: Captain (O-3)

- **Pay:** $2,500 per month (starting savings: $7,500).
- **Operation Gear:** 1 duty bundle *and* +1 gear picks.
- **Housing:** Private quarters on base *or* a two-bedroom apartment nearby.
- **POV:** Compact, mid-size commuter car, sedan, electric car, electric-gas conversion, commuter truck, flatbed truck, or pick-up truck.
- **Other Personal Belongings:** Regular clothes, 1 fashionable outfit, uniforms, $2,500 in furniture and household goods, $2,000 in home electronics and media, 1 personal bundle.

Rank 3: Major (O-4)

- **Pay:** $3,000 per month (starting savings: $9,000).
- **Operation Gear:** 1 duty bundle.
- **Housing:** Private quarters on base *and* a two-bedroom house nearby.
- **POV:** Drag-racer/hot-rod, high-performance car, luxury car, muscle car, off-road car, classic sports car, modern sports car, full van, mini-van, commuter SUV, off-road SUV, box truck, monster truck, off-road truck, or any POV listed under Ranks 1-2.
- **Other Personal Belongings:** Regular clothes, 1 fashionable outfit, uniforms, desktop computer (+1 power rating), $3,000 in furniture and household goods, $2,500 in home electronics and media, 2 personal bundles.

Rank 4: Lieutenant Colonel (O-5)

- **Pay:** $4,000 per month (starting savings: $12,000).
- **Operation Gear:** 1 duty bundle *and* 1 duty or weapon bundle.
- **Housing:** Private quarters on base *and* a three-bedroom house nearby.
- **POV:** Drag-racer/hot-rod, high-performance car, luxury car, muscle car, off-road car, classic sports car, modern sports car, full van, mini-van, commuter SUV, off-road SUV, box truck, monster truck, off-road truck, or any POV listed under Ranks 1-2.
- **Other Personal Belongings:** Regular clothes, 2 fashionable outfits, uniforms, desktop computer (+1 power rating), $4,000 in furniture and household goods, $3,000 in home electronics and media, 2 personal bundles.

Rank 5: Colonel (O-6)

- **Pay:** $5,000 per month (starting savings: $15,000).
- **Operation Gear:** 1 duty bundle *and* 1 duty *or* weapon bundle.
- **Housing:** Private quarters on base *and* a three-bedroom house nearby *and* a small vacation home somewhere in the character's home country or region.
- **POV:** Racing car, Cadillac, limousine, racing truck, *or* any POV listed under Ranks 1-4.
- **Other Personal Belongings:** Regular clothes, 2 fashionable outfits, uniforms, desktop computer (+2 power rating), $5,000 in furniture and household goods, $4,000 in home electronics and media, 3 personal bundles.

Rank 6: Brigadier General (O-7)

- **Pay:** $6,000 per month (starting savings: $18,000).
- Operation Gear: 1 duty bundle, 1 duty, mission, *or* weapon bundle, *and* +2 gear picks.
- **Housing:** Large suite of private quarters on base *and* a four-bedroom house nearby *and* a two-bedroom house somewhere in the character's home country or region.
- **POV:** Racing car, Cadillac, limousine, racing truck, or any POV listed under Ranks 1-2.
- **Other Personal Belongings:** Regular clothes, 3 fashionable outfits, uniforms, laptop computer (+2 power rating), $6,000 in furniture and household goods, $4,500 in home electronics and media, 3 personal bundles.

Rank 7: Major General (O-8)

- **Pay:** $7,000 per month (starting savings: $21,000).
- **Operation Gear:** 2 duty, mission, *or* weapon bundles, *and* +3 gear picks.
- **Housing:** Large suite of private quarters on base *and* a four-bedroom house nearby *and* 2 two-bedroom houses somewhere in the character's home country or region.
- **POV:** Recreational vehicle or any POV listed under Ranks 1-6.
- **Other Personal Belongings:** Regular clothes, 3 fashionable outfits, uniforms, laptop computer (+2 power rating), $7,000 in furniture and household goods, $5,500 in home electronics and media, 4 personal bundles.

Specialist Ranks

Rank 1: Grade 1

- **Pay:** $2,000 per month (starting savings: $6,000).
- **Operation Gear:** 1 duty bundle.
- **Housing:** Private quarters on base *or* a one-bedroom apartment nearby.
- **POV:** Compact, mid-size commuter car, sedan, electric car, electric-gas conversion, commuter truck, flatbed truck, or pick-up truck.
- **Other Personal Belongings:** Regular clothes, work clothes, desktop computer (+1 power rating), $2,000 in furniture and household goods, $1,500 in home electronics and media, 1 personal bundles.

Rank 2: Grade 2

- **Pay:** $2,500 per month (starting savings: $7,500).
- **Operation Gear:** 1 duty bundle *and* +1 gear pick.
- **Housing:** Private quarters on base *or* a two-bedroom apartment nearby.
- **POV:** Compact, mid-size commuter car, sedan, electric car, electric-gas conversion, commuter truck, flatbed truck, or pick-up truck.
- **Other Personal Belongings:** Regular clothes, work clothes, desktop computer (+1 power rating), $2,500 in furniture and household goods, $2,000 in home electronics and media, 2 personal bundles.

Rank 3: Grade 3

- **Pay:** $3,000 per month (starting savings: $9,000).
- **Operation Gear:** 1 duty bundle and +1 gear pick.
- **Housing:** Private quarters on base *or* a two-bedroom apartment nearby.
- **POV:** Compact, mid-size commuter car, sedan, electric car, electric-gas conversion, commuter truck, flatbed truck, or pick-up truck.
- **Other Personal Belongings:** Regular clothes, work clothes, desktop computer (+2 power rating), $3,000 in furniture and household goods, $2,500 in home electronics and media, 2 personal bundles.

Rank 4: Grade 4

- **Pay:** $4,000 per month (starting savings: $12,000).
- **Operation Gear:** 1 duty bundle *and* +1 gear pick.
- **Housing:** Private quarters on base *and* a two-bedroom house nearby.
- **POV:** Drag-racer/hot-rod, high-performance car, luxury car, muscle car, off-road car, classic sports car, modern sports car, full van, mini-van, commuter SUV, off-road SUV, box truck, monster truck, off-road truck, or any POV listed under Ranks 1-3.
- **Other Personal Belongings:** Regular clothes, 1 set fashionable clothes, work clothes, desktop computer (+2 power rating), $4,000 in furniture and household goods, $3,500 in home electronics and media, 3 personal bundles.

Rank 5: Grade 5

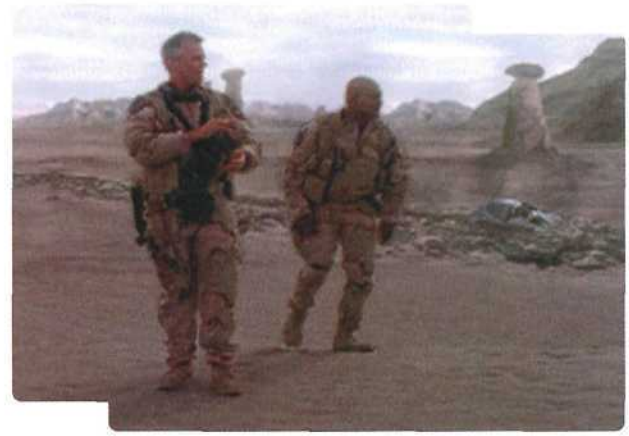
- **Pay:** $5,000 per month (starting savings: $15,000).
- **Operation Gear:** 1 duty or mission bundle *and* +3 gear picks.
- **Housing:** Private quarters on base *and* a two-bedroom house nearby *and* a small vacation home somewhere in the character's home country or region.
- **POV:** Drag-racer/hot-rod, high-performance car, luxury car, muscle car, off-road car, classic sports car, modern sports car, full van, mini-van, commuter SUV, off-road SUV, box truck, monster truck, off-road truck, or any POV listed under Ranks 1-3.
- **Other Personal Belongings:** Regular clothes, 1 set fashionable clothes, work clothes, laptop computer (+2 power rating), $5,000 in furniture and household goods, $4,500 in home electronics and media, 3 personal bundles.

Rank 6: Grade 6

- **Pay:** $6,000 per month (starting savings: $18,000).
- **Operation Gear:** 1 duty *or* mission bundle *and* +3 gear picks.
- **Housing:** Large suite of private quarters on base *and* a three-bedroom house nearby *and* a small vacation home somewhere in the character's home country or region.
- **POV:** Racing car, Cadillac, limousine, racing truck, or any POV listed under Ranks 1-5.
- **Other Personal Belongings:** Regular clothes, 1 set fashionable clothes, work clothes, laptop computer (+2 power rating), $6,000 in furniture and household goods, $5,500 in home electronics and media, 4 personal bundles.

Rank 7: Grade 7

- **Pay:** $7,000 per month (starting savings: $21,000).
- Operation Gear: 1 duty bundle, 1 duty *or* mission bundle, *and* +4 gear picks.
- **Housing:** Large suite of private quarters on base *and* a three-bedroom house nearby *and* a two-bedroom house somewhere in the character's home country or region.
- **POV:** Racing car, Cadillac, limousine, racing truck, or any POV listed under Ranks 1-5.
- **Other Personal Belongings:** Regular clothes, 1 set fashionable clothes, work clothes, laptop computer (+3 power rating), $7,000 in furniture and household goods, $6,500 in home electronics and media, 4 personal bundles.



The Chain of Command

The Stargate Command is a military organization, and as such expects all SG teams to operate with strict military discipline. This means that while individual team members have their specialties and functions within the whole, the leadership of the team is always clear and specific, even if members are incapacitated or killed.

Typically, the highest-ranking officer is in overall charge of any team. If two officers share the same rank, one of them is placed in command by the SGC commander (commonly General Hammond). Command then descends by rank through all officers, then through all enlisted characters, and finally through any civilian specialists, by grade.

Additional information about the SGC chain of command may be found on *page 424*.

Carrying Capacity

SG team members learn quickly to travel light. Heavy armor or equipment can slow him down enough to get him killed or trapped on an alien world. The following rules cover encumbrance and carrying capacity.

Encumbrance

In order to see if a character's gear is heavy enough to slow him down, total the weight of all gear he carries including armor and weapons. Compare the total to his Strength on Table 9.1: Carrying Capacity *(see right)*. When a character carries a medium or heavy load, he suffers the effects described on Table 9.2: Encumbrance Modifiers *(see below)*.

Lifting and Dragging

A character may lift up to his maximum heavy load over his head. He may lift twice this amount to his waist, but he may then only move 5 ft. per full action and loses his Dexterity bonus to Defense while doing so. Finally, a character may push or drag up to five times his maximum heavy load. This amount is doubled under good conditions (i.e. over a waxed floor, or when pushing or dragging a round object), and halved for poor conditions (e.g. up a hill, or when pushing or dragging an awkwardly shaped object).

Digging and Clearing Rubble

Using only his hands, a character may clear an amount of rubble per minute equal to 5× his heavy load *(see right)*. A character armed with a digging utensil clears twice this much.

The amount of loose debris that fills one 5-ft. square is 1 ton (2,000 lbs.).

Bigger and Smaller Characters

Table 9.1: Carrying Capacity shows how much weight a Medium character may carry. Larger and smaller characters can carry different amounts depending on their size category: Fine (×⅛), Diminutive (×¼), Small (×½), Large (×2), Huge (×4), Gargantuan (×8), and Colossal (×16).

Tremendous Strength

For Strength scores of 30-39, find the score between 20 and 29 that has the same ones digit as the character's Strength, then multiply the figures by 4. This provides the carrying capacities of a character with a Strength score 10 higher.

Example: A character possesses a Strength score of 36. Looking up 26 on Table 9.1 and multiplying this by 4, we find that a character with a Strength score of 36 may carry a light load of up to 1,224 lbs., a medium load of 1,225-2452 lbs., and a heavy load of 2,453-3680 lbs.

This process may be continued for each increase of 10, until the carrying capacity for the desired Strength score is determined.

Example: A character possesses a Strength score of 46. Continuing the previous example, we multiply the results for a Strength score of 36 by 4, finding that a character with a Strength score of 46 may carry a light load of up to 4,896 lbs., a medium load of 4,897-9,808 lbs., and a heavy load of 9,809-14,720 lbs.

Table 9.1 Carrying Capacity

STR	Light Load	Medium Load	Heavy Load
1	up to 3 lbs.	4–6 lbs.	7–10 lbs.
2	up to 6 lbs.	7–13 lbs.	14–20 lbs.
3	up to 10 lbs.	11–20 lbs.	21–30 lbs.
4	up to 13 lbs.	14–26 lbs.	27–40 lbs.
5	up to 16 lbs.	17–33 lbs.	34–50 lbs.
6	up to 20 lbs.	21–40 lbs.	41–60 lbs.
7	up to 23 lbs.	24–46 lbs.	47–70 lbs.
8	up to 26 lbs.	27–53 lbs.	54–80 lbs.
9	up to 30 lbs.	31–60 lbs.	61–90 lbs.
10	up to 33 lbs.	34–66 lbs.	67–100 lbs.
11	up to 38 lbs.	39–76 lbs.	77–115 lbs.
12	up to 43 lbs.	44–86 lbs.	87–130 lbs.
13	up to 50 lbs.	51–100 lbs.	101–150 lbs.
14	up to 58 lbs.	59–116 lbs.	117–175 lbs.
15	up to 66 lbs.	67–133 lbs.	134–200 lbs.
16	up to 76 lbs.	77–153 lbs.	154–230 lbs.
17	up to 86 lbs.	87–173 lbs.	174–260 lbs.
18	up to 100 lbs.	101–200 lbs.	201–300 lbs.
19	up to 116 lbs.	117–233 lbs.	234–350 lbs.
20	up to 133 lbs.	134–266 lbs.	267–400 lbs.
21	up to 153 lbs.	154–306 lbs.	307–460 lbs.
22	up to 173 lbs.	174–346 lbs.	347–520 lbs.
23	up to 200 lbs.	201–400 lbs.	401–600 lbs.
24	up to 233 lbs.	234–466 lbs.	467–700 lbs.
25	up to 266 lbs.	267–533 lbs.	534–800 lbs.
26	up to 306 lbs.	307–613 lbs.	614–920 lbs.
27	up to 346 lbs.	347–693 lbs.	694–1,040 lbs.
28	up to 400 lbs.	401–800 lbs.	801–1,200 lbs.
29	up to 466 lbs.	467–933 lbs.	934–1,400 lbs.
+10	×4	×4	×4

Bundles

There are four types of bundles – duty bundles, mission bundles, personal bundles, and weapon bundles.

- **Duty Bundles:** These gear packages are best suited to the various roles a character may perform for his SG team.

Table 9.2: Encumbrance Modifiers

Load	Max. Dex Bonus	Armor Check Penalty	40 ft.	35 ft.	30 ft.	25 ft.	20 ft.	15 ft.	Run
Medium	+3	–3	–15 ft.	–10 ft.	–10 ft.	–5 ft.	–5 ft.	–0 ft.	×4
Heavy	+1	–6	–15 ft.	–15 ft.	–10 ft.	–10 ft.	–5 ft.	–5 ft.	×3

- **Mission Bundles:** These basic gear packages are gathered by the SGC to match its known mission assignments, profiles, and details *(see page 406)*. In addition to the mission opportunities presented there, this section includes options for off-duty missions as well.

- **Personal Bundles:** These gear packages represent possessions gathered during a character's private life, away from the military and the SGC.

- **Weapon Bundles:** These gear packages augment the weapons provided in the basic SG team bundle, and are intended primarily for dangerous off-world missions and military hardware specialists.

Every character receives 1 mission bundle chosen to meet the needs of his current mission, as well as a number of operation and personal bundles as determined by his rank. Additionally, every character receives 1 SG team bundle at the start of each officially sanctioned mission.

The SG Team Bundle (Mandatory)

All SG team members are assigned a standardized bundle, representing materials all of them carry. Generally, this gear is available only during off-world missions, though the GM may determine that any or all of it is available during Earthbound missions as well, particularly when such a mission targets secret organizations who are already aware of the SGC (such as the National Intelligence Department).

Standard SG Team Bundle

- Unmarked weatherproof "sea bag" (to store bundle)
- 2 sets standard BDUs (black, sand, jungle, or rarely snow)
- Combat boots
- Baseball caps (plains, forest, swamp, desert, ice, and urban pattern)
- Load bearing harness
- Compass, magnetic
- Canteen
- Flashlight
- GDO (during off-world missions only)
- 1 day's MREs (Meals Ready to Eat)
- Tactical deployment vest
- Tactical radio
- FN P90 with standard sling with 60 rounds of 5.7×28mm FMJ

Special Note: SG personnel are not allowed to travel through the Stargate wearing any identifying markings aside from the approved SGC shoulder patch with team designation and the Earth/Tauri symbol.

Duty Bundles

Aquatic Operation Bundle

- 2 diving bags (to store bundle)
- Dry suit
- Fins
- Chemical body warmer
- 10 glowsticks

Archaeologist Bundle

- Desert-camouflaged backpack (to store bundle)
- Evidence kit
- 2 days' MREs (Meals Ready to Eat)
- 2 logbooks
- 2 standard floodlights
- Laptop computer (power rating +2)
  with image processing software
- Digital camera, professional
  with rugged quality
- Portable generator
  with reduced weight (-10%)
  with four 5-gallon fuel cans (full)

Arctic Operation Bundle

- Arctic-camouflaged backpack (to store bundle)
- Ice boots or snow shoes
- Climbing kit
- Survival kit
- Compass, inertial
- Weather sensor
- Chemical body warmer
- Heater, portable
- 2 days' MREs (Meals Ready to Eat)
- Portable generator
  with dependable quality
  with four 5-gallon fuel cans (full)

"Carter wants to get a closer look with some of her Specialized... do-hickeys."

–Col. Jack O'Neill

Bodyguard Bundle

- Large suit-bag (to store bundle)
- 1 set fashionable clothes
- Sunglasses
- IR goggles
- Video camera, standard
  with 4-in. remote monitor
- 2 cell phones (during Earth missions only)
- Undercover vest

Commander Bundle

- Briefcase (to store bundle)
- Binoculars
- Logbook
  with simple lock
- Laptop computer (power rating +2)
- SATCOM terminal (during Earth missions only)
- Cell phone (during Earth missions only)
- Tactical radio
- 4 standard batteries
- $2,000 (during Earth missions only)

Communications Specialist Bundle

- Backpack (to store bundle)
- Electronics kit
- Line tracer
- 2 tactical radios
  with dependable quality
- 2 radio headsets
- SATCOM terminal (during Earth missions only)
- GPS receiver (during Earth missions only)
- Cell phone (during Earth missions only)
- 8 standard batteries

Computer Specialist Bundle

- Backpack (to store bundle)
- Electronics kit
- Desktop computer (power rating +4, during Earth missions) or laptop computer (power rating +3, during off-world missions)
  with programming suite

Counter-Intelligence Bundle

- Black backpack (to store bundle)
- Lockpicking kit
- Lie detector, hand-held
- 8 line taps
- 2 pairs of handcuffs
- SATCOM terminal (during Earth missions only)
- Desktop computer (power rating +2, during Earth missions only)
- $5,000 (during Earth missions only)

Demolitions Bundle

- Large metal toolbox (to store bundle)
- 1 set mechanic's coveralls (average clothes)
- 1 set plain clothes
- Demolitions kit (any one with a cost of 1 gear pick)
- 2 cell phones
- Flashlight
- Duct tape
- Earplugs
- H lb. of C4

Explosive Ordnance Disposal (EOD) Bundle

- Heavy locking carrying case (to store bundle)
- Bomb sniffer
- Demolitions kit (any one with a cost of 1 gear pick)
- Electronics kit
- Fiberscope, 10-ft.
- Bomb squad suit

Forest Scout Bundle

- Trail backpack (to store bundle)
- 1 set forest camouflaged fatigues (any pattern)
- Survival kit
- Compass, magnetic
- Camouflage netting (any pattern)
- 2 days' MREs (Meals Ready to Eat)
- 1 jar face paint (6 applications)
- 1 bottle water filtration tablets
- 5 flares
- 2 batteries
- Machete
- 2 throwing knives

Mechanic Bundle

- Wheeled metal toolbox (to store bundle)
- 2 sets coveralls (average clothes)
- Mechanics kit
  with superior tools quality
- Equipment manuals (any two)
- 2 cargo nets
- 2 sets earplugs
- Portable generator
  with reduced weight (-25%)
  with two 5-gallon fuel cans (full)
- 2 extension cords (100-ft. each)

"Do-hickeys?"

–Gen. Hammond

Medic Bundle

- Oversized doctor's bag (to store bundle)
- Medical kit
- 3 liquid skin patches
- 2 antibiotics shots
- 2 antidote shots
- 1 antivenin shot
- 2 stimulant shots
- 5 pairs surgical gloves
- Collapsible stretcher

Observer Bundle

- Backpack (to store bundle)
- Evidence kit
- Camouflage netting (any pattern)
- Binoculars
- 2 days' MREs (Meals Ready to Eat)
- 2 logbooks
  with waterproof quality
- PDA (+1)
- Video camera, professional
  with 6 rolls professional grade tape
- 2 batteries

"I believe that's the technical term, Sir."

–Col. Jack O'Neill

Researcher Bundle

- Waterproof shoulder bag (to store bundle)
- Chemical analyzer or metal detector
- Magnifying glass
- Scientific manuals (any two)
- Desktop computer (power rating +3, during Earth missions) or laptop computer (power rating +2, during off-world missions)
- 2 logbooks

Surveyor Bundle

- Backpack (to store bundle)
- Survival kit
- Altimeter
- Binoculars
  with rugged quality
- Compass, inertial
- 5 days' MREs (Meals Ready to Eat)
- PDA (+1)
  with global mapping software
- Weather sensor
- 4 batteries

Technician Bundle

- Watertight briefcase (to hold bundle)
- Electronics kit
- PDA (power rating +2)
  with information database software (any one)
- Radio headset
- Equipment manuals (any four)

Trail Leader Bundle

- Trail backpack (to store bundle)
- Ghillie suit
- Climbing kit
  with superior tools
- 10 cams
- Survival kit
- Binoculars
- Compass, magnetic
- 100-ft. rope, coiled
- 2 days' MREs (Meals Ready to Eat)
- 5 glowsticks
- Survival knife

Translator Bundle

- Waterproof shoulder bag (to store bundle)
- Laptop computer (power rating +3)
  with translator software
- Language manuals (any four)
- Logbook

Mission Bundles

Advisor Bundle

- Briefcase (to store bundle)
- 2 sets fashionable clothes
- Lie detector, hand-held
- Language manual (any one)
- Desktop computer (power rating +3, during Earth missions) or laptop computer (power rating +2, during off-world missions)
  with code-cracker software
- Cell phone (during Earth missions only)
- Logbook

Arrest Bundle

- SWAT bag (to store bundle)
- Evidence kit
- 4 pairs handcuffs
- Ballistic vest
- 2 tasers
- 1 knockout shot

Assassination Bundle

- Satchel (to store bundle)
- Lockpicking kit
- Disguise kit
- 2 doses of basic lethal poison *(see page 398)*
- 2 knockout shots
- Makarov 9mm
  with 8 rounds subsonic 9mm Makarov FMJ
- Knife

Capture Bundle

- Satchel (to store bundle)
- First aid kit
- Lockpicking kit
- Lie detector, hand-held
- 50-ft. rope, coiled
- 2 pairs handcuffs
- Stretcher
- 10 days' MREs (Meals Ready to Eat)
- 2 knockout shots

Defense Bundle

- Backpack (to store bundle)
- 2 liquid skin patches
- 8 days' MREs (Meals Ready to Eat)
- Portable generator
  with four 5-gallon fuel cans (full)
- 2 floodlights
- Tactical radio
- 400 rounds of FMJ (any caliber)

Destruction Bundle

- Heavy-duty metal carry case (to store bundle)
- Demolitions kit (any one with a cost of 1 gear pick)
- Breaching charge
- 2 lb. C4

Diplomacy Bundle

- Luggage (to store bundle)
- 4 sets fashionable clothes
- Logbook
- Laptop computer (power rating +2)
  or PDA (power rating +2)
- Cell phone
- Video camera, standard
  with 4 commercial-grade tapes

Disaster Relief Bundle

- Backpack (to store bundle)
- 2 first aid kits
- 8 days' MREs (Meals Ready to Eat)
- 4 stretchers
- Portable generator
  with four 5-gallon fuel cans (full)
- 2 floodlights
- 2 tactical radios
- Quarantine tent

Diversion Bundle
- Backpack (to store bundle)
- Lockpicking kit
- Mechanics kit
- Tactical radio
- Binoculars
- Earplugs
- 4 flash/bang grenades
- 6 lb. of C4

Hijack Bundle
- Carry-on case (to store bundle)
- Lockpicking kit
- 50 zip ties
- 4 concussion grenades
- 400 rounds of safety slug ammo (any caliber)

Hunting Bundle
- Rifle bag (to store bundle)
- Survival kit
- Binoculars
- 2 cage traps
- 2 antivenin shots
- 2 days' MREs (Meals Ready to Eat)
- 4 knockout shots
- Taser

Infiltration Bundle
- Black sling-bag (to store bundle)
- 2 sets average clothing
- Disguise kit
- Lockpicking kit
- 4 line taps
- Light amplification binoculars
- Miniature camera
  with 2 rolls profession-grade film
- Travel manual (any one)

Investigation Bundle
- Forensics case (to store bundle)
- Science kits (any three)
- 4 line taps
- Chemical analyzer
- Microscope
- Digital camera, standard
- Tape recorder
  with 4 commercial-grade tapes
- Desktop computer (power rating +2)
  or PDA (power rating +1)
- Logbook

Overseer Bundle
- Attaché case (to store bundle)
- Laptop computer (power rating +2)
  with information database software (any two)
- Video camera, standard
  with 4 commercial-grade tapes
- 4 headset radios

Patrol Bundle
- Sling-bag (to store bundle)
- First aid kit
- Survival kit
- Compass, inertial or GPS receiver
- Light amplification binoculars
- Weather sensor
- Tactical radio
- 4 days' MREs (Meals Ready to Eat)
- 4 batteries

Puzzle Bundle
- Backpack (to store bundle)
- Science kits (any two)
- Chemical analyzer
- Digital camera, standard
- Geiger counter
- Metal detector
- Logbook
- PDA (power rating +1)

Raid Bundle
- Black sling-bag (to store bundle)
- 2 sets camouflaged fatigues (any pattern)
- Climbing kit
- Lockpicking kit
- 2 sets of night vision goggles
- Binoculars
- Cargo net
- 100-ft. rope, coil
- 1 jar face paint (6 applications)
- 2 batteries
- 2 concussion grenades
- 2 smoke grenades

Repair Bundle
- Metal tool case (to store bundle)
- Electronics kit
  with superior tools
- Mechanics kit
  with superior tools
- Equipment manual (any one)
- Spare parts (as necessary)
- PDA (power rating +1)

Rescue Bundle
- Canvas roll-up bag (to store bundle)
- 2 batteries
- First aid kit
- GPS receiver (during Earth missions only)
- Collapsible stretcher
- Signal mirror
- 2 days' MREs (Meals Ready to Eat)
- 4 smoke grenades
- Flare gun
  with 5 flares

Research Bundle
- Lab case (to store bundle)
- Evidence kit
- Science kits (any two)
- Large tent
- Geiger counter
- Laptop computer (power rating +2)
- Video camera, professional
  with 6 professional-grade tapes
- 4 batteries
- Logbook

Sabotage Bundle
- Black sling-bag (to store bundle)
- Electronics kit
- Lockpicking kit
- Mechanics kit
- Demolitions kit (any one with a cost of 1 gear pick)
- 1 lb. C4

Scouting Bundle
- Trail backpack (to store bundle)
- Survival kit
- Small tent
- Altimeter
- Binoculars
- Compass, inertial
- Compass, magnetic
- 4 days' MREs (Meals Ready to Eat)
- Weather sensor
- 4 batteries
- Logbook

Search Bundle
- Backpack (to store bundle)
- Climbing kit
- Binoculars
- GPS receiver (during Earth missions only)
- Video camera, standard
  with IR lens
- Tactical radio
- 4 batteries
- Flare gun
  with 5 flares

Secure Location Bundle
- Backpack (to store bundle)
- Battery bank
- 2 floodlights
- Folding shovel
- Simple lock
- 500- ft. barbed wire, rolled
- 100-ft. chain link fence, rolled
- 2 video cameras, standard

Security Bundle
- Heavy-duty blast case (to store bundle)
- Bomb sniffer
- 2 pairs handcuffs
- Metal detector
- Lie detector, hand-held
- Line tracer
- Video camera, standard
- 4 headset radios

Set Up Base Bundle
- Backpack (to store bundle)
- 3 large tents
- Logbook
- Folding shovel
- Tactical radio
- Portable generator
  with eight 5-gallon fuel cans (full)
- Laptop computer (power rating +2)

Surveillance Bundle
- Backpack (to store bundle)
- Electronics kit
- 8 line taps
- Light amplification binoculars
- Camera, professional
  with 4 rolls professional-grade film
- Video camera, professional
  with 4 professional-grade tapes
- 2 batteries

Test Bundle
- Metal tool case (to store bundle)
- Electronics kit
- Mechanics kit
- First aid kit
- Geiger counter
- PDA (power rating +1)
- Science kit (any one)
- Video camera, standard
  with 4 commercial-grade tapes

Transport Goods Bundle
- Backpack (to store bundle)
- Mechanics kit
- Load-bearing harness
- 100-ft. chain, coiled
- 2 padlocks
- 50 zip ties
- GPS receiver (during Earth missions only)
- 1 SGC drone for up to 1d4+1 hours

Transport Prisoner Bundle
- Briefcase (to store bundle)
- First aid kit
- 2 pairs handcuffs
- Tactical deployment vest
- 2 knockout shots
- Taser

Personal Bundles

Actor Bundle
- Fashionable backpack (to store bundle)
- Disguise kit
- 2 sets fashionable clothes
- 4 sets average clothes

CB Enthusiast Bundle
- Laptop computer (power rating +1)
- Manual (radios)
- 2 tactical radios
- 2 batteries

Diver Bundle
- Diving bag (to store bundle)
- 2 SCUBA suits
- 2 sets fins
- Camera, standard underwater
  with 4 rolls of standard-grade film

Gamer Bundle
- Console system bag (to store bundle)
- Cell phone
- 2 manuals (gaming)
- Desktop computer (power rating +3)
  with entertainment suite

Gun Enthusiast Bundle
- Gun case (to store bundle)
- Beretta Model 92FS pistol
  with stealth holster
  with 75 rounds of 9mm FMJ

Historian Bundle
- Valise (to store bundle)
- Appraisal kit
- Magnifying glass
- Manual (history)
- Logbook
- Desktop computer (power rating +2)

Photographer Bundle
- Camera case (to store bundle)
- Floodlight
- PDA (power rating +1)
- Camera, professional
  with 2 rolls of professional-grade film
- 2 batteries

Hunter Bundle
- Rifle bag (to store bundle)
- Binoculars
- 5 glowsticks
- 2 days' MREs (Meals Ready to Eat)
- GPS receiver
- Heavy crossbow
  with 30 standard bolts

Internet Fan Bundle
- Black shoulder bag (to store bundle)
- Desktop computer (power rating +4)
  or laptop computer (power rating +3)
  with hacking suite
- Camera, standard digital
- Cell phone

Professional Bundle
- Briefcase (to store bundle)
- 3 sets fashionable clothes
- Manuals (any two)
- PDA (power rating +2)
- Cell phone

Movie Buff Bundle
- Laptop case (to store bundle)
- Laptop computer (power rating +2)
  with audio/video suite

Mr. Fix-it Bundle
- Tool case (to store bundle)
- Electronics kit
- Mechanics kit
- Line tracer
- Floodlight
- Portable generator
  with two 5-gallon fuel cans (full)
- 2 batteries

Musician Bundle
- Band luggage (to store bundle)
- Desktop computer (power rating +2)
  with audio/video suite
- Musical kit
  with superior tools

Party Animal Bundle
- Fashionable backpack (to store bundle)
- 2 sets fashionable clothes
- First aid kit
- Camera, standard
  with 2 rolls commercial-grade film
- Cell phone

Professor Bundle
- Valise (to store bundle)
- Desktop computer (power rating +2)
- Science kits (any two)
- Manuals (any two)
- 2 Logbooks

Outdoorsman Bundle
- Backpack (to store bundle)
- Survival kit
- Tent, small
- Altimeter
- Binoculars
- Canteen
- Compass, magnetic
- 2 days' MREs (Meals Ready to Eat)
- GPS receiver
- Metal detector or weather sensor

Technophile Bundle
- Electronic tool case (to store bundle)
- Electronics kit
- Camera, standard digital
- Cell phone
- Desktop computer (power rating +3)
  with programming suite
- PDA (power rating +1)

World Traveler Bundle
- Worn luggage (to store bundle)
- 1 set fashionable clothes
- Camera, standard
  with 4 rolls commercial-grade film
- Manual (travel)
- Regional maps (any two)

Weapon Bundles

Anti-Armor Bundle
- Hughes Stinger IV anti-aircraft missile launcher
  with 4 rockets

Close Combat Bundle
- Franchi SPAS-15 shotgun
  with shotgun side-saddle
  with assault sling
  with 60 rounds 12 gauge (slugs or shot)

Concealed Carry Bundle
- Beretta Model 92FS pistol
  with stealth holster
  with 75 rounds 9mm FMJ

Cowboy Bundle
- 2 Colt M1911A1 pistols
  with standard holsters
  with 90 rounds .45 ACP FMJ

Explosives Bundle
- 3 claymore mines

Frontal Assault Bundle
- Colt M16A3 assault rifle
  with laser sight
  with standard sling
  with 240 rounds 5.56×45mm NATO FMJ
- Earplugs

Heavy Assault Bundle
- Colt M203 grenade launcher
  with assault sling
- 6 fragmentation grenades

Night Attack Bundle
- Tactical flashlight
- Goggles, IR/UV
- H&K MP5A3 submachinegun
  with night vision sight
  with assault sling
  with 90 rounds 9mmP FMJ

Police Duty Bundle
- 1 pair handcuffs
- S&W Model 10 revolver
  with shoulder holster
  with 2 speed loaders
  with 60 rounds .38 special FMJ

Riot/Crowd Control Bundle
- First aid kit
- Riot shield
- Winchester 1300 shotgun
  with standard sling
  with 70 rounds 12 gauge (non-lethal)

Sniper Bundle
- Binoculars
- Barrett M82A1 "Light Fifty" assault rifle
  with 6× telescopic sight
  with standard sling
  with 20 rounds .50 BMG FMJ

Urban Assault Bundle
- Climbing kit
- 2 breaching charges
- Ingram MAC-10 submachinegun
  with assault sling
  with 90 rounds .45 ACP FMJ

WETWORKS BUNDLE

- Silenced H&K SOCOM pistol
  with stealth holster
  with 60 rounds subsonic .45 ACP FMJ

GEAR

Gear includes any tool or item that provides a character an advantage during a mission. Under the right circumstances, all gear provides a mechanical benefit – this is how gear differs from personal belongings. Furniture is nice, but it doesn't usually affect dice rolls.

Gear is divided into three very broad categories – equipment, armor, and weapons – each of which is broken into more specific categories in the following sections. The remainder of this section deals with general rules that apply to all three types of gear.

CONCEALING GEAR

A character may try to hide a weapon or other item on his person or in his square – usually to spring on unsuspecting enemies or use at a later time. When this happens, consult Table 9.3: Gear Durability and Concealment to determine the item's base Concealment DC. Match the item to its closest category and apply the following modifiers to this base DC, per the item's appearance and design.

TABLE 9.3: GEAR CONCEALMENT MODIFIERS

UNUSUAL APPEARANCE OR DESIGN	DC MODIFIER
Item blends with character's clothing or the background scenery	+4
Item is nondescript or has subdued appearance	+2
Item is slender or has otherwise easy-to-conceal design	+1
Item is bulky or has an otherwise difficult-to-conceal design	–1
Item is flashy or colored brightly	–2
Item is reflective or clashes with character's clothing or background scenery	–4

WAYS TO CONCEAL ITEMS

As mentioned above, a character may conceal something on his person or within the scenery in his square. Both methods require one half action. Neither method requires a skill check – only characters attempting to find concealed items must make a skill check *(see Ways to Find Concealed Items in the next column).*

Each of these methods has its own benefits, as follows.

- When a character hides something on his person (in his hands or within his clothing, not within the surrounding scenery), the item's Concealment DC is increased by ¼ of his total Sleight of Hand skill bonus (rounded down). If the character possesses 5 or more ranks with the Disguise skill as well, the DC is also increased by an additional +2 synergy bonus.
- When a character hides something within the scenery in his square (not in his hands or within his clothing), the item's Concealment DC is increased by ¼ of his total Hide skill bonus (rounded down). If the character possesses 5 or more ranks with the Spot skill as well, the DC is also increased by an additional +2 synergy bonus.

WAYS TO FIND CONCEALED ITEMS

Unless a person observing the concealing character declares otherwise, he must make a Spot check against the Concealment DC of each item hidden on the character's person or within the scenery in his square. This kind of cursory observation requires one free action, and represents the chance that someone might notice the concealed item by accident.

Intentional observations of a character or a square are handled with the Search skill, either as a frisk check or an examination check *(see pages 229 and 230 for the differences between these checks, and how to use them in play).*

DAMAGING GEAR

For the most part, it's expected that standard SG team gear is regularly dropped, banged up, blasted, and even vaporized, and everything is built with these considerations in mind. Consequently, the short-term effects of weather, water, and the like aren't covered by these rules.

Physical abuse, however, is well-detailed. The hardness and four "damage thresholds" for each type of weapon and gear are listed on Table 9.4: Gear Durability and Concealability *(see next page).* These values are applied as follows.

- **Hardness:** This is the item's resistance to damage and affects damage to the item the same way that armor's hardness affects damage to a character *(see page 364 for details).*

- **Damage Thresholds:** These represent how physical punishment affects the item's performance. When the item suffers a number of wound points equal to or greater than each threshold, the item suffers the effects listed for that threshold in addition to the effects of all lower thresholds.

Example: A weapon that's suffered enough damage to surpass its third threshold suffers the effects of its first, second, and third damage thresholds.

DAMAGE THRESHOLD EFFECTS

The effects upon an item's performance as its damage surpasses each damage threshold are determined by the item's gear type, as described in the following sections.

All damage threshold effects are permanent until repaired *(see page 220).*

TABLE 9.4: GEAR DURABILITY AND CONCEALMENT

ITEM CATEGORY	HARDNESS	DAMAGE THRESHOLDS	BREAK DC	CONCEALMENT DC
Melee, Hurled, and Primitive Weapons				
Hurled, small	6	1/2/4/5	14	16
Hurled, medium	7	2/3/4/6	16	12
Hurled, large	8	2/4/6/10	18	8
Melee, small	5	2/3/4/6	16	16
Melee, medium	6	2/4/6/10	18	12
Melee, large	6	3/6/9/12	20	8
Melee, metal, small	10	2/4/6/10	20	16
Melee, metal, medium	11	3/6/9/12	22	12
Melee, metal, large	12	4/8/12/15	24	8
Firearms				
Pistol	10	3/5/8/10	25	16
Revolver	11	3/5/8/10	25	15
Rifle	10	4/8/12/15	25	10
Shotgun	9	4/8/12/15	22	12
Submachinegun	8	3/6/9/12	20	13
Tactical Weapons				
Flamethrower	8	3/5/8/10	20	N/A
Grenade launcher	10	4/8/12/15	25	12
Rocket launcher	10	4/8/12/15	22	N/A
Machinegun	12	4/8/12/15	24	8
Other Gear				
Tough item, fine	8	1/2/3/4	14	30
Tough item, diminutive	9	1/3/5/7	16	25
Tough item, tiny	9	3/5/8/10	18	20
Tough item, small	10	3/6/9/12	20	15
Tough item, medium	10	4/8/12/15	25	10
Tough item, large	10	5/10/15/20	30	5
Tough item, huge	12	8/15/22/30	40	N/A
Typical item, fine	5	1/1/2/3	11	30
Typical item, diminutive	6	1/2/3/4	13	25
Typical item, tiny	6	2/3/4/6	15	20
Typical item, small	7	3/6/9/12	20	15
Typical item, medium	7	4/8/12/15	25	10
Typical item, large	8	5/10/15/20	30	5
Typical item, huge	8	8/15/22/30	40	N/A
Fragile item, fine	3	1/1/1/2	8	30
Fragile item, diminutive	3	1/1/2/2	10	25
Fragile item, tiny	4	1/1/2/3	15	20
Fragile item, small	4	1/2/3/4	20	15
Fragile item, medium	4	1/2/4/5	25	10
Fragile item, large	5	2/4/6/10	30	5
Fragile item, huge	5	3/6/9/12	35	N/A

Weapons

Damage inflicted on a weapon increases the weapon's chance of breaking or misfiring (boosting the weapon's error range), and also makes the weapon less effective in combat (penalizing attack and eventually damage rolls made using the weapon).

The following effects are incurred as a weapon's damage thresholds are surpassed.

- **Threshold 1:** The weapon's error range is increased by 1 (e.g. an error range of 1-2 becomes 1-3).
- **Threshold 2:** A character using the weapon suffers a -1 penalty with all attack checks.
- **Threshold 3:** The weapon's error range is increased by an additional 1, for a total increase of 2 (e.g. the modified error range of 1-3 from threshold 1 becomes 1-4). Further, a character using the weapon suffers a -2 penalty with all damage rolls (which may reduce a damage total to a minimum of 0).
- **Threshold 4:** The weapon is rendered useless.

Armor

Armor is a common target of enemy attacks, and is built to sustain incredible damage before it's rendered useless. Therefore, armor may not be consciously targeted with attacks like weapons and other gear. Instead, each time a character wearing armor suffers damage from a critical hit (after the armor's damage reduction and hardness are applied), the opposition may spend one additional action die to increase the armor's damage threshold by 1.

- **Threshold 1:** The gear's armor check penalty is increased by 2.
- **Threshold 2:** The gear's damage reduction is reduced by 2 (to a minimum of 0).
- **Threshold 3:** The armor's damage reduction is reduced by one-half standard, or by -3 (whichever is greater), to a minimum of 0. The speed of a character wearing the armor is reduced by 5 feet.
- **Threshold 4:** The armor is rendered useless.

Other Gear

Other gear generally falls into one of three categories, as follows.

- **Tough:** This category includes items made of metal, rubber, and like materials, and those designed to withstand rough treatment.
- **Typical:** This category includes all items that don't fall into one of the other two categories.
- **Fragile:** This category includes items made of glass, sensitive electronics, medical gear, and similar items.

Damage affects all categories of other gear in the same fashion as weapons and armor. When each damage threshold is surpassed, the item and its user suffer all the effects of that and every previous damage threshold, as follows.

- **Threshold 1:** The gear's error range is increased by 1 (i.e. an error range of 1-2 becomes 1-3).
- **Threshold 2:** A character using the gear suffers a -2 penalty with all skill checks.
- **Threshold 3:** The gear's error range is increased by an additional 1, for a total increase of 2 (i.e. the modified error range of 1-3 from threshold 1 becomes 1-4). Further, a character using the gear suffers an additional -2 penalty with all skill checks, for a total penalty of -4.
- **Threshold 4:** The gear is rendered useless.

Repairing Gear

Damaged gear may be repaired as described in the Computers, Electronics and Mechanics skills *(see pages 191, 207, and 220, respectively).*

Equipment

The *Stargate SG-1* RPG includes hundreds of pieces of equipment. Most are self explanatory, their effects and uses included in their descriptions. Some types of equipment require special rules, however, which are included at the head of this section. Necessary skills and feats are also described here.

Following these special rules are a list of all the qualities possessed by any item in this book, an alphabetical list of equipment options available to any SG team member, and a massive equipment table detailing each item's cost (and when possible, its mechanics as well).

Basic Equipment Rules

The following broad rules apply to common equipment-related conditions and commonly fielded categories of equipment.

Communications Equipment

Any piece of equipment capable of sending data over airwaves is considered a **transmitter**. Any piece of equipment capable of receiving such a transmission is considered a **receiver**. An item that combines both functions – *such as a cellular phone – is considered a transceiver.*

Each transmitter possesses a **range increment**. Typically, a transmitter may send data to a receiver up to 10 range increments away. Certain conditions, such as atmospheric interference, may reduce a transmitter's effectiveness, while certain gear, such as a high-gain antenna, may increase a receiver's maximum effective range.

- A receiver automatically picks up transmissions from transmitters located up to 5 range increments away, assuming that the receiver's tuned to the correct frequency.

- Within 6 to 10 range increments, the transmission is subject to **signal degradation** – the natural loss of power that electromagnetic radiation experiences over distance. At these ranges, the individual operating the receiver must make a reception check. This is a skill check made to gain usable transmission information, using the Listen skill to pick up audio transmissions, the Spot skill to pick up visual transmissions, or the Computers skill to pick up data transmissions. The reception check's base DC is 5, +5 for each range increment beyond 5 between the transmission and receiver.

- Beyond 10 range increments, a signal degrades too much for a standard receiver to pick it up in any usable form.

There are two ways to effectively reduce the distance between a transmitter and a receiver – increased transmission power and increased receiver efficiency. Both transmitters and receivers can have signal power ratings. In both cases, the **signal power rating** is subtracted from the number of range increments between the transmitter and the receiver. This can result in a receiver being able to pick up a transmission whose source is more than 10 range increments away. Transmitter and receiver signal power ratings stack for this purpose.

Interference and Jamming

Atmospheric and terrain factors, and opposing electronic counter-measures (ECM), can interfere with a transmission. This interference is assigned an **ECM power rating.** When a transmission is subject to interference, the ECM power rating of the interference source increases the effective distance between the transmitter and the receiver. The following table provides ECM power ratings for some common forms of interference. Unless otherwise specified, all interference sources take effect when the source of the interference is located anywhere between the transmitter and the receiver, or within one range increment of the transmitter.

Interference Source	ECM Power Rating
High-tension wires	1
Urban area	2
Factory complex	3
Thunderstorm	*2–4, depending on* severity of the storm (per GM's discretion)
Aurora borealis	3–5, depending on solar flare strength (per GM's discretion)
Mountain	5
Deliberate jamming	*See below*
Radiation leak	5+
Nuclear detonation	20+

All jamming equipment has an ECM power rating and a range increment. For every full range increment between a jammer and a transmitter or a receiver, the jammer's ECM *power rating is reduced by 1. This reduced ECM power rating* is applied to the target transmitter or receiver as interference, increasing the effective distance between the target transmitter or receiver and all signals with which they interact.

The one exception to this rule occurs when a jammer is within direct line of sight *between* a transmitter and a receiver. In this case, the jammer's *full* ECM power rating is applied to the transmission, regardless of the jammer's distance to either the transmitter or the receiver.

Computers and Software

The Stargate Command is a high-tech force, using the cutting edge of Earth's technology both in its headquarters *and in the field. Team members are often computer savvy* and may even bring portable computers into the field with them. Equipment of this type falls into one of five groups.

- **Computers:** This is the heart of any individual system. Every computer has a power rating, which is added to all skill checks made with it. These power ratings range from 1 (a low-end laptop) to 12 (a Pentagon super computer). Generally speaking, portable computer power ratings range from 1 to 5, immobile civilian computer power ratings range from 6 to 8, and military-grade and private-sector computers range from 9 to 12.

- **Peripherals:** A computer is assumed to have every standard component when it's requisitioned, including a motherboard, processor, power supply, video card, sound card, monitor, drives (floppy, zip, and/or CD ROM, as desired), hard drive, maximum possible RAM for its model, modem, and control peripherals (keyboard and mouse). Additional peripherals may be included in bundles or requisitioned with gear picks.

- **Services:** All SGC computers possess basic services, including internet connections arranged through private military connections. Additional services may be included in bundles or requisitioned with gear picks.

- **Software:** Computer programs – including viruses – may be included in bundles, requisitioned with gear picks, or created using the Computer skill *(see page 191).*

- **Suites:** Computers may also be upgraded with integrated packages, or 'suites,' optimizing the machine for one or more specialized tasks and in some cases adding various high-end peripheral components. Thus, a computer may only benefit from one suite at a time. Installing or removing a suite requires 1 full day (so replacing a suite requires 2 full days).

"In order for the DEVICE to WORK, we must HOLD HANDS, O'Neill."

-Teal'c

Most computer uses require a character be trained with the Computers skill *(see page 191).*

Explosives

SG teams often bring a small quantity of C4 or other explosives with them into the field. Useful for clearing debris or creating improvised traps, explosives come in a variety of sizes and range in power from tiny noisemakers to massive demolition charges.

Typically, explosives are laid in preparation for later detonation using the Demolitions skill *(see page 203).* Throwing an explosive is considered an attack with a hurled weapon *(see page 359).* If a character misses when throwing an explosive, consult the grenade-like deviation rules *(see page 371).*

When an explosive detonates, it expels a pulse of concussive force. If the explosive is a shaped charge, this blast travels outward in a 90-degree cone in the direction toward which the explosive is pointed. Otherwise, the explosive travels outwards in all directions. All explosives, whether shaped or not, possess two values – damage and a blast increment. *For details about how to apply these effects and values, see Blast Damage on page 369.*

Explosives have no threat range.

Kits

Kits are collections of related tools and minor supplies used to complete certain tasks. As described throughout Chapter Five, any skill checks require kits to perform without penalties. When a character performs a skill check without a required kit, he suffers a -4 circumstancepenalty.

Some other skill checks are designated 'kit only'.A character may not attempt these skills without the required kit.

Power Sources

Off-world missions present a number of difficulties, but one of the most frequently encountered problems is a lack of power. Teams must bring their own batteries or generators if they want many of their common conveniences to function in the field. Most gear that requires power possesses one of the following three qualities, which defines its needs.

- Battery-operated items have a duration which indicates how long they may be used before the batteries must be replaced (or recharged*). They may also be connected to a generator or power grid with built-in adaptors.

- Powered items must be connected to a generator or power grid, and are limited by the generator's duration.

- Power grid items require huge amounts of power and must be connected to a power grid (or very large generator).

* When rechargeable batteries are an option, the batteries must be attached to a suitable source of power for their duration in order to recharge.

Generators require fuel. Their duration is based on 5 gallons of fuel. SG team may bring considerably more fuel into the field with them, but the 5-gallon container isstandard.

Range Increments

Many items – including cameras and other recording devices – possess a range increment, indicating how their performance drops off over a distance. When a character uses one of these items at a range greater than 1 increment, all his skill checks and skill check caps suffer a -2 penalty per range increment beyond the first between he and his target.

TABLE 9.5: EQUIPMENT

COMMUNICATION GEAR	PICKS	SR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Cell phone*	—	+1	Special*	24 hours	BT	—
GDO*	—	+2	15 ft. (max. 150 ft.)	1 week	BT	—
Line tap*	1 per 4	—	—	—	—	—
Line tracer*	1	—	—	4 days	BT	—
Radio headset	1	+2	1,000 ft. (max. 10,000 ft.)	2 hours	BT	—
Signal mirror*	1	+0	Special	—	—	—
Tactical radio	1	+2	2,000 ft. (max. 20,000 ft.)	2 hours	BT	2 lb.
SATCOM terminal*	2	+3	Special	—	PW	8 lb.

COMPUTERS	PICKS	PR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Computer, desktop	2	+2	—	—	PW	10 lb.
Computer, desktop	3	+3	—	—	PW	10 lb.
Computer, desktop	4	+4	—	—	PW	12 lb.
Computer, desktop	5	+5	—	—	PW	12 lb.
Computer, laptop	2	+2	—	4 hours	BT	3 lb.
Computer, laptop	3	+3	—	4 hours	BT	3 lb.
Computer, laptop	4	+4	—	4 hours	BT	4 lb.
Computer, PDA	1	+1	—	12 hours	BT	—
Computer, PDA	2	+2	—	12 hours	BT	—

COMPUTER PERIPHERALS	PICKS	PR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Audio/video feed*	2	—	5 ft. (max. 25 ft.)	Special	PW	2 lb.
Black box*	2	—	—	—	—	1 lb.
Dual processors*	2	—	—	—	—	—
Expanded hard-drive*	1	—	—	—	—	—
FAX, portable*	1	—	—	—	PW	2 lb.
Frag switch*	2	—	—	—	—	—
High-speed modem*	1	—	—	—	—	—
Laser printer*	1	—	—	—	PW	5 lb.
Network hub*	1	—	—	—	PW	8 lb.
Projector*	1	—	—	—	PW	6 lb.
Scanner, flatbed*	1	—	—	—	PW	6 lb.
Scanner, hand-held*	1	—	—	—	—	½ lb.
Tape library*	1	—	—	—	—	1 lb.

COMPUTER SERVICES	PICKS	PR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
DSL connection*	1	—	—	—	—	—
T1 connection*	2	—	—	—	—	—
MMORPG*	1	—	—	—	—	—

* See item description for additional rules.

TABLE 9.5: EQUIPMENT (CONT.)

COMPUTER SOFTWARE	PICKS	PR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Anti-virus*	2	—	—	—	—	—
Auto-dialer*	1	—	—	—	—	—
CAD/CAM*	1	—	—	—	—	—
Code-cracker*	2	—	—	—	—	—
Firewall*	1 per level	—	—	—	—	—
Global mapping*	1	—	—	—	—	—
Hacker mask*	2	—	—	—	—	—
Image processing*	2	—	—	—	—	—
Information database*	1	—	—	—	—	—
Navigation, atmospheric*	1	—	—	—	—	—
Navigation, space*	1	—	—	—	—	—
Stargate dialing, master*	4	—	—	—	—	—
Stargate dialing, personal*	2	—	—	—	—	—
Translator*	2	—	—	—	—	—
Virus, cookie sampler*	4	—	—	—	—	—
Virus, infinite loop*	4	—	—	—	—	—
Virus, lethal*	4	—	—	—	—	—
Virus, lockout*	4	—	—	—	—	—
Virus, Trojan horse*	4	—	—	—	—	—
Virus, worm*	4	—	—	—	—	—

COMPUTER SUITES	PICKS	PR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Audio/video*	8	—	—	—	PW, MP	10 lb.
Entertainment*	6	—	—	—	PW, MP	10 lb.
Hacking*	8	—	—	—	PW, MP	5 lb.
Programming*	8	—	—	—	PW, MP	10 lb.

EXPLOSIVES	PICKS	DAMAGE	BLAST INCREMENT	ERROR RANGE	QUALITIES	WEIGHT
Breaching charge*	2	2d8**	5 ft. (cone)	1–2	—	1 lb.
C4*	2	4d6	10 ft. (radius)	1	—	¼ lb.
Claymore*	3	4d8	10 ft. (cone)	1–2	—	3 lb.
Dynamite*	1	2d6	5 ft. (radius)	1–3	—	½ lb./stick
Satchel charge*	2	3d6	5 ft. (radius)	1–2	—	2 lb.
Thermite*	2	2d8 per round†	—	1	—	¼ lb.

MEDICAL SUPPLIES	PICKS	PR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Kit, first aid*	1	—	—	—	—	2 lb.
Kit, medical*	2	—	—	—	—	4 lb.
Liquid skin patch*	1	—	—	—	—	¼ lb.
Shots						
Antibiotics*	1 per 2	—	—	—	—	—
Antidote*	1	—	—	—	—	—
Antivenin*	1 per 2	—	—	—	—	—
Knockout*	3	—	—	Special	—	—
Stimulant*	1	—	—	—	—	—
Stretcher*	1	—	—	—	—	6 lb.
Stretcher, collapsible*	2	—	—	—	—	5 lb.

* See item description for additional rules.

** This is subdual damage. This weapon cannot inflict normal damage.

† This damage is applied to everything within the target square for 1d4+1 rounds.

TABLE 9.5: EQUIPMENT (CONT.)

POWER SOURCES	PICKS	PR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Batteries*	1 per 10	—	—	4 hours each	—	½ lb. each
Battery bank*	2	—	—	12 hours	MP	40 lb.
Gasoline, 5-gallon can	1 per 4	—	—	5 gallons	—	2 lb each (empty) or 30 lb. each (full)
Generator, portable*	3	—	—	12 hours per 5 gallons fuel	—	55 lb.
Generator, vehicular*	5	—	—	4 hours per 5 gallons fuel	—	300 lb.
Solar panel*	3	—	—	—	—	15 lb.

SENSORS	PICKS	CHECK CAP	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Altimeter*	1	—	—	—	—	—
ARM*	3	—	Special*	90 minutes	BT	1 lb.
Binoculars*	1	—	—	—	—	1 lb.
Binoculars, light amplification*	2	—	—	—	—	2 lb.
Bomb sniffer*	2	—	5 ft. (max. 20 ft.)	2 hours	BT	1 lb.
Cameras						
Digital, professional*	3	25	50 ft.	6 hours/ per storage	BT	2 lb.
Digital, standard*	1	22	40 ft.	6 hours/ per storage	BT	1 lb.
Disposable*	1 per 2	15	30 ft.	per film	—	¼ lb. each
Miniature*	2	20	15 ft.	12 exposures	—	½ lb.
Professional*	2	25	50 ft.	per film	—	2 lb.
Standard*	1	22	30 ft.	per film	—	1 lb.
Underwater*	+1	per camera	per camera	per film	per camera + WP	per camera
Video, professional	4	25	50 ft.	4 hours/ per tape	BT	10 lb.
Video, standard	2	22	30 ft.	4 hours/ per tape	BT	5 lb.
Chemical analyzer*	1	—	10 ft. (max. 40 ft.)	1 day	BT	3 lb.
Earplugs*	1 per 10	—	—	—	—	—
Film/Tape						
Commercial Grade*	1	20	—	36 exposures	—	—
Professional Grade*	2	24	—	2 hours	—	—
Geiger counter*	1	—	1,000 ft. (max. 1,000 ft.)	3 days	BT	1 lb.
Goggles, flash*	2	—	—	5 days	BT	½ lb.
Goggles, UV/IR*	2	—	—	12 hours	BT	½ lb.
Goggles, night vision*	2	—	—	12 hours	BT	½ lb.
GPS receiver*	1	—	—	4 days	BT	2 lb.
Lens, infrared (IR)*	2	+5	—	—	—	1 lb.
Lens, super telephoto*	1	—	camera x 5	—	—	1 lb.
Lie detector, hand-held*	2	—	—	2 days	BT	1 lb.
Lie detector, polygraph*	3	—	—	—	PW	10 lb.

* See item description for additional rules.

TABLE 9.5: EQUIPMENT (CONT.)

SENSORS	PICKS	CHECK CAP	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Light Sources						
Candle	1 per 20	—	5 ft. (radius)	1 hour	—	—
Emergency strobe*	1 per 2	—	1 mi./ 2 mi. at night (cone)	10 hours	BT	½ lb. each
Flare*	1 per 10	—	30 ft. (radius)	10 min*	—	¼ lb. each
Flare gun*	1	—	50 ft.	—	—	1 lb.
Flashlight	1 per 2	—	60 ft. (cone)	24 hours	BT	½ lb.
Flashlight, tactical*	1	—	60 ft. (cone)	12 hours	BT	½ lb.
Floodlight	1	—	120 ft. (cone)	4 hours	BT	4 lb.
Floodlight, IR/UV*	2	—	180 ft. (cone)	2 hours	BT	10 lb.
Glowstick	1 per 10	—	10 ft. (radius, max. 40 ft.)	4 hours	—	—
Lantern	1	—	30 ft. (radius)	6 hours	BT	2 lb.
Lighter	—	—	5 ft. (radius, max. 20 ft.)	2 hours	—	—
Match	—	—	5 ft. (radius, max. 10 ft.)	1 round	—	—
Torch	1 per 20	—	20 ft. (radius, max. 60 ft.)	1 hour	—	1 lb. each
Fiberscope, 10-ft.*	1	18	10 ft.	6 hours	BT	4 lb.
Metal detector*	1	—	5 ft. (max. 20 ft.)	6 hours	BT	5 lb.
Microphone, parabolic*	1	20	100 ft.	6 hours	BT	5 lb.
Microscope*	1	—	—	—	—	2 lb.
Tape recorder	1	15	5 ft. (max. 25 ft.)	5 days	BT	½ lb.
Thermal imager*	2	—	50 ft. (max. 200 ft.)	4 hours	BT	—
Weather sensor*	1	—	—	10 days	BT	½ lb.

SURVIVAL EQUIPMENT	PICKS	PR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Air conditioner, portable*	1	—	—	12 hours	BT	25 lb.
Air conditioner, vehicular*	2	—	—	6 hours	PW	120 lb.
Ascenders*	1 per 4	—	—	—	—	1 lb. each
Backpack*	1	—	—	—	—	4 lb.
Bag, diving*	1	—	—	—	WP	2 lb.
Boots, combat*	1	—	—	—	—	3 lb.
Boots, ice*	1	—	—	—	—	4 lb.
Cam*	1 per 6	—	—	—	—	½ lb. each
Camelback*	1	—	—	2 days	—	1 lb. (empty) 5 lb. (full)
Camouflage netting*	1	—	—	—	CM	8 lb.
Canteen*	1	—	—	1 day	CM	¼ lb. (empty) 3 lb. (full)
Chain, 10-ft. coil*	1 per 2	—	—	—	—	10 lb. each
Chemical body warmer*	1 per 2	—	—	4 hours (after use)	—	½ lb. each
Compass, inertial*	1	—	—	1 day	BT	1 lb.
Compass, magnetic*	1	—	—	—	—	—
Dye marker*	1 per 4	—	—	—	—	—
Face paint*	1	—	—	6 uses	—	½ lb.
Fatigues, camouflaged*	1	—	—	—	CM	2 lb.
Fins*	1	—	—	—	—	2 lb.
Gas mask*	1	—	—	—	—	5 lb.

* See item description for additional rules.

TABLE 9.5: EQUIPMENT (CONT.)

SURVIVAL EQUIPMENT	PICKS	PR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Gloves						
Gloves, Insulated*	1 per 2	—	—	—	—	—
Gloves, Surgical*	1 per 10	—	—	—	—	—
Gloves, Work*	1	—	—	—	—	½ lb.
Harness, climbing*	1	—	—	—	—	2 lb.
Harness, load bearing*	1	—	—	—	—	4 lb.
Heater, portable*	1	—	—	2 days	PW	20 lb.
Maps, regional*	1 per 4 regions	—	—	—	—	—
Meal Ready to Eat (MRE)*	1 per 5	—	—	—	Special	1 lb. each
Path tag*	1 per 50	—	—	—	—	—
Rope, 50-ft. coil*	1 per 3	—	—	—	—	4 lb. each
Snow shoes*	1	—	—	—	—	3 lb.
Suits						
Asbestos*	2	—	—	—	—	15 lb.
Dry*	3	—	—	2 hours	—	15 lb.
Gore-Tex*	2	—	—	—	—	4 lb.
Ghillie*	1	—	—	—	—	6 lb.
NBC*	2	—	—	6 hours	—	20 lb.
SCUBA*	2	—	—	2 hours	—	18 lb.
Space*	1 RP	—	—	4 hours	BT	25 lb.
Tent, large*	2	—	—	—	—	15 lb.
Tent, quarantine*	4	—	—	—	PW	30 lb.
Tent, small*	1	—	—	—	—	5 lb.
Trap, bear*	1	—	—	—	—	6 lb.
Trap, cage*	1	—	—	—	—	40 lb.
Water drum*	1	—	—	150 days	—	20 lb. (empty) /500 lb. (full)
Water filtration tablets*	1 per bottle	—	—	10 days	—	½ lb.
Water purifier*	1	—	—	—	PW	5 lb.

* See item description for additional rules.

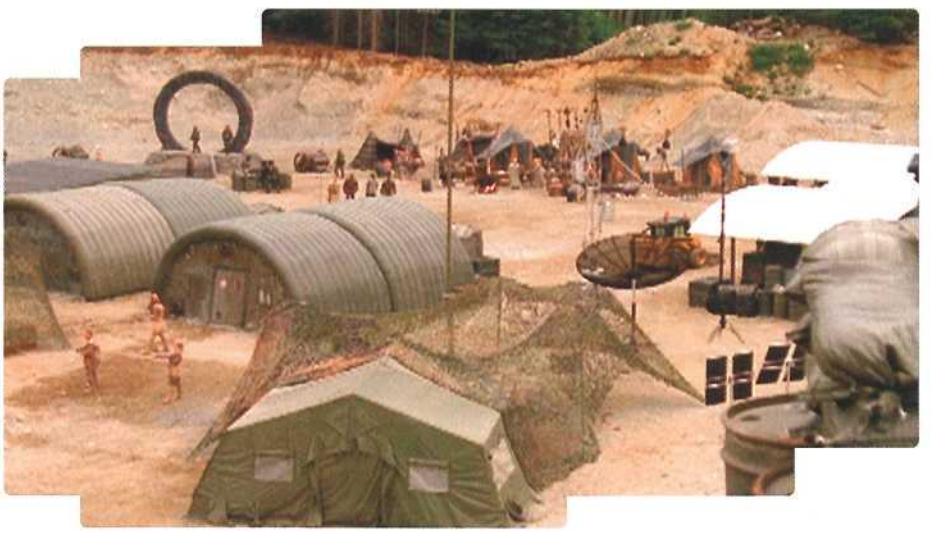


TABLE 9.5: EQUIPMENT (CONT.)

TOOLS	PICKS	DR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Barbed wire, 100-ft. roll*	1 per 2	—	—	—	—	8 lb. each
Cargo net*	1 per 2	—	—	—	—	15 lb. each
Crowbar*	1	—	—	—	—	8 lb.
Fence, chain link, 40-ft. roll*	1	—	—	—	—	60 lb.
Hand cuffs	1 per 2	—	—	—	—	½ lb.
Kit, appraisal*	1	—	—	—	—	1 lb.
Kit, climbing*	1	—	—	—	—	5 lb.
Kit, craftsman's*	1	—	—	—	—	5 lb.
Kit, demolitions, breaching*	1	—	—	Special	—	7 lb.
Kit, demolitions, C4*	1	—	—	Special	—	7 lb.
Kit, demolitions, claymore*	2	—	—	Special	—	9 lb.
Kit, demolitions, satchel*	1	—	—	Special	—	8 lb.
Kit, demolitions, thermite*	1	—	—	Special	—	7 lb.
Kit, disguise*	1	—	—	—	—	2 lb.
Kit, electronics*	1	—	—	—	—	5 lb.
Kit, forgery*	1	—	—	—	—	5 lb.
Kit, lockpicking*	1	—	—	—	—	1 lb.
Kit, mechanics*	1	—	—	—	—	5 lb.
Kit, musical*	1	—	—	—	—	8 lb.
Kit, science*	1	—	—	—	—	5 lb.
Kit, survival*	1	—	—	—	—	8 lb.
Kit, sweeper*	1	—	—	—	—	5 lb.
Knife, Swiss-army*	1	—	—	—	—	½ lb.
Lock, simple*	1 per 5	—	—	—	—	½ lb.
Lockpick gun*	2	—	—	—	—	1 lb.
Magnifying glass*	1	—	—	—	—	½ lb.
Manual (any)*	1	—	—	—	—	1 lb.
Safe, portable*	2	—	—	—	—	40 lb.
Shovel, folding*	1	—	—	—	—	5 lb.
Tripwire, 20-ft. coil*	1 per 5	—	—	—	—	1 lb. each
Winch, portable*	1	—	—	—	PW	35 lb.
Zip Ties*	1 per 50	—	—	—	—	—

WALKIE-TALKIE

PROTECTIVE GOGGLES

TABLE 9.5: EQUIPMENT (CONT.)

WEAPON ACCESSORIES	PICKS	PR	RANGE INCREMENT	DURATION	QUALITIES	WEIGHT
Weapon Holsters						
Shoulder*	1	—	—	—	—	½ lb.
Standard*	—	—	—	—	—	½ lb.
Stealth*	2	—	—	—	—	½ lb.
Tactical*	1	—	—	—	—	½ lb.
Weapon Sights						
Day/night*	4	—	Special	6 hours	BT	½ lb.
Laser*	2	—	—	6 hours	BT	½ lb.
Night vision*	2	—	—	6 hours	BT	½ lb.
Starlight*	1	—	—	—	—	—
Telescopic, 2×*	1	—	Special	—	—	—
Telescopic, 6×*	2	—	Special	—	—	½ lb.
Telescopic, 12×*	3	—	Special	—	—	½ lb.
Telescopic, 24×*	4	—	Special	—	—	1 lb.
Shotgun side-saddle*	1	—	—	—	—	—
Sling, assault*	1	—	—	—	—	½ lb.
Speed loader*	1 per 4	—	—	—	—	½ lb. each
Suppressor*	1	—	—	—	—	1 lb.

* See item description for additional rules.

EQUIPMENT QUALITIES	PICKS	EFFECT
Awkward (AK)	N/A	−2 to initiative total at start of each combat when holding/using this item
Battery operated (BT)	N/A	Special *(see page 325)*
Camouflage (CM)	1	+2 to item Concealment DCs or character's Hide skill checks in appropriate environment
Composite body (CP)	2	Item invisible to metal detectors
Dependable (DP)	2	GM must spend 1 additional action die to cause mechanical failure
Engraved (EG)	1	Any text in any language is engraved into the item's surface
Illuminated markings (IM)	1	Item may be seen plainly with a tactical flashlight or UV goggles, even in total darkness
Increased durability (ID)	1 per modification	(Per modification) +3 wounds to first damage threshold, +4 wounds to second damage threshold, +5 wounds to third damage threshold, +1 lb.
Multi-part (MP)	2	Item may be broken into 2 or more parts, reducing its size by 1 grade
Powered (PW)	N/A	Item must be plugged into a generator to operate
Power grid (PG)	N/A	Item must be plugged into a power grid to operate
Reduced weight (RW)	1 or 2	Item's weight reduced by 10% (for 1 pick) or 25% (for 2 picks)
Rugged (RG)	1	Item gains +2 hardness
Superior tools (ST)	2	(Kits only) +2 gear bonus with skill checks made using kit
Sure-grip (SG)	1	+2 gear bonus when opposing disarm attempts
Waterproof (WP)	1	Item is pressure resistant and water-tight to any practical depth

Recordings and Skill Check Caps

Many items, including photographic cameras, video cameras, and tape recorders, allow a character to record his environment or observations. These items must be loaded with film, tape, or a like (and potentially alien) substitute. This recording medium often places restrictions on how much information can be recorded (i.e. the maximum skill check result that may be obtained with them). This skill check result maximum is referred to as a skill check cap.

Fortunately, the use of special equipment (and alien devices) can improve this dramatically. Photo-, video- and sound-enhancement software increases an item's skill check cap by the computer's power rating (e.g. a +6 computer could be used to improve the quality of a standard photo (with a skill check cap of 20) to allow Spot check results of up to 26. No software may improve the results of a Spot check, though – the human mind is still the finest pattern recognition instrument known to man.

When two or more skill check caps apply to the same skill check, only the lowest of all the skill check caps is used.

Reviewing Recordings

Spot is used to review film and video, while Listen is used to review audio. In general, assuming a character has the time, he may review a recording at his leisure, taking 20 with his Listen or Spot checks as desired *(see page 183 for more about Taking 20).*

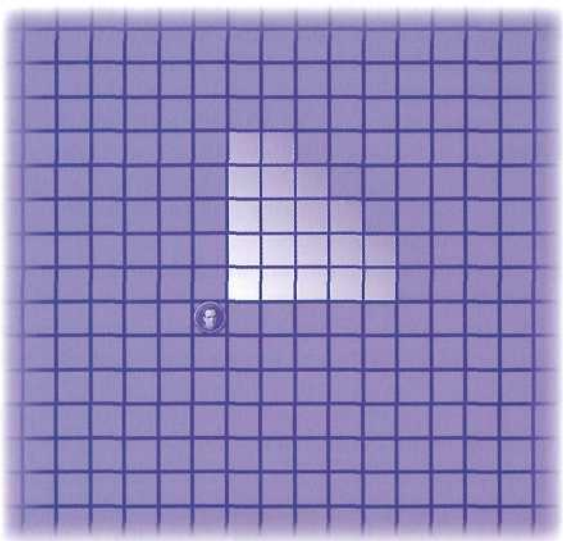
Vision and Light

SG teams often find themselves in dark underground passages or assigned on night mission, and may prepare themselves for such contingencies by bringing along a source of light or a way to see in the dark. Light sources provide illumination out to a maximum radius, and may also have a duration (e.g. a burning torch will eventually go out). Character using special night-vision or infrared sensing equipment may see in dark areas as though they were lit.

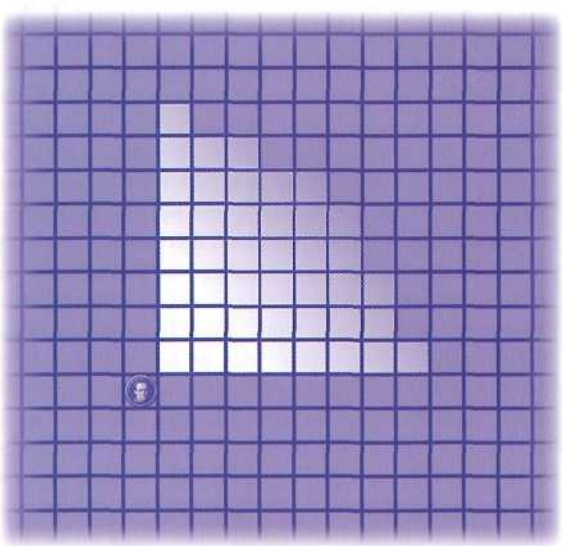
Most light sources provide illumination in a cone *(see the diagrams on this page below and to the left).*

Weapon Accessories

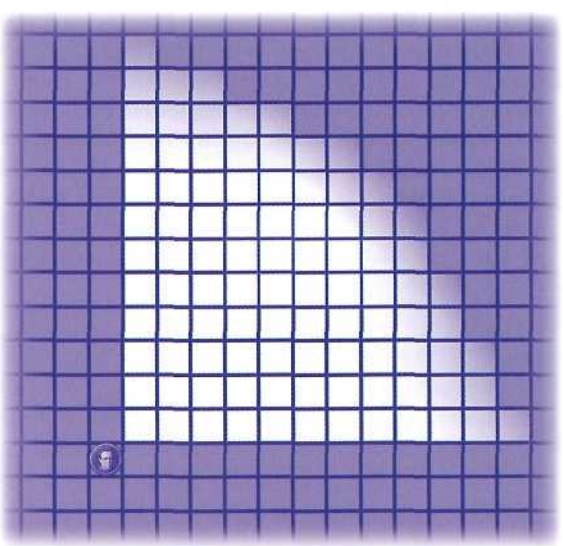
While skill is the most important weapon accessory, many situations require a properly outfitted weapon. Accessories offer a character using the augmented weapon one or more special abilities or values, which stack with all other values for the base weapon.



Dr. Daniel Jackson using a light source that provides a 20-ft. cone of illumination



Dr. Daniel Jackson using a light source that provides a 40-ft. cone of illumination



Dr. Daniel Jackson using a light source that provides a 60-ft. cone of illumination

Except when an accessory possesses the integral quality *(see page 325)*, it must be requisitioned separately from the weapon it augments either as part of a bundle or with gear picks. Even when an accessory possesses the integral quality, its weight must be factored into the character's total encumbrance.

Bow and Firearm Mounting Limits

Accessories may be mounted to a firearm in one of four locations, as follows.

- **Barrel:** Barrel-mounted accessories are attached directly to the firearm's barrel.
- **Grip:** Grip-mounted accessories are attached to the part of the firearm held by the character.
- **Rail:** Rail-mounted accessories are attached to the firearm along the top of the barrel and/or action, usually on an integral mounting strip.
- **Underbarrel:** Underbarrel-mounted accessories are attached along the underside of the firearm's barrel.

Only one accessory may be attached to each of these four locations. Most accessories may only be attached one specific location.

All non-integral accessories except finishes are removable, a process which requires 1 minute to perform. Replacing an accessory requires one additional minute.

Bows and crossbows may also be fitted with most firearm accessories. Only one accessory that mounts to a firearm's rail may be attached to a bow at a time.

Equipment Qualities

Many pieces of equipment share one or more special mechanical distinctions, or qualities. These qualities provide special rules for the use or effects of that item. Further, some qualities represent improvements over a typical item of the same type.

Characters may use gear picks to add qualities to items they already possess (including those gained from bundles). The cost of each quality is included in its description and on Table 9.5: Equipment. Qualities with a cost of "N/A" are unavailable for individual purchase and are only allowed on items that already possess them, as shown on Table 9.5.

Each gear quality is identified on the gear tables with a two letter code.

Quality Descriptions

Awkward (AK): An item with this quality is difficult to use. A character using an awkward item suffers a one-time -2 gear penalty to his initiative count at the start of every combat. This modifier is applied only once, not every round. *Cost:* N/A.

Battery Operated (BT): An item with this quality operates on internal batteries and may fail after extended use. It works typically for its duration, after which each time it's used without a recharge, the character must roll 1d20. This roll initially has an error range of 1. With a roll of 20, the error range increases by 1 (first to 1-2, then to 1-3, and so on). If the character rolls an error, the GM may spend one action die to cause the item's power to run down, requiring new batteries or a recharge before it may be used again. Replacing the item's batteries requires 1 half action. *Cost:* N/A.

Camouflage (CM): The concealment DCs of an item with this quality are increased by +2. Additionally, if a character wears camouflaged clothing, he gains a +2 gear bonus with Hide checks made in the appropriate environment (e.g. when wearing sand-camouflaged clothing in a desert). Standard camouflage options include aquatic, arctic, desert, forest, jungle, mountain, swamp, and urban. SGC camouflage options include black, sand, jungle, and rarely snow. *Cost:* 1 pick.

Composite Body (CP): An item with this quality is designed to pass through a metal detector without notice. Composite items are still visible to x-ray technology and manual searches. This quality may not be applied to electronic devices. *Cost:* 2 picks.

Dependable (DP): An item with this quality very rarely malfunctions. When the character scores an error with it, the GM must spend one additional action die to activate a mechanical critical failure. This does not increase the action die cost for other sorts of critical failures. *Cost:* 2 picks.

Engraved (EG): An item with this quality is decorated with one or more words. Nearly any text, in any language, may be engraved into the finish of an item. *Cost:* 1 pick.

Illuminating Markings (IM): An item with this quality is painted with a light-sensitive coating that's invisible to the naked eye. When a tactical flashlight is pointed at the item, and when a character is wearing UV goggles, the item is plainly visible, even in total darkness. *Cost: 1 pick.*

Increased Durability (ID): An item with this quality is harder to break. This quality adds +3 wounds to the item's first damage threshold, +4 wounds to the item's second threshold, and +5 wounds to the item's third damage threshold. It also increases the item's weight by 1 lb. This quality may be added to any item up to three times, increasing all three damage thresholds by the listed amount and adding 1 lb. of weight to the item each time. All such modifications are cumulative. *Cost:* 1 pick per modification.

Multi-Part (MP): An item with this quality may be broken down into two or more smaller parts, usually allowing it to be concealed within a briefcase or similar carrier. Breaking the item down requires one full action and effectively reduces the weapon's size by 1 category (e.g. from Large to Medium, from Medium to Small, or from Small to Tiny). Reassembling the item likewise requires one full action and returns the item to its standard (operational) size. When disassembled, an item may not be used in any way (except possibly as a standard improvised weapon, and then only with the GM's permission). None of the item's other qualities or modifications have any affect until it's reassembled. *Cost:* 2 picks.

Powered (PW): An item with this quality must be plugged into a generator to operate. An item with the powered quality may be converted to battery operation. This process requires 1 hour, costs 2 gear picks, and replaces the item's powered quality with the battery operated quality. *Cost:* N/A.

Power Grid (PG): An item with this quality must be connected to a power grid to operate. *Cost:* N/A.

Reduced Weight (RW): An item with this quality is unusually lightweight. *Cost:* 1 pick (the item's weight is reduced by -10%) or 2 picks (the item's weight is reduced by -25%).

Rugged (RG): An item with this quality continues to operate even after significant physical abuse. The item's hardness is increased by +2. If the item has no hardness rating, it gains a hardness rating of 2. *Cost:* 1 pick.

Superior Tools (ST): This quality may only be applied to a kit, which is filled with high-end tools to enhance its performance. When using a kit containing superior tools, a character not only ignores the -4 circumstance penalty for not possessing a required kit *(see page 299)*, but also gains an additional +2 bonus with all appropriate skill checks. *Cost:* 2 picks.

Sure-Grip (SG): The handle or grip of an item with this quality is fitted with customized pads for improved control, granting the wielder a +2 gear bonus when opposing disarm attempts. *Cost:* 1 pick.

Waterproof (WP): An item with this quality is pressure-resistant and water-tight to any practical depth. *Cost:* 1 pick.

Equipment Descriptions

This section contains special rules for many pieces of equipment (some have no special rules beyond their table entries and the general gear rules on page 295 and therefore have no entry in this section).

All item entries are presented here in alphabetical order for ease of reference, while *Table 9.5: Equipment* collects these items by category.

Air Conditioner, Portable: This standard air conditioning unit is usually attached directly to tents or other enclosed areas so that cooled air cannot escape. It reduces the temperature in an enclosed 10-ft. × 10-ft. or smaller space by up to 40 degrees (as desired).

Air Conditioner, Vehicular: This larger unit may reduce the temperature in an enclosed 30-ft. × 30-ft. or smaller space by up to 40 degrees (as desired) or an enclosed 10-ft. × 10-ft. or smaller space by up to 75 degrees (as desired).

Altimeter: This item measures the character's current height from sea level and may be set to measure relative range from a secondary altitude.

ARM (Atmospheric Radiation Monitor): This hand-held SGC device detects the presence of neutrinos and radioactive particles. More finely-tuned than a standard Geiger counter, an ARM recognizes the presence and intensity of radiation within 2,000 ft. in all directions, and grants the wearer an inspiration check (DC 20) at the start of each movement action that will expose him to radiation. This inspiration check is automatic and costs no action dice to perform. With success, the wearer may either cancel his movement action or declare a new movement path that will not expose him. If the wearer cancels his movement action, he remains in his current location and loses that action (though he may still take any other actions he is due during the same round, if he wishes).

The ARM can also detect the presence of naquadah and naquadria deposits with 1,000 ft., the presence of naquadah and naquadria particles within 100 ft., and the presence (or lack) of electrical current within 2 ft. (allowing it to be used to determine whether a battery contains a charge or an item is receiving power).

Ascenders: These grips slide over a rope and tighten when the character isn't holding the handle, fixing them in place. This grants the character a +2 gear bonus with Climb checks made using ropes. This bonus stacks with the bonus gained from a climbing harness and combat boots, but may not be used in conjunction with cams.

Backpack: With a backpack, the character is considered to have a Strength score 2 points higher than standard for the purposed of calculating encumbrance. However, the character also suffers a -1 gear penalty with all Reflex saves. Both of these modifiers are cumulative with those of a load-bearing harness, which may be used in tandem with this item. A backpack's dimensions are 12 in. × 12 in. × 36 in., and it can store up to 40 lbs.

Bag, Diving: With a nylon diving bag, the character is considered to have a Strength score 2 points higher than standard for the purposed of calculating encumbrance when swimming. However, the character also suffers a -1 gear penalty with all Reflex saves. This modifier is cumulative with those of any other bags, harnesses, and backpacks. A diving bag's dimensions are 12 in. × 12 in. × 24 in., and it can store and keep up to 20 lbs. of gear dry even when the character is completely submerged.

A diving bag may be requisitioned in "duffel"-style (carried by hand), backpack-style (strapped onto the diver's back), or "belly"-style (strapped onto the diver's front torso).

Barbed Wire, 100-ft. Roll: Barbed wire is requisitioned in 100-ft. rolls encased in tough material to keep the character carrying it from being injured during a fall. Barbed wire has a hardness of 6, 8 wounds, and a Break DC of 20. Passing through barbed wire requires a successful Climb check (DC 12 + 4 per strand used over a square; to a maximum DC of 24). Failure with this Climb check inflicts 1d6 normal damage on the character passing through the barbed wire.

Batteries: One battery can power one character's entire complement of gear with the powered quality for up to 4 hours before it must be recharged.

Battery Bank: A bank of batteries may be used to provide significant power output for large equipment, without the noise of a generator. A battery bank can power a team's entire complement of gear with the powered quality for up to 12 hours before it must be recharged.

Binoculars: This item grants a +2 gear bonus with Spot checks made to see anything at distance.

Binoculars, Light Amplification: This item combines the standard binocular benefit with that of a starlight sight *(see page 319)*.

"Bomb Sniffer": This hand-held device grants a +2 gear bonus with Search and Gather Information checks made to identify chemical explosives.

Boots, Combat: Durable and supportive (if not excessively comfortable), combat boots offer a +1 gear bonus with Fortitude saves made during forced marches *(see page 401)*, and to Climb checks for which good foot traction is an asset.

Boots, Ice: A character wearing ice boots gains a +4 gear bonus with Balance checks made while on icy terrain. However, his speed is reduced by 5 ft. when not on icy terrain.

Cam: These climbing devices are "jammed" into existing cracks and use expanding claws or joints to support a character's weight. The use of cams offers greater stability than standard freehand climbing, granting a +2 gear bonus with all Climb skill checks. A character must possess at least two cams to gain this bonus. This bonus stacks with the gear bonus gained from a climbing harness and combat boots, but may not be used in conjunction with ascenders.

Additionally, cams have virtually no impact upon the climbing surface, providing no inherent bonus to track the character *(see page 229)*.

Camelback: A camelback is a plastic fluid reservoir that's worn on a character's back, with a small tube that runs over the character's shoulder, allowing the character to drink from the tube without removing the container. One camelback contains enough water for 1 person for 2 days.

Camera, Standard: This basic camera may be reloaded and fitted with additional equipment to make it dramatically more useful.

Camera, Digital: This camera stores images electronically (usually on removable memory chips), eliminating the standard time required for film development. With the right equipment and cables, pictures taken with a digital camera may be uploaded into a computer, ready for email or printing. Digital cameras may be requisitioned in either standard or professional models.

Camera, Disposable: The chief virtue of this camera is that it's cheap, light, and innocently common in most travelers' belongings. It includes a single internal roll of commercial grade film (requisitioned separately) and cannot be reloaded. It also cannot be improved with additional lenses or support equipment.

Camera, Miniature: This camera easily fits in the palm of a character's hand (in fact, it may be cradled within a character's palm so that when he flexes his hand, a picture is taken). Miniature cameras have only 12 exposures and cannot be improved with additional lenses or support equipment.

Camera, Professional: At the cost of 1 additional gear pick, a character may modify this camera to carry double the standard number of exposures (from 36 to 72).

Camera, Underwater: Any land camera may be upgraded to operate underwater, making it pressure resistant and water-tight to any practical depth. To determine the cost of an underwater camera, add +1 pick to the base camera's cost. The cost of film remains the same as for land use.

Camouflage Netting: This 30-ft. × 30-ft. section of netting may be requisitioned in aquatic, arctic, desert, forest, jungle, mountain, swamp, or urban pattern. It has a hardness of 2, 10 wounds, and a Break DC of 18.

Canteen: A canteen holds enough water for 1 person for 1 day.

Cargo Net: This 20-ft. × 20-ft. net is composed of thick, heavy rope secured in a web-like pattern to ensure that nothing can slip through. It has a hardness of 4, 20 wounds, and a Break DC of 24.

Cell Phone: Digital phones work anywhere on Earth there is cellular service (including most major cities and travel hubs, plus several corporate centers around the world).

Chain, 10-ft. Coil: This light chain has a hardness of 10, 5 wounds, and a Break DC of 26.

Chemical Body Warmer: This squeeze-pouch contains chemicals that heat up when released, granting a +1 gear bonus to one character's Fortitude saves made to resist the effects of cold weather, or one character's second Fortitude save made to resist cold-based damage (when applied within 5 minutes after the character suffers the damage).

Compass, Inertial: Once a character calibrates a starting point into this compass, its digital readout displays an arrow that points to that spot, along with his current distance from it. The compass may be calibrated for up to 5 locations, and can calculate the directions and distances between any of them, as the character desires. The inertial compass is immune to outside interference which plagues magnetic compasses (such as large metal structures and powerful magnets).

Compass, Magnetic: This simple device indicates magnetic north on worlds with a magnetic pole.

Computer Peripherals: These items may be added to any desktop or laptop computer. If the peripheral has the powered (PW) quality, it may still be attached to a laptop, but the laptop's battery life is reduced by 1 hour.

- *Audio/Video Feed:* This digital video camera and microphone are intended as part of a two-way communication system that may be used in conjunction with any linked computer with the same equipment. It may also be set to constantly record, or to transmit to another computer. as a rudimentary security device (in this case, the character's Surveillance skill check result becomes the DC for Hide checks made to avoid notice within the A/V feed's 90-degree cone of vision). An A/V feed's maximum recording time is dependent upon the computer's hard drive size – 24 hours for a standard hard drive (included with all computers) or 72 hours for an expanded hard drive *(see next page)*.

- *Black Box:* This durable device is connected directly to the computer's hard drive and power supply. Like a plane's flight recorder, it constantly updates its internal copy of the computer's hard drive. Every black box is protected by powerful surge protection and is strictly a one-way link to the drive, ensuring that even if the computer's memory is completely wiped, a copy remains.

- *Dual Processors:* This peripheral adds a second processor to the computer, and then links both processors together. When a character uses a computer with dual processors, whether in or out of combat, he may perform two skill checks simultaneously, each following

the standard rules for skill check DCs, time consumed, etc. The character still suffers multi-tasking modifiers as usual *(see page 183).*

- *Expanded Hard-Drive:* This 200+ GB hard drive vastly increases a computer's storage capacity. All but the most complicated audio/video files may be stored on the computer with ease.

- *FAX, Portable:* Each page requires one full round to scan, a second full round to convert, and a third full round to send.

- *Frag Switch:* This unusual peripheral is discreetly hidden near the computer's motherboard and hard drive. When the character hits three pre-set keys at the same time followed by enter (a process requiring one half action), the peripheral sends a powerful electrical surge through the computer's system, frying all its circuits and erasing all its data.

- *High-Speed Modem:* This peripheral must be installed to take advantage of the benefits of either DSL or T1 service, or an alien equivalent *(see the next column).*

- *Laser Printer:* This peripheral allows the character to print files, images, and web-pages in black and white or color. Laser printers are bulky, however, and usually only installed on desktop systems and immobile laptops.

- *Network Hub:* A character may use a network hub to link any number of computers together. So long as they're plugged into the network, these computers may share files across the hub, copying them back and forth as desired. A character working across the network (without copying the file to his own computer first) runs the risk of a network crash (his error range increases by 4, and any critical failure destroys the file). The hub may also be linked to the internet, granting individual internet access to each linked computer.

- *Projector:* This device looks like a small video camera, and is connected to the computer through a standard port. Using software installed with it, the projector casts a video image onto any surface. Sound is provided by the computer's standard speakers.

- *Scanner, Flatbed:* This peripheral operates like a photocopier, except that it sends the image directly to the computer's hard drive. A flatbed scanner is large, capable of copying any object up to 8.5 in. × 11 in. with crystal clarity, and larger images in smaller chunks which must later be pieced together (a task requiring a successful Computers check (DC 10)). A flatbed scanner must rest on a flat surface when in operation.

- *Scanner, Hand-held:* This handheld version of the flatbed scanner is quite portable, but may only copy flat objects up to 5 in. wide (papers, books, etc.). Also, the hand scanner is used by rolling it across the copied image, which can lead to human errors. When using a hand scanner, a character suffers a -2 gear penalty with Computers check made to capture images.

- *Tape Library:* This high-volume backup storage system operates like a black box *(see previous page),* with three differences. First, it's external. Second, it doesn't copy the hard drive automatically, but rather whenever the character prompts it to (it may be set to make regular copies at intervals defined by the character – daily is standard). Third, it may store much more information (up to 100 terabytes, or a thousand gigabytes). A tape library may be connected to a network to copy all the computers linked to the hub as well.

Computer Services: These services are typically only available on Earth, though off-world equivalents may also exist, using the same mechanics.

- *Connection, DSL:* When a character uses this high-speed internet connection to perform a skill check outside of combat, the skill check's base time requirement is reduced to ¾ standard (rounded up). During combat, the character's actions are performed during an initiative count 4 higher than his current initiative total. This effect applies only to actions performed using the Computers skill, and does not increase the character's actual initiative total. The benefits of a DSL connection apply only to Computers skill checks made when an internet link is essential to the operation (such as when hacking across the internet, or operating another computer by remote using an internet link). A character may not benefit from both this and a T1 or another connection at the same time.

- *Connection, T1:* When a character uses this high-speed internet connection to perform a skill check outside of combat, the skill check's base time requirement is reduced to ½ standard (rounded up). During combat, the character's actions are performed during an initiative count 6 higher than his current initiative total. This effect applies only to actions performed using the Computers skill, and does not increase the character's actual initiative total. The benefits of a T1 connection apply only to Computers skill checks made when an internet link is essential to the operation (such as when hacking across the internet, or operating another computer by remote using an internet link). A character may not benefit from both this and a DSL or another connection at the same time.

- *Massive Multiplayer Online Roleplaying Game (MMORPG):* Once per session, when a character plays on this service for 1 hour or more, he gains one free inspiration check, which must be used before he stops playing.

Computer Software: A variety of computer programs are available through the SGC, though a character trained in the Computers skill may write and modify his own as well *(see page 191)*.

- *Anti-Virus Software:* Multiple versions of this software exist, each targeting one type of virus *(see Viruses on the following page)*. When installed on a computer, this program provides a +2 software bonus with all Computers checks made to detect and eliminate viruses of the targeted type. Additionally, when the character is aware of a virus on his system, this software allows the character to make a Computers check (DC 10 + ½ the Computers check result that created the virus, rounded up). With success, the virus is isolated or destroyed (character's choice).

- *Auto-Dialer:* This simple yet insidious "innovation" sets a computer modem or computerized telephone to dial one phone number over and over, and may be set to either patch through to a real person, play a recorded message, or simply emit silence if someone answers. The worst applications of this program simply dial the number over and over again, even if someone does pick up, effectively rendering the target phone line useless.

- *CAD/CAM:* Computer Aided Design and Computer Aided Manufacturing software are used to create graphic representations of architectural, engineering, mechanical, and land development projects. A character must identify his CAD/CAM program's focus when he requisitions or creates it. When a character uses a CAD/CAM program that is broadly applicable to his current enterprise (e.g. he uses a civil engineering CAD program to identify structural stress points where he can place explosives for maximum effect), he gains a +2 software bonus with all relevant skill checks. When the character uses a CAD/CAM program that's specifically applicable to his current enterprise (e.g. he uses an architectural CAD program loaded with the actual blueprints of his current location to find his way around), he gains a +4 software bonus with all relevant skill checks.

- *Code-Cracker:* This program runs a piece of code, provided by the user, through a series of known cryptography algorithms, searching for patterns. This grants the character a +2 software bonus with all Cryptography checks made to unravel a code *(see page 201)*.

- *Firewall:* This software protects a computer or network from unknown scripts, programs, or similar malicious code. There are three common levels of firewalls. Level 1 (also called a packet filter) sifts through incoming data clusters, restricting suspect information based on a limited number of criteria. Level 2 (also called a circuit relay) checks incoming data as well as the other end of the line, from which the data is being sent. Level 3 (also called an application gateway) imposes a great number of strict regulations on incoming data, and is often handled by a remote system (another computer which acts as a proxy for the protected system when dealing with outside connections). Each level of firewall provides increased security – level 1 applies a -2 software penalty with all Computers checks made to infiltrate the protected system. At level 2, this penalty rises to -4, and at level 3, the penalty becomes -6.

- *Global Mapping:* Using this software, the character may make a successful Computers check (DC 10) to connect the computer to a Global Positioning System (GPS) receiver and display his current coordinates, altitude, bearing, heading, speed over ground, velocity, distance to his destination, current waypoint, and GPS satellite data. Also, a separate successful Computers check (DC 10) allows the character to upload and download GPS system data such as waypoints and routes. The character suffers a -2 circumstance penalty with both of these skill checks during a storm or severe or stronger winds. This penalty rises to -4 during an electrical storm.

- *Hacker Mask:* By filtering the character's connection through several bogus or appropriated phone lines, this software makes it far more difficult for someone to trace his activities. The character must identify the number of rerouted phone lines he wants to filter his connection through before he makes the masked Computers check, and must succeed with a separate Computers check (DC 15 + 5 per desired reroute) to establish the masked connection. If the character fails, he is incapable of that many connections, and must attempt a smaller number of reroutes to proceed during the same day (he may try any number after 24 hours have elapsed). Once the masked connection is established, the character gains a +1 software bonus per reroute with all opposed checks made against trace attempts *(see page 199)*. This bonus only applies to attempts to trace the character, not to any other Computers check made using the masked connection.

- *Image Processing:* This software displays, restores, and enhances photographic images and video footage. All the hardware and connections required to link the computer to a video camera, VCR, CD recorder, camera, or like device may be requisitioned for free from the SGC. Hooking the gear up requires no skill check, nor does feeding the base photos or video into the computer, though the entire process takes 5 minutes, plus 1 round per photo or minute of video. Once loaded, the character may analyze the image/footage *(see page 233)*, gaining a +4 software bonus with relevant skill checks.

- *Information Database:* Characters may requisition information databases about nearly anything (excluding classified files they don't have clearance for and similar restricted topics). When a character has access to an information database pertaining to his current activities, he gains a +2 software bonus with all skill checks made as part of the activity (including, but not

limited to, Knowledge checks). The GM has final approval on the requisition availability and cost, and application, of all IDs.

- *Navigation Software (Atmospheric or Space):* This software helps to plot a course from point to point in the appropriate environment (within a planet's atmosphere or in space, according to the software requisitioned). The software identifies waypoints, makes fuel calculations, estimates travel time, and grants the character a +2 software bonus with Piloting checks made to navigate between the designated points. Space navigation software requires a computer with a minimum power rating of +5.

- *Stargate Dialing Control Program (Master or Personal):* This software interfaces the computer with a Stargate, allowing the gate to dial out without manually sliding its inner ring *(see page 53 for more about Stargate dialing).* A personal Stargate dialing control program requires a computer with a minimum power rating of +3, while a master Stargate dialing control program – which is analogous to the SGC's gate room software – requires a computer with a minimum power rating of +9.

- *Translator:* This program compares a piece of text provided by the character to a vast array of known languages, comparing individual words and trying to match grammar. This grants the character a +4 software bonus with all Languages checks made to recognize a language, and a +2 software bonus with all Language checks made to translate the text *(see page 218).* When dealing with text for an alien language, these bonuses are reduced to ½ (rounded down).

- *Virus, Cookie Sampler:* All Earth computers with operating systems installed from 1995 on feature small data packages called 'cookies.' These bits of information are designed to be sent between computers, facilitating technical support, but they are also an excellent way to learn about a target computer system – its strengths, and weaknesses. Once delivered into a system *(see page 194),* a cookie sampler virus periodically checks for an internet connection and – when it finds one – sends a copy of the cookie folder to an email address set up by the virus operator (usually the person who delivered it). This update includes a complete profile of the target computer's operating system, software, and hard drive contents, providing a +5 software bonus with Computers checks made when accessing or using that computer (so long as the details learned remain the same). This update occurs only at certain times each day, as specified by the virus operator, and the number of updates each day determines the chance the virus is found by the target computer's user. The target computer's user makes a Computers check during the update if he's logged on, and once each time he logs on after one or more such updates have been sent. His DC is equal to 10 + 5 per update past the first.

- *Virus, Infinite Loop:* This virus operates very similarly to a lethal virus *(see below),* except that it dedicates part of the target computer's operating system to meaningless infinitely-looped tasks, reducing the processing power it can offer to other applications. Once delivered to a target computer, the mechanics for this virus are identical to those for the lethal virus, except that any loss of power rating is not damage, just a temporary sluggishness, and may be rectified with a successful Computers check (DC 10 + ½ the Computers check result that created the virus, rounded up).

- *Virus, "Lethal":* Once delivered to a target computer, this virus – also called a "burn routine" – attacks critical parts of the computer's operating system, potentially reducing its power rating. If the target computer's user is logged on when this virus is delivered, he must make a Computers check (DC 10 + ½ the Computers check result that created the virus, rounded up), adding his computer's power rating as standard. Otherwise, the GM rolls 1d20 and adds the target computer's power rating, then compares the total to the same DC (a roll of 1 in this case counts as an error). In both cases, if the roll fails, the target computer's power rating is reduced by +1 (e.g. from +3 to +2). If the roll scores a critical failure, the computer's power rating is reduced by +2. This damage may be repaired as standard (DC 20), requiring 1 hour per +1 of power rating restored.

- *Virus, Lockout:* Once delivered, this virus seals the target computer off from all access except with a password specified by the virus operator (usually the person who delivered it). The virus operator may use the target computer typically if he can access the computer physically or across a network or the internet. Bypassing this lockout without the password requires 5 minutes and a successful Computers check (DC 10 + ½ the Computers skill total that created the virus, rounded up).

- *Virus, Trojan Horse:* This program is similar to a lockout virus *(see above),* except that it allows the target computer's user to continue accessing the machine. This makes the virus hard to spot until the virus operator accesses the system in some obvious fashion (such as calling up the target computer's software and using it, or deleting critical files). The number of times the virus operator accesses the system determines the chance that the virus is noticed by the target computer's user (Computers DC 10 + 5 per access past the first). The target computer's user makes this check during an access if he's logged on, and once each time he logs on after one or more such accesses. The GM may determine that any action taken by the virus creator results in the target computer's user automatically discovering the virus.

- *Virus, Worm:* A worm doesn't attack a computer but rather focuses on software. Each worm must be tailor-made for a specific type of software (e.g. a CAD/CAM

worm may not be used on a global mapping program). The rules for delivering a worm are the same as for any other virus *(see page 194)*, but with success the virus burrows into a program and waits until the next time it's used. When the program is next opened, the user must make a Computers check (DC 10 + ½ the Computers skill total that created the virus, rounded up) or lose the program. The damage is irreparable – the program may not be recovered. With success, the user realizes the program is infected and may attempt to debug it, using the rules for anti-virus software on *page 194*.

Computer Suites: These packages upgrade a computer with many peripherals and software options all at once, specifically optimizing it for one purpose. A computer may only benefit from one suite at a time. Installing or removing a suite requires 1 full day (replacing a suite requires 2 full days).

- *Audio/Video:* The computer's sound and video cards are honed, speakers upgraded, and its monitor replaced with a 21-in. hi-res flat panel model. An audio/video feed, expanded hard drive, flatbed scanner, and image processing software are included in the cost of this suite. When a character using this suite spends one action die to increase a Computers check involving audio or video production or analysis, he rolls two dice, keeping the highest of the two totals generated.

- *Entertainment:* All the computer's functions are optimized for running game software, movies, and surfing the web. A DVD ROM drive, dual processors, wireless keyboard and mouse, and MMORPG service are included in the cost of this suite. When a character using this suite spends one action die to increase a Computers check involving electronic game play (or inspiration checks stemming from them), he rolls two dice, keeping the highest of the two totals generated.

- *Hacking:* The computer is not only primed to overwhelm the defenses of other computers but its own cookies are disabled and its operating system is streamlined to reduce the number of identifying electronic traces it leaves behind. A frag switch, high-speed modem, and firewall, and hacker mask software are included in the cost of this suite. When a character using this suite spends one action die to increase a Computers check to invade another system or create a virus, he rolls two dice, keeping the highest of the two totals generated.

- *Programming:* This 'coding palace' includes every software creation tool invented in the last 30 years, including the most updated versions of the C# (C-sharp), J2E (Java 2 Enterprise), and XML (Extensible Markup Language) programming languages. A black box, CD Burner, refrigerated case, and code-cracking software are included in the cost of this suite. When a character using this suite spends one action die to increase a Computers check to create software, he rolls two dice, keeping the highest of the two totals generated.

Crowbar: A crowbar grants a +6 gear bonus with Open Lock and break object checks, though it's impossible to conceal such tampering after the fact.

Dye Marker: Originally used by the Navy and Air Force for sea-based rescue of downed pilots, dye markers are small packets of extremely potent chemicals that spread bright coloring throughout a large area of water. When a dye marker is broken open in water, the dye spreads out in a 50-ft. radius that can be seen easily from any altitude below cloud level.

Ear Plugs: Ear plugs grant a +4 gear bonus with all saves made against sonic attacks and dangers, as well as a +1 gear bonus with saves against explosive damage. They inflict a -4 gear penalty with all Listen checks, however.

Explosive, Breaching Charge: This shaped package is designed to adhere to doors and windows, blowing them inward with minimum potential injury to hostages and innocents within, yet leaving a hole large enough for characters to move through.

C4 WITH DETONATOR

Explosive, C4: This very stable non-shaped explosive has been standard-issue in the U.S. and other militaries for decades.

Explosive, Claymore: The claymore mine features spiked "feet" that are pushed into the ground or another soft surface, allowing its convex "face" to be pointed wherever the character desires. This shaped explosive is detonated by a wired electrical charge or tripwire, and its concussive force sends several hundred ball bearings in a 90-degree cone shaped blast area *(see page 370)*.

Explosive, Satchel Charge: Satchel charges feature a 1-round delay, detonating at the start of the character's initiative count during the round after they are placed or thrown.

Explosive, Thermite: Thermite can melt through carbon steel, inflicting its damage to all objects and characters within the target square for 1d4+1 rounds (even if they move out of the target square before the thermite's duration ends). Thermite is commonly used as a powerful cutting tool (e.g. to slice open steel doors and armored safes), and

when it's successfully included in any device built using the Demolitions skill, the device gains the armor-defeating weapon quality *(see page 324)*.

Face Paint: This water-resistant paint may be requisitioned in plains, forest, swamp, desert, ice, or urban pattern, and increases the DCs of all Search and Spot checks made to notice a painted character in the appropriate terrain by +1. Painted characters possessing 5 or more ranks in Disguise also gain a +3 synergy bonus with Hide checks.

Fatigues, Camouflage: This standard military-issue uniform may be requisitioned in aquatic, arctic, desert, forest, jungle, mountain, swamp, or urban pattern.

Fence, Chain Link, 40 ft.: This fencing is requisitioned in rolls with enough fence posts to act as anchors for its entire length. A chain link fence has a hardness of 6, 10 wounds, and a Break DC of 20. A character may scale a chain link fence as part of his standard movement by sacrificing 15 ft. to move through the square containing the fence and succeeding with a Climb check (DC 20).

Fiberscope, 10-ft.: This device uses a flexible, coherent fiber or bundle to discreetly slip around corners, through air vents, and into pipes, engines, and rifle barrels.

Film/Tape: There are two basic types of film or tape. Unless otherwise dictated by the camera into which it's to be loaded, each type of film is requisitioned with 36 exposures per roll and each type of video is requisitioned with 2 hours per tape.

- **Commercial grade:** This type of film or video is available for all cameras and requires no skill check to load.
- **Professional grade:** This type of film or video is only available for digital, miniature, and professional cameras, and requires a successful Surveillance check (DC 12) to successfully match to the camera. Failure with this check reduces the camera's Spot check cap by 5.

Fins: Fins increase a character's swimming speed by 10 ft. per round (added after his base speed is divided to determine base swimming speed).

Flares: Each of these items illuminates 30 ft. in all directions for 5 minutes (50 rounds), then illuminates 15 ft. in all directions for an additional 5 minutes (50 rounds). A lit flare inflicts 1d8 normal damage upon anyone with whom it comes in contact and may ignite flammable or combustible items when touched to them (per the GM's discretion).

Flare Gun: This handgun-like item launches a standard flare up to 500 ft. in any direction. The character chooses a target square within this range and makes ranged attack check (DC 5 + 5 per 50 ft. to the target square). With success, the flare lands in the target square as desired. With failure, consult the grenade-like deviation rules *(see page 371)*.

Floodlight, IR/UV: This man-portable floodlight has filters for both infrared and ultraviolet illumination. When a character wears IR or UV goggles in an area flooded with the same illumination, he can effectively see through fog and smoke, negating the concealment effects granted by these conditions *(see page 316 for more about IR and UV goggles and page 295 for more about concealment bonuses)*. Switching the floodlight's function between IR and UV light requires one half action.

Gas Mask: A gas mask grants a character +4 gear bonus with all saves made against poisonous gases and other inhaled substances. This bonus increases to +8 if the mask is already on when the danger is first encountered. A gas mask requires 1 full action to put on.

GDO DEVICE

GDO ("Garage Door Opener"): A Type 13 ULF transmitter, this device transmits the authorization code to open the Earth's Stargate iris *(see page 57)*. This is perhaps the most important piece of equipment carried by an SG unit. Small and lightweight, it's outfitted with two pairs of velcro straps, allowing the device to be secured on the forearm, just underneath a character's uniform. The GDO features a 9-key alpha-numeric keypad and LCD readout. A GDO has no capacity to store a code; such a feature would constitute a breach of security. All GDO codes must be memorized by an SG team prior to embarkation through the wormhole.

Most SG team commanders require that at least two members of each team – if not every member – carry a GDO on his person, allowing him to return through the Stargate even if his teammates are captured or trapped.

As a matter of SGC security, iris codes are changed on a random basis and as a breach of security mandates. Only in rare instances does an off-world character receive his own GDO and authorization code.

Activating a GDO requires 1 half action and must be performed within 150 ft. of the Stargate.

Geiger Counter: This device recognizes the presence and intensity of radiation within 1,000 ft. in all directions.

Generator, Portable: Driven by small combustion engines, portable generators produce power as long as fuel is provided for the engine. A generator can power an entire team's complement of gear with the powered quality for up to 12 hours on 5 gallons of fuel.

Generator, Vehicular: Massive versions of their portable counterparts, vehicular generators are so bulky that they must be hitched to and dragged behind a vehicle. A vehicular generator can power a team's entire complement of gear with the power grid quality for up to 4 hours on 5 gallons of fuel.

Global Positioning System (GPS) Receiver: This device receives location data from a number of orbiting satellites, enabling the user to determine his position within 15 ft. anywhere on a planet with a widespread, accessible satellite system.

Gloves, Insulated: Insulated gloves protect against extreme cold, reducing or eliminating loss of finger dexterity. They grant a +2 gear bonus with all saves made against cold, but also inflict a -2 gear penalty with skill checks requiring fine manipulation (such as Open Lock and Electronics checks).

Gloves, Surgical: Surgical gloves grant a +2 gear bonus with saves made against drugs, poisons, and contagions transmitted by touch.

Gloves, Work: Work gloves grant 2 points of damage reduction against injuries directed at the wearer's hands (e.g. accidental acid spills and chemical burns).

Goggles, Flash: These goggles grant a +4 gear bonus with all saves made against blinding lights.

Goggles, UV/IR: Each pair of goggles is requisitioned in either the ultraviolet or infrared spectrum, but not both. When a character wears IR or UV goggles in an area flooded with the same illumination, he can effectively see through fog and smoke, negating the concealment effects granted by these conditions *(see page 295 for more about concealment bonuses).*

Goggles, Night Vision: These binoculars amplify an area's existing ambient light, negating the concealment effects of low light in all but total darkness *(see page 295).*

Harness, Climbing: This item consists of straps looped around the character's thighs and a padded belt wrapped around his waist, reducing the strain of hanging from a rope. When using a climbing harness, a character gains a +1 gear bonus with all Climb checks. This bonus stacks with the gear bonus gained from either ascenders or cams (but not both), as well as the bonus gained from combat boots.

Harness, Load Bearing: This modular system is designed to carry significant bulk and weight with minimum strain. It consists of a belt pouch (capable of holding binoculars, a handgun, etc.), a load-bearing vest (capable of holding up to 8 magazines of ammunition and either 2 grenades or 20 shotgun shells, with webbing loops on the side for up to 6 more grenades), and a rucksack (with two shoulder straps that distribute weight equally across the shoulders and waist, and can hold up to 100 pounds of miscellaneous gear). With a load bearing harness, a character's Strength is considered 1 higher for the purposes of encumbrance. However, the character also suffers a -1 gear penalty with all Reflex saves. Both of these modifiers are cumulative with those of a backpack, which may be used in tandem with this item.

Heater, Portable: This device generates heat without flame and raises the immediate ambient temperature of any 10-ft. × 10-ft. outdoor space by up to 20 degrees, or any 30-ft. × 30-ft. enclosed space by up to 40 degrees (as desired).

Holster, Shoulder: This holster grants a +3 gear bonus to the DCs of Spot checks made to notice a stored weapon by sight.

Holster, Standard: This holster may be requisitioned at no cost with any handgun, and grants no bonuses.

Holster, Stealth: This holster grants a +6 gear bonus to the DCs of Spot checks made to notice a stored weapon by sight, and a +3 gear bonus to the DCs of Search checks made to find a stored weapon during a frisk. A weapon stored in this holster requires one full action to draw.

Holster, Tactical: This holster is usually worn by military or police SWAT team units. Anyone other than the wearer who attempts to grab a stored weapon out of this holster suffers a -4 gear penalty with associated skill checks. Further, the GM must spend two extra action dice to activate a critical failure that causes a stored weapon to slip free of this holster.

Kit, Appraisal: This kit is used with the Appraise skill *(see page 185),* and must be requisitioned separately for each type of item – sculpture, jewelry, architecture, etc.

Kit, Climbing: This kit is used with the Climb skill *(see page 189).*

Kit, Craftsman's: This kit is used with the Craft skill *(see page 200),* and must be requisitioned separately for each type of craft – construction, woodworking, etc.

Kit, Demolitions: This kit is used with the Demolitions skill, and comes in one of several types. Each type of demolitions kit contains may be used to perform Demolitions skill checks *(see page 203),* and also contains the materials required to build one specific type of bomb, as noted on Table 9.5: Equipment.

Kit, Disguise: This kit is used with the Disguise skill *(see page 205).*

Kit, Electronics: This kit is used with the Computers and Electronics skills *(see pages 191 and 207).*

Kit, First Aid: This kit is used with the First Aid skill when performing emergency aid checks *(see page 210).*

Kit, Forgery: This kit is used with the Forgery skill *(see page 211).*

Kit, Lockpicking: This kit is used with the Open Lock skill *(see page 224).*

Kit, Mechanics: This kit is used with the Mechanics skill *(see page 220).*

Kit, Medical: This kit is used with the First Aid skill when performing long-term aid checks *(see page 210).*

Kit, Musical: This kit is used with the Perform skill when playing an instrument *(see page 225).*

Kit, Science: This kit is used with science-based Knowledge skills *(see page 217),* and must be requisitioned separately for each science – chemistry, physics, etc.

Kit, Survival: This kit is used with the Survival skill *(see page 234).*

Kit, Sweeper: This kit is used with the Surveillance skill *(see page 233).*

Knife, Swiss Army: This multi-purpose classic contains 33 features – a large blade, small blade, corkscrew, can opener, cap lifter, screwdriver, wire stripper, reamer punch, key ring, tweezers, toothpick, scissors, hook, wood saw, fish scaler, hook disgorger, ruler, nail file, metal file, nail cleaner, metal saw, fine screwdriver, chisel, pliers, wire cutters, Phillips screwdriver, magnifying glass, ballpoint pen, pin,

chemist's spatula, belt cutter, electrician's blade with wire scraper, and mini-screwdriver. Any of the Swiss Army knife's features may be used as an improvised weapon *(see page 328)*; none of them constitute even the weakest standard-issue melee weapon.

Lens, Infrared (IR): When attached to a film or video camera, this lens increases the camera's Spot check cap when detecting weapons or items concealed on people by +5 and allows the insides of containers or even the far sides of walls up to 2 ft. in width to be examined for living beings or hot equipment.

Lens, Super-Telephoto: When attached to a film or video camera, this lens multiplies the camera's range increment by 5.

Lie Detector, Hand-Held: This device measures vocal patterns and stress levels, granting the character a +2 gear bonus with Sense Motive checks made to detect falsehoods made by humans.

If the character possesses at least 5 ranks in a Knowledge focus devoted to an alien species (e.g. "Knowledge (Asgard)"), he may make an Electronics check (DC 15) to modify this device to read the designated species instead. This check requires 8 hours to complete. While set to read an alien species, a hand-held lie detector cannot read humans.

Lie Detector, Polygraph: This device measures physiological changes that indicate deception, including blood pressure, pulse, skin conductivity, and breathing rate, granting the character a +4 gear bonus with Sense Motive checks made to detect falsehoods made by humans (and a +2 gear bonus with Sense Motive checks made to detect falsehoods made by non-humans).

If the character possesses at least 8 ranks in a Knowledge focus devoted to an alien species (e.g. "Knowledge (Asgard)"), he may make an Electronics check (DC 20) to modify this device to primarily read another species. This check requires 8 hours to complete. While set to primarily read an alien species, a polygraph grants only a +2 gear bonus with Sense Motive checks made to detect falsehoods made by humans and other non-designated species.

A target must either be willing or helpless to be properly connected to a polygraph device.

Light, Emergency Strobe: This small device contains an incredibly bright bulb that casts a powerful line of illumination in a 90-degree cone out to a distance of 1 mile (2 miles at night). When this light is directed at a character, he must succeed with a Reflex save (DC 10) or become blind for a number of rounds equal to the difference between his result and the DC.

Light, Tactical Flashlight: This flashlight may be requisitioned in standard illumination, infrared, or ultraviolet models. When activated with a small button on its right side (forward of a gun's trigger guard), it illuminates a 90-degree cone-shaped area out to 60 ft. *(see page 307)*. A tactical flashlight may be attached to any firearm's barrel or underbarrel mount *(see page 308)*.

Line-Tap: With a successful Surveillance check (DC 15), this device allows a character to splice into a phone line or junction box, granting a +2 gear bonus with Surveillance checks made to eavesdrop on the line's communications. Anyone speaking or listening across the line is allowed a Listen check against the character's Surveillance skill check result to notice that the line is compromised.

Line Tracer: This device sends a tone down a telephone line to identify and isolate the telephone line for further analysis. It grants a +1 gear bonus with Search and Electronics checks made to locate communications equipment malfunctions, or sabotage (such as a line tap).

Liquid Skin Patch: A liquid skin patch quickly heals minor scrapes and bruises. The first patch applied to an injured character during a 24-hour period heals 1d8 vitality points (but not wounds). The second heals 1d6 vitality points, and each additional patch applied during the same 24-hour period heals 1d4 vitality points.

Lock, Simple: An Open Lock or Break check (DC 20) is required to open this lock, which may be requisitioned in either padlock or combination models. A simple lock has a hardness of 8 and 10 wounds.

Lockpick Gun: This black market device allows untrained use of the Open Lock skill *(see page 224)*.

Magnifying Glass: This 4-in. lens grants a +1 gear bonus with Search checks requiring one minute or more and focusing on items of Diminutive size or smaller. It may also be used to start fires on a sunny day.

Manual, Equipment: This manual grants a +1 gear bonus with Knowledge skill checks made involving one designated equipment focus.

Manual, Language: This manual grants a +1 gear bonus with Language skill checks made involving one designated tongue.

Manual, Scientific: This manual grants a +1 gear bonus with Knowledge skill checks made involving one designated science focus.

Manual, Travel: This manual grants a +1 gear bonus with Cultures and Gather Information skill checks made involving one designated region.

Maps, Regional: This item grants a +1 gear bonus with navigation skill checks made involving one designated region.

Meal Ready to Eat (MRE): MREs are the standard rations of many modern Earth military forces. One MRE contains sufficient calories and vitamins to sustain 1 person for 1 day of light activity. Two can sustain 1 person for 1 day of active activity (e.g. any day in which the character participates in 10 or more rounds of combat).

Metal Detector: This hand-held device grants a +2 gear bonus with Search checks made to locate metal and alloys.

Microphone, Parabolic: A parabolic mike can be hooked up to a computer or audio recorder to save sounds for later analysis. If ambient noise within a target area exceeds light winds or low animal sounds, the character must succeed with a Listen check (DC 20) to pick out individual sounds.

Microscope: When used to locate and analyze minute clues, such as hair, metal fragments, or fingerprints, a microscope grants a +2 gear bonus with Search and Knowledge (science focus) checks.

Path Tag: This small fluorescent marker is attached to trees or other natural terrain by trailblazers and hikers to indicate where they've been, and how to return along the

same trail. When a minimum of 1 path tag is used for every mile the character travels (and they aren't later removed), the character gains a +2 gear bonus with navigation and Track checks made to find his way back.

Rope, 50-ft. coil: This rope may support up to 500 lbs. (even if the character can't), and has a hardness of 0, 2 wound points, and a Break DC of 23.

Safe, Portable: This heavy-duty 15 in. × 15 in. × 18 in. steel safe has a hardness of 15, 50 wound points, and no Break DC.

Satellite Communications Terminal: A SATCOM utilizes satellites orbiting Earth (or another planet, if appropriate), allowing real-time voice communication with another SATCOM unit anywhere on the same world. The SATCOM may also act as a computer modem to send and receive computer data (this requires that both computers have a power-rating of +2 or greater and that both are connected to a SATCOM unit). Finally, the SATCOM may transmit and receive video feeds, requiring the sender to possess a video camera and the recipient to possess a video monitoring device.

SATCOM signals are susceptible to bad weather. During weather with a wind DC *(see page 435)*, the character must succeed with a Computers or Electronics skill check against the wind DC or lose his signal to the storm. The character may attempt to reacquire a lost signal once each hour for as long as he likes.

A SATCOM broadcasts and receives within a satellite's "line-of-sight." When used properly, its range increment is on the order of 5,000 miles, but when used for point-to-point ground communication, its effective range drops catastrophically, to only 1 mile.

Sensor, Chemical Analyzer: This device grants a +2 gear bonus with Search checks made to locate and identify toxins and suspicious gases.

Sensor, Thermal Imager: This device grants a character a +5 gear bonus with Search checks made to find people, animals, fires, and other sources of heat, even when the targets are located behind up to 5 ft. of material with a hardness no greater than 10. Any concealment bonuses the target typically benefits from, such as darkness, fog, smoke, and mist, are ignored when the character uses a thermal imager.

Sensor, Weather: Weather sensors provide accurate barometric pressure, humidity, and temperature readings, granting the character a +4 gear bonus with Survival checks made to predict the weather.

Shots: A successful First Aid check (DC 10) is required to administer these pre-packaged medicinal injections. With an error, the recipient suffers 1 point of normal damage. With a critical failure, the shot is wasted without effect.

- *Antibiotics:* When successfully administered, the recipient gains a +4 gear bonus with his next save made against disease.

- *Antidote:* When successfully administered, the recipient gains a +4 gear bonus with saves made against radiation, chemical, and biological agents for a number of hours equal to his Constitution modifier.

- *Antivenin:* When successfully administered, the recipient gains a +4 gear bonus with his next save made against poison.

- *Knockout:* The character must succeed with a melee touch attack in order to administer this shot to an unwilling target. Once administered, this shot operates like knockout poison *(see page 440)*.

- *Stimulant:* When successfully administered into the heart, the recipient is immediately stabilized at 0 wounds (unconsciousness).

Shotgun Side Saddle: Until it runs out of ammunition, a shotgun with this weapon accessory gains the fast-load weapon quality *(see page 325)*.

Shovel, Folding: A character using this shovel can move up to 6 cubic ft. of earth per hour.

Signal Mirror: This item may be used to transmit messages in Morse or a similar code over distances of up to 5 miles in full sunlight, up to 2 miles during overcast weather, and up to 1 mile at night.

Sling, Assault: Also known as a tactical sling, this nylon belt holds a rifle, shotgun, or submachinegun in a ready position across the character's chest or under his arm. With a successful Dexterity check (DC 10), the character may bring this weapon into play as a free action instead of a half action *(see page 353)*.

Solar Panel: This folding 2 ft × 4 ft panel generates sufficient power to power up to 4 devices with the battery-operated quality or recharge up to 1 battery every 4 hours under direct sunlight. With a successful Electronics check (DC 15), the character may link 5 solar panels together to power one device with the powered quality, or recharge one full battery bank per day.

Snow Shoes: A character wearing snow shoes gains a +4 gear bonus with Balance checks made while on snow terrain. However, his speed is reduced by 5 ft. when not on snow terrain.

Speedloader: This quick-reload cylinder allows a character to reload 6 shots into a revolver with one half action *(instead of the standard 3 shots per half action –see page 376)*. Filling a speedloader requires one full round action. Unless otherwise specified, a speedloader may only be attached to a revolver's grip mount.

Stretcher: When two characters use a stretcher to carry a third character, their speed is reduced by 5 ft.

Stretcher, Collapsible: As a standard stretcher, except that it folds up and may be carried inside a backpack or other bag. Assembling a collapsible stretcher requires 5 rounds.

Suit, Asbestos: A character who wears this suit gains a +4 gear bonus with saves made against heat, as well as a damage reduction of 3 against fire-based injuries. This suit includes a pair of work gloves *(see page 316)*.

Suit, Dry: A character who wears this cold-weather diving suit gains the combined benefits of both the Gore-Tex™ and SCUBA suits.

Suit, Gore-Tex: A character who wears this suit gains a +4 gear bonus with saves made against cold, as well as a damage reduction of 3 against cold-based injuries. This suit includes a pair of insulated gloves *(see page 316)*.

Suit, Ghillie: The DCs of Search, Spot, and Surveillance checks made to notice a character who wears this classic sniper's camouflage in the appropriate terrain are increased by 4.

Suit, NBC: A character who wears this NBC (Nuclear, Biological, and Chemical) suit may operate in any environment contaminated with radioactive, chemical, or biological agents, and is immune to the effects of disease and gases. This suit's breathing filters must be replaced every 6 hours or its benefits are lost. The suit's benefits are also lost if either it or the character within suffers 3 or more points of damage.

Suit, SCUBA: A character who wears this Self Contained Underwater Breathing Apparatus suit may operate underwater for up to 2 hours before its oxygen tanks must be recharged.

Suit, Space: A character who wears this suit gains a may operate in a vacuum for up to 4 hours before its oxygen tanks must be recharged. The suit's benefits are lost if either it or the character within suffers 3 or more points of damage.

Suppressor: A suppressor must be specifically designed for a weapon and may only be attached to its barrel mount *(see page 308)*. When the character fires a weapon with an attached suppressor, the DCs of all Listen and Spot checks made to notice the weapon's discharge, as well as to locate the origin of the discharge thereafter, are increased by 15. When a weapon possesses both this item and the whisper-lock quality, the whisper-lock quality's effects replace those of this item – the modifiers do not stack. Unless otherwise specified, a suppressor may only be attached to a firearm's barrel mount.

Tent, Large: This tent holds up to 8 Medium-sized characters comfortably and requires 5 minutes to put up or take down.

Tent, Quarantine: This tent completely contains up to 10 Medium-sized characters; so long as its air seal is kept closed, viral and other contagious diseases remain within. If the seal is voluntarily broken (or the tent suffers either 3 points of normal damage or 12 points of subdual damage), then all contagions within are released and any unprotected characters within range must immediately make saves as appropriate.

Tent, Small: This tent holds up to 2 Medium-sized characters comfortably and requires 2 minutes to put up or take down.

Trap, Bear: Any character stepping into the square where a bear trap is located immediately makes a Spot check opposed by the Hide check result of the character who placed it. With success, he notices the trap, and may attempt to disarm it (with a successful Mechanics check (DC 15)), or simply avoid it (whether moving through the trapped square or not). With failure, the target must succeed with a Reflex save (DC 18) or suffer 1d4+6 normal damage and become grappled and pinned.

Having more attuned senses (and being closer to the ground), animals pit their Search or Survival skills against the trap-layer's Hide total (whichever is higher).

A bear trap has a Strength of 22, a hardness of 10, 10 wound points, and a Break DC of 26.

Trap, Cage: Any animal entering this trap (usually in search of raw meat or other treats left within) must make a Search or Survival check (whichever is higher, DC 15) to escape as the cage door drops. Characters with an Intelligence of 3 or more cannot be lured into this trap.

A 5-ft. × 5-ft. × 5-ft. cage trap has a Strength of 15, a hardness of 2, 10 wound points, and a Break DC of 20.

Tripwire, 20-ft. coil: Any animal or character entering a square which has been rigged with trip wire makes a Spot check opposed by the Hide check result of the character who placed it. With success, the character or animal notices the trip wire and may attempt to disarm it (with a successful Mechanics check (DC 10)), or simply avoid it (whether moving through the trapped square or not). With failure, the target must succeed with a Reflex save (DC 15) or trigger any alarm, flood lights, explosives, or other security attached devices.

Water Drum: A water drum may hold enough water for 1 person for up to 150 days.

Water Filtration Tablets: These iodine-based germicidal tablets purify water, making it drinkable. One bottle of tablets can treat up to 10 days worth of water for 1 person.

Water Purifier: This machine purifies up to 1 day's worth of water every 5 minutes.

Weapon Sight, Day/Night: This scope operates like a standard 6× telescopic sight during the day and like a standard night vision sight at night. Switching between day and night vision requires one half action. Unless otherwise specified, a day/night weapon sight may only be attached to a bow or a firearm's rail mount.

Weapon Sight, Laser: When using a weapon with a laser sight, the character gains a +2 gear bonus with all ranged attack checks made against targets within 50 ft. Unless otherwise specified, a laser weapon sight may only be attached to a bow or any firearm mount.

Weapon Sight, Night Vision: When using a weapon with a night vision sight, the character gains a +4 gear bonus with Spot and Search checks made in near darkness (up to nine-tenths concealment), as well as a +6 gear bonus with Spot and Search checks made in total darkness (total concealment). This weapon sight also negates all low-light concealment bonuses *(see page 295)*. Unless otherwise specified, a night vision weapon sight may only be attached to a bow or a firearm's rail mount.

Weapon Sight, Starlight: When using a weapon with a starlight sight, the character gains a +4 gear bonus with Spot and Search checks made in near darkness (up to nine-tenths concealment). Unlike a night vision weapon sight, this accessory is useless in total darkness. Unless otherwise specified, a starlight weapon sight may only be attached to a bow or a firearm's rail mount.

Weapon Sight, Telescopic: When aiming with a weapon with a starlight sight, the character ignores the penalties for one or more range increments, as follows.

Telescopic Sight Effects

Magnification	Range Increments Ignored
2×	Range 2
6×	Ranges 2 and 4
12×	Ranges 3, 5, and 7
24×	Ranges 4, 6, 8, and 10

Unless otherwise specified, a telescopic weapon sight may only be attached to a bow or a firearm's rail mount.

Winch, Portable: This device may lift or drag up to 2,500 lbs. and comes with 100 ft. of heavy cable with a hardness of 8, 4 wound points, and a Break DC of 20.

Zip Ties: Zip ties may be used to bind an opponent with a DC of 24 *(see the Escape Artist skill, page 209)*. They have a hardness of 2, 3 wound points, and a Break DC of 24.

The Equipment Tables

This section provides the summarized game information for all equipment found in this chapter, gathered into categories for easy comparison and reference. All item costs and some rules are found only on this table.

Table 9.5: Equipment – located on several early pages in this section *(see pages 300-304)* – contains the following data.

Picks: This is the item's cost, in gear picks.

Power Rating (PR): Many pieces of equipment possess a power rating, which affects the item's bonuses and mechanics *(for more about power ratings, see page 298)*.

- *Signal Rating (SR):* Within the Communications equipment category, the Power Rating column is replaced with the Signal Rating column, which provides the information necessary to calculate the gear's ability to transmit or receive messages.

- *Security Rating (SecR):* Within the Computers equipment category, the Power Rating column is shared with the Security Rating column, which provides the information necessary to calculate the gear's ability to resist unauthorized access.

- *Check Cap:* Within the Sensors equipment category, the Power Rating column is replaced with the Check Cap column, which provides the maximum possible skill check result using the gear in question (if any).

Range Increment: Some items are subject to penalties inflicted by range in the same fashion as ranged attacks *(for more about these penalties, see page 323)*. Other items are only useful out to certain ranges or to certain numbers of range increments. Sources of light are further defined by whether illuminate a radius or a cone. This column lists all this information.

- **Blast Increment:** Within the Explosives equipment category, the Range Increment column is replaced with the Blast Increment column, which provides information necessary to calculate an explosive's blast radius or cone of effect *(see page 370)*.

Duration: When an item has a limited duration of use, it's listed in this column.

- *Error Range:* Within the Explosives equipment category, the Duration column is replaced with the Error Range column, which provides information necessary to determine the chance of a catastrophic mistake using the explosives *(see page 301)*.

Qualities: This column lists any gear qualities the item typically possesses. As described on *page 279*, the character may add one or more qualities to most items (per the GM's discretion).

Weight: This column lists the item's weight in pounds. The total weight of all gear a character carries determines encumbrance *(see page 286)*.

Special Note: To conserve space, some columns change from one equipment category to the next. Always observe the column headers to make sure you're reading the table correctly.

Armor

Armor is divided into three categories – light armor, medium armor, and heavy armor – as follows.

- *Light Armor:* Comfort and mobility are key elements of light armor, as it's often worn for long periods of time. Light armor may be concealed under street clothes (or in rare cases, disguised as such).

- *Medium Armor:* Designed for protection against ballistic threats at the expense of concealability and comfort, medium armor is intended for use in immediately dangerous situations, such as combat operation. Medium armor is both inconvenient and obvious. However, it's also more effective – when an attack against a target wearing medium armor scores a threat, the attacker must spend one extra action die to activate the critical hit.

- *Heavy Armor:* Heavy armor is extremely constricting, but it offers maximum protection – when an attack against a target wearing heavy armor scores a threat, the attacker must spend two extra action dice to activate the critical hit.

To use armor properly, you must possess the appropriate Armor Group Proficiency feat (Light, Medium, or Heavy); otherwise, you suffer an Armor Check Penalty (ACP) with all skill checks made involving movement *(see page 372)*.

Armor Weaknesses

Armor provides damage reduction and other protective bonuses at the cost of negating the character's class Defense bonus. Many types of armor, however, are vulnerable to certain types of attacks. This is represented by armor weaknesses.

There are five armor weaknesses, each of which reduces the damage reduction bonus offered by the armor to ½ (rounded up) against a particular type of attack, as follows.

- **Chemical (C):** The armor is vulnerable to any attack involving fire, gas, or poison (including flamethrowers, some traps, and some grenades).
- **Explosive (E):** The armor is vulnerable to any attack with a blast radius (including bombs, mines, mortars, and many grenades).
- **Firearms (F):** The armor is vulnerable to any attack with a handgun, rifle, SMG, shotgun, or machinegun.
- **Melee (M):** The armor is vulnerable to any attack with a weapon from the melee, hurled, or exotic groups.
- **Subdual (S):** The armor is vulnerable to any attack that inflicts subdual damage, even if the attack would typically fall into another category.

The weaknesses of each type of armor (if any) are listed on Table 9.6: Armor *(see below)*.

Hard and Soft Targets

Modern weapons can often damage heavily armored targets, penetrating anything from a few layers of Kevlar to several inches of rolled steel. Such devastating armor-piercing performance comes at a price. Humans and like species are quite soft when compared to the armored skin of a death glider, and what works well on one is usually not well suited for attacking the other. For this reason, *Stargate SG-1* makes a distinction between "hard" and "soft" targets.

Soft Targets: These targets include anyone or anything with up to 5 points of combined hardness and damage reduction from armor. Weapons intended to disrupt or mushroom work well against this sort of target. High powered, high velocity weapons tend to 'overpenetrate' when used against soft targets, drilling completely through them with little energy transfer and virtually none of the massive shredding associated with slower projectiles.

Table 9.6: Armor

Name	Picks	DM	DR	Weaknesses	MDB	ACP	Speed	Weight
Light Armor								
Armored float vest*	2	+0	2	C, M	+4	–1	—	7 lb.
Ballistic vest*	5	+1	4	C, E, M	+4	–1	—	8 lb.
Hot weather vest*	3	+0	3	C, E, M	+5	–1	—	5 lb.
Kevlar vest*	5	+1	4	C, E, M	+4	–1	—	8 lb.
Plate carrier vest*	3	+0	2	C, E, M	+6	–1	—	2 lb.
Rectangle vest	2	+0	2	C, E, M	+4	–1	—	8 lb.
Tactical deployment vest	3	+0	3	C, E	+3	–1	—	5 lb.
Undercover vest*	2	+1	2	C, E, S	+5	–1	—	5 lb.
Medium Armor								
Chain shirt	5	+0	5	C, E, F	+3	–3	Same	25 lb.
Military flight suit*	4	+0	4	E, M, S	+2	–2	–5 ft.	25 ft.
Kevlar BDU	6	+1	5	E, M	+5	–2	–5 ft.	15 lb.
Heavy Armor								
Assault vest*	8	+0	8	C	+1	–4	–10 ft.	25 lb.
Bomb squad suit	8	–1	11	–	+0	–6	–15 ft.	30 lb.
Door gunner vest	10	–2	14	C	+0	–7	–15 ft.	40 lb.
Flak vest	5	+0	7	C	+0	–6	–15 ft.	35 lb.
Helmets								
Aviator	1	+1	1	—	—	–1	—	3 lb.
Ballistic**	1	+2	0	—	—	–1	—	4 lb.
Motorcycle	1	+1	0	—	—	—	—	2 lb.
Riot	3	+2	1	—	—	–2	—	3 lb.
Sealed	2	+2	0	—	—	—	—	3 lb.
Other Armor								
Riot shield	2	+2	—	—	—	—	—	6 lb.
Standard insert	+2	—	+1	as armor	–1	–1	as armor	+4 lb.
Face cage (for helmet)	+1	+1	—	as helmet	—	–1	as helmet	+½ lb.
Face shield (for helmet)	+1	—	+1	as helmet	—	–1	as helmet	+½ lb.

* This armor may be augmented with a standard insert.

** This helmet may be augmented with a face cage or a face shield (but not both).

Hard Targets: These targets include anyone or anything with 6 or more points of combined hardness and damage reduction from armor. Hard targets have sufficient protection or rigidity that weapons specifically designed for use against soft targets often smash harmlessly against them.

The only contributing factors that determine if a character or object is a hard target are damage reduction and hardness granted by armor, scenery, and other physical defenses. Damage reduction and hardness gained through feats, special abilities, and natural sources (such as some animals' tough hides) are not counted toward the 6 points required to designate a character or object as a hard target.

The terms 'hard target' and 'soft target' are triggers for other game effects, but do not affect a character or object directly.

Armor Descriptions

This section contains special rules for many types of armor (some have no special rules beyond their table entries and the general armor rules on *page 320,* and therefore have no entry in this section).

All armor entries are presented here in alphabetical order for ease of reference, while *Table 9.6:* Armor collects these items by category.

Putting On and Taking Off Armor: Donning and removing armor each require one half action per gear pick the armor costs. Thus, a tactical deployment vest requires 10 half actions to put on or take off, while a ballistic helmet may be put on or taken off with only 1 half action.

Armored Float Vest: This vest combines integral ballistic protection with the buoyancy of a life preserver. While wearing a float vest, a character is immune to drowning, though he must still make Swim checks to maneuver against the current. A float vest prevents a character from diving, and supports a standard insert (which must be requisitioned separately).

Ballistic Vest: This 'street-level' armored vest is worn by most human law enforcement personnel. The ballistic vest supports a standard insert (which must be requisitioned separately).

Bomb Squad Suit: This suit grants a +4 gear bonus with saves made against explosions.

Helmet, Aviator: When combined with a military aviator flight suit *(see right),* this helmet grants a +4 gear bonus with saves precipitated by extreme altitude or low air pressure.

Helmet, Ballistic: The ballistic helmet is standard-issue for most military ground forces today. It may support either a face cage or face shield insert, but not both (these items must be requisitioned separately).

Helmet, Riot: Similar in design to a ballistic helmet, a riot helmet's rear protection also protects the neck. A riot helmet includes an integral face shield (at no additional cost).

Helmet, Sealed: A sealed helmet grants a +2 gear bonus with saves made against poisonous gas and sonic attacks. Its internal air supply lasts for 1 hour before it must be vented and recharged from surrounding air (assuming that air is safe to breathe).

Hot Weather Vest: Lightweight and well ventilated, this vest is designed for maximum comfort in tropical environments. The hot weather vest supports a standard insert (which must be requisitioned separately).

Kevlar Vest: The Kevlar vest supports a standard insert (which must be requisitioned separately).

Military Flight Suit: Designed to offer a pilot some protection against rounds that penetrate the cockpit, this suit also incorporates a variety of other features, most notably a degree of cushioning against the ¼ forces generated by modern fighter aircraft (usually supplemented by the cockpit's specially engineered seat). When combined with an aviator helmet, this suit provides the character with an integral 20-minute air supply and respirator. If connected to a cockpit oxygen tank, this time limit is negated. The military flight vest supports a standard insert (which must be requisitioned separately).

Plate Carrier Vest: Small and compact, this vest has no integral ballistic protection. Instead, it is designed to carry a ballistic plate alone. The benefits of this insert are factored into the gear's statistics. Additionally, the plate carrier vest supports a standard insert (which must be requisitioned separately).

Rectangle Vest: Designed for maximum mobility and comfort, the rectangle vest consists of two ballistic plates – one in front, one in back – supported by a harness. These ballistic plates are integral, and may not be replaced with other inserts.

Tactical Deployment Vest: This bulky yet non-restricting vest features a dozen or more pockets (each approximately ½ in. × 1 in. × 2 in.), in which a cell phone, backup pistol, extra ammunition, and the like may be stored. Putting this armor on and taking this armor off each require only 1 half action.

Undercover Vest: The DCs of Spot checks made to discover an undercover vest on a character's person are increased by +6. The undercover vest supports a standard insert (which must be requisitioned separately), though when an insert is worn, the DCs of Spot check made to discover the vest are only increased by +4.

The Armor Table

This section provides the summarized game information for all armor found in this chapter, gathered into categories for easy comparison and reference. All item costs and some rules are found only on this table.

Table 9.6: Armor contains the following data.

Picks: This is the armor's cost, in gear picks.

Defense Modifier (DM): Unless otherwise directed, this modifier is applied to a character's Defense when he wears armor. This bonus replaces the character's class Defense bonus, often making the character easier to hit in exchange for reduced injury when he is hit. For more about Defense, *see page 352.*

Damage Reduction (DR): Typically, each time a character suffers damage, the damage suffered is reduced by this number. There are a few exceptions and additional effects, however *(see Damage Reduction, page 352).*

Weaknesses: This column lists all the armor's weaknesses *(see page 320).*

Maximum Dexterity Bonus (MDB): Unless otherwise directed, this number is the maximum Dexterity bonus a character may apply to his Defense while wearing this armor. If this limit is greater than the character's Dexterity bonus, it has no impact on his Defense total.

Armor Check Penalty (ACP): When a character wears armor for which he doesn't possess the appropriate Armor Group Proficiency, he suffers the penalty listed in this column with all attack and skill checks made involving movement (including Handle Animal when riding). When a character wears armor for which he possesses the appropriate Armor Group Proficiency, he suffers this penalty only with Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble skill checks.

Speed Penalty (Speed): Regardless of modern advancement, armor is still bulky and often difficult to maneuver in. When a character wears armor for which he possesses the appropriate Armor Group Proficiency, he suffers the speed penalty listed in this column. When a character wears armor for which he doesn't possess the appropriate Armor Group Proficiency, he suffers twice the speed penalty listed in this column. If this reduces the character's speed to 0 or less, he may only make one bonus 5-ft. step per round.

Weight: This column lists the armor's weight in pounds. The total weight of all gear a character carries determines encumbrance *(see page 286).*

Weapons

This section presents basic weapon terms and a list of all the qualities possessed by any weapon in this book, followed by a group-by-group presentation of the weapons available to any SG team member and a massive weapons table detailing each item's cost (and when possible, its mechanics as well).

The weapon groups presented in this section correspond to the Weapon Group Proficiency feats required to use them properly *(see page 244),* and are further divided into groups, based on similarities of use.

Basic Weapon Terms

Several terms are used to describe a weapon's use or the type of damage it inflicts, as follows.

Blast Damage: Weapons which cause blast damage, such as explosives and grenades, damage all characters and objects within an area of effect *(see page 369).*

Double: A double weapon possesses two damage values (e.g. "1d6/1d6"), each representing a separate attack. When using a double weapon to make a standard half action attack *(see page 353),* a character may make two attacks, suffering the same penalties as fighting with two weapons *(see page 361).* The damage value to the left of the slash is used for the first attack and the value to the right of the slash is used for the second attack. You may only make a double attack once per round, even if you also attack with your second half action.

Grenade-Like: Grenade-like weapons are hurled or propelled, and deviate from the target square when attacks with them are unsuccessful *(see page 371).*

Light: A melee weapon is considered to be light for any character whose size is at least one grade larger than that of the weapon (e.g. a melee weapon of Small size or smaller is considered to be light for any character of Medium size or larger). The light designation is critical when determining the modifiers for fighting with more than one weapon *(see page 361).*

One-Handed (1-h): This term affects melee and ranged weapons differently, as follows.

- A ranged weapon that is described as one-handed may be used in either one or two hands without mechanical effect on its performance.

- A melee weapon is considered to be one-handed for any character whose size is equal to or greater than that of the weapon (e.g. a melee weapon of Medium size or smaller is considered to be one-handed for any character of Medium size or larger). When a character wields a one-handed melee weapon with two hands, damage is calculated using 1½ × his Strength modifier (if positive, rounded up) instead of 1 × his Strength modifier.

Range Increment: Ranged weapons lose power and accuracy over distance. For each full range increment between an attacker and his target, the attacker suffers a -2 penalty with his attack checks. Further, most hurled weapons may only target opponents within 5 range increments and most firearms may only target opponents within 10 range increments.

Normal Damage: This is the most common type of damage. Unless specified otherwise, normal damage is applied first to vitality and then to wound points *(see Damage, page 380).*

Subdual Damage: Some gear inflicts subdual damage, which can knock a character unconscious but can't kill him *(see Subdual Damage, page 379).*

Two-Handed (2-h): This term affects melee and ranged weapons differently, as follows.

- A ranged weapon that is described as two-handed may be used in one hand, but the character suffers a -4 circumstance penalty with his attack checks and its range increment is reduced to ½ standard (rounded down).

- A melee weapon is considered to be two-handed for any character whose size is one grade smaller than that of the weapon (e.g. a Large melee weapon is considered to be two-handed for any character of Medium size). A character may not use a two-handed weapon that's two or more sizes larger than him. When a character wields a two-handed melee weapon with either one or two hands, damage is calculated using 1½ × his Strength modifier (if positive, rounded up) instead of 1 × his Strength modifier.

Weapon Qualities

Many weapons share one or more special mechanical distinctions, or qualities. These qualities provide special rules for the use or effects of that weapon. Further, some qualities represent improvements over a typical weapon of the same type.

Qualities are assumed to be in effect at all times (that is, you can't turn them on and off when you like). Further, many qualities require that the character possess the appropriate Weapon Group Proficiency to benefit from them – these are marked with an asterisk ("*").

Characters may use gear picks to add qualities to weapons they already possess (including those gained from bundles). The cost of each quality is included in its description and on *Table 9.7: Weapon Qualities (see below).* Qualities with a cost of "N/A" are unavailable for individual purchase and are only allowed on weapons that already possess them, as shown on *Table 9.7.*

Each weapon quality is identified on the weapon tables with a two letter code.

Advanced Aim* (AA): A weapon with this quality is designed or modified to provide extreme precision. A common example of this quality is the 'set trigger,' a second trigger that's primed when the character holds the first trigger down. This allows the weapon to be held 'at the ready,' so that flinches or a hard trigger pull won't affect the character's shot. When the character spends one full action to make a standard attack with a weapon that has the advanced aim quality – after having aimed, requiring another half action – the bonus from his aim action is increased by an additional +1 (to a total bonus +2). *Cost:* 2 picks.

Armor-Defeating* (AD): Attacks with a weapon possessing this quality ignore the target's first 10 points of hardness or damage reduction. However, the weapon tends to grossly overpenetrate, so soft targets suffer only ½ the weapon's damage (rounded up). If both the weapon and its ammunition possess the armor-defeating quality, the effects stack and attacks with the weapon/ammunition combo ignore the first 15 points of hardness damage reduction. *For more information about hard and soft targets, see page 321. Cost:* N/A.

Armor-Piercing* (AP): Attacks with a weapon possessing this quality ignore the target's first 3 points of hardness or damage reduction. If both the weapon and its ammunition possess the armor-piercing quality, the effects stack and attacks with the weapon/ammunition combo ignore

Table 9.7: Weapon Qualities

Name	Picks	Effect
Advanced Aim* (AA)	2	When the character aims and then spends one full action to attack, the bonus granted by the aim action is increased to +2
Armor-defeating* (AD)	N/A	Damage ignores first 10 points of hardness/damage reduction, soft targets suffer ½ damage (rounded up)
Armor-piercing* (AP)	N/A	Damage ignores first 3 points of hardness/damage reduction
Awkward (AK)	N/A	-2 to initiative total at start of each combat when holding/using this weapon
Battery operated (BT)	N/A	Special *(see page 325)*
Bullpup* (BP)	N/A	DCs of Spot/Search checks made to notice weapon on character increased by 1, +1 gear bonus with autofire and strafe attack checks
Coil* (CL)	N/A	Reduces Defense bonus from fighting defensively action to ½ (rounded down)
Collapsible stock (CS)	1 (firearms only)	When stock is folded, the DCs of Spot/Search checks to notice weapon on character increased by +1, character suffers -3 gear penalty with attack checks and weapon's range increment is reduced by 10 ft.
Composite body (CP)	3	Weapon (but not ammunition) invisible to metal detectors
Dependable* (DP)	2	GM must spend 1 additional action die to cause mechanical failure
Engraved (EG)	1	Any text in any language is engraved into the weapon's surface
Fast-load* (FL)	1 (firearms only)	+2 gear bonus to initiative count each time character reloads
Guard* (GD)	N/A	+2 gear bonus to Defense against melee and unarmed attacks, Two-Weapon Fighting advantages *(see page 325)*
Hook* (HK)	3 (hurled and melee weapons only)	+2 gear bonus with trip attacks *(see page 367)*
Illuminated markings (IM)	1	Weapon may be seen plainly with a tactical flashlight or UV goggles, even in total darkness
Increased durability (ID)	1	(Per modification) +3 wounds to first damage threshold, +4 wounds to second damage threshold, +5 wounds to third damage threshold, +1 lb.
Integral (IN)	N/A	One or more accessories are built into the weapon at no cost (per weapon table entry)
Long reach* (LR)	N/A	Special *(see page 325)*
Multi-part (MP)	3	Weapon may be broken into 2 or more parts, reducing its size by 1 grade
Reach* (RH)	N/A	Special *(see page 326)*
Reduced weight (RW)	2 (–10% weight)/3 (–25% weight)/	Weapon's weight reduced by 10% (for 1 pick) or 25% (for 2 picks)
Rugged (RG)	1	Weapon gains +2 hardness
Suppressed (SP)	1 (firearms only)	DCs of Listen/Spot checks made to notice weapon on character increased by 15
Sure-grip (SG)	1	+2 gear bonus when opposing disarm attempts
Takedown* (TD)	N/A	With successful attack, the target must succeed with Fortitude save (DC varies) or be knocked prone
Trap* (TP)	3 (hurled and melee weapons only)	+2 gear bonus with disarm attacks *(see page 326)*
Waterproof (WP)	2	Weapon is pressure resistant and water-tight to any practical depth
Whisper-lock* (WL)	4 (firearms only)	Special *(see page 326)*

* The character must possess the appropriate Weapon Group Proficiency feat to gain this benefit.

the first 5 points of hardness or damage reduction. *For more information about hard and soft targets, see page 321.* *Cost:* N/A.

Awkward (AK): A weapon with this quality is difficult to use. The cause of this condition is determined by the type of weapon, and may range from heavy recoil or a stiff trigger (for firearms) to poor balance or questionable design (for melee, hurled, and exotic weapons). A character using an awkward weapon suffers a one-time -2 penalty to his initiative total at the start of every combat. This modifier is applied only once, not every round. *Cost:* N/A.

Battery-Operated (BT): A weapon with this quality operates on internal batteries and may fail after extended use. It works normally for its duration, after which each time it's used without a recharge, the character must roll 1d20. This roll initially has an error range of 1. With a roll of 20, the error range increases by 1 (first to 1-2, then to 1-3, and so on). If the character rolls an error, the GM may spend one action die to cause the weapon's power to run down, requiring new batteries or a recharge before it may be used again. Replacing the weapon's batteries requires 1 full action. *Cost:* N/A.

Bullpup* (BP): A firearm with this quality places the action behind the trigger assembly, reducing the weapon's overall length. The DCs of all Spot and Search checks made to notice a bullpup weapon on a character's person are increased by +1. Further, a bullpup weapon grants a +1 bonus with all autofire and strafe attack checks. *Cost:* N/A.

Coil* (CL): Certain heavy, flexible weapons can wrap around an opponent's defenses to deliver a crushing blow even when blocked. When a character uses a weapon with this quality against a target who's fighting defensively *(see page 368)*, the target's Defense bonus granted by the fighting defensively action is reduced to ½ (rounded down). *Cost:* N/A.

Collapsible Stock (CS): A weapon with this quality features a shoulder stock that either folds or telescopes down to a discreet shape, reducing the weapon's overall length and breaking up its visual profile. When the stock is folded, the DCs for Spot and Search checks made to locate the weapon on a character's person are increased by +1. One half action is required to extend a collapsed stock. If a character fires a weapon with this quality when the stock is folded, he suffers inflicts a -3 gear penalty with all attack checks and the weapon's range increment is reduced by 10 ft. *Cost:* 1 pick (firearms only).

Composite Body (CP): A weapon with this quality is designed to pass through a metal detector without notice. Ammunition is never composite, however, so a composite weapon must be unloaded to bypass most modern Earth and like alien security stations. Composite weapons are still visible to x-ray technology and manual searches. This quality may not be applied to weapons featuring electronic accessories. *Cost:* 3 picks.

Dependable* (DP): A weapon with this quality very rarely malfunctions. When the character scores an error with it, the GM must spend one additional action die to activate a mechanical critical failure. This does not increase the action die cost for critical misses. Cost: 2 picks.

Engraved (EG): A weapon with this quality is decorated with one or more words. Nearly any text, in any language, may be engraved into the finish of a weapon. *Cost:* 1 pick.

Fast-Load* (FL): A weapon with this quality is designed to aid quick reloading. A character using a weapon with this quality gains a +2 gear bonus to his initiative count each time he spends one half action to reload *(see Fluid Initiative, page 355)*. *Cost:* 1 pick (firearms only).

Guard* (GD): A weapon with this quality grants a +1 gear bonus to the wielder's Defense against melee and unarmed attacks. If the wielder possesses the Two-Weapon Fighting feat *(see page 361)*, he may hold a weapon with this quality in his off-hand and still gain this benefit, even if he doesn't attack with it. If a character with the Two-Weapon Fighting feat holds a guard weapon in both hands, the bonuses from both weapons stack, and the character gains +2 gear bonus to his Defense. All guard weapon bonuses are lost if the character is denied his Dexterity bonus. *Cost:* N/A.

Hook* (HK): Some archaic and martial arts weapons feature a large open hook to ensnare a human limb, making it easy to pull an ensnared target off balance. A character may use a weapon with this quality to make a trip attack *(see page 367)*, for which he gains a +2 gear bonus. If the character is tripped as a result of his own trip attempt, he may drop the weapon to avoid being tripped himself. *Cost:* 3 picks (hurled and melee weapons only).

Illuminating Markings (IM): A weapon with this quality is painted with a light-sensitive coating that's invisible to the naked eye. When a tactical flashlight is pointed at the item, and when a character is wearing UV goggles, the weapon is plainly visible, even in total darkness. *Cost:* 1 pick.

Increased Durability (ID): A weapon with this quality is harder to break. This quality adds +3 wounds to the weapon's first damage threshold, +4 wounds to the weapon's second threshold, and +5 wounds to the weapon's third damage threshold. It also increases the weapon's weight by 1 lb. This quality may be added to any weapon up to three times, increasing all three damage thresholds by the listed amount and adding 1 lb. of weight to the weapon each time. All such modifications are cumulative. *Cost:* 1 pick.

Integral (IN): A weapon with this quality features one or more accessories, modifications, or other weapons. The integral quality is always followed the weapons tables by the accessories or modifications that are attached to the weapon. These items cannot be removed and may fill some or all of the weapon's accessory locations *(see page 308)*. The cost for all integral items is factored into the weapon's gear pick cost. *Cost:* N/A.

Long Reach* (LR): Some martial arts weapons use ropes, chains, or other extremely long parts to allow the wielder to attack opponents as much as 15 feet away. A weapon with this quality operates like a weapon with the reach quality in all respects (including the -5 gear penalty with attack checks made against adjacent targets), except that the free single attack is triggered by opponents crossing from more than 15-ft. away from the character to less

than 15 ft. from the character during a single move action. Opponents who remain more or less than 15 ft. away from a character are not subject to the extra single attack granted by a weapon with this quality. *Cost:* N/A.

Multi-Part (MP): A weapon with this quality may be broken down into two or more smaller parts, usually allowing it to be concealed within a briefcase or similar carrier. Breaking the weapon down requires one full action and effectively reduces the weapon's size by 1 category (e.g. from Large to Medium, from Medium to Small, or from Small to Tiny). Reassembling the weapon likewise requires one full action and returns it to its standard (operational) size. When disassembled, an item may not be used in any way (except possibly as a standard improvised weapon, and then only with the GM's permission). None of the item's other qualities or modifications have any affect until it's reassembled. *Cost:* 3 picks.

Reach* (RH): When a character carries a weapon with the reach quality and an opponent crosses from more than 10 ft. away from him to less than 10 ft. away from him during a single move action, the character receives one single attack upon that opponent *(see page 353 for more about single attacks).* This single attack is a free action, and occurs immediately, before the opponent may complete his movement. A weapon with the reach quality is less useful once an opponent closes – when the character uses a weapon with this quality to attack an adjacent target, he suffers a -5 gear penalty with his attack check. *Cost:* N/A.

Reduced Weight (RW): A weapon with this quality is unusually lightweight. *Cost:* 2 picks (the weapon's weight is reduced by 10%) or 3 picks (the weapon's weight is reduced by 25%).

Rugged (RG): A weapon with this quality continues to operate even after significant physical abuse. The weapon's hardness is increased by +2. If the weapon has no hardness rating, it gains a hardness rating of 2. *Cost:* 1 pick.

Suppressed (SP): A weapon with this quality features a built-in silencer or other means of quiet, low-key operation *(see page 319 for the suppressor equipment option).* The DCs of all Listen and Spot checks made to notice the discharge of a weapon with this quality, or to locate the origin of the discharge thereafter, are increased by 15. When a weapon possesses both this quality and the whisper-lock quality, the whisper-lock quality's effects replace those of this quality – the modifiers do not Stack. *Cost:* 1 pick (firearms only).

Sure-Grip (SG): The handle or grip of a weapon with this quality is fitted with customized pads for improved control, granting the wielder a +2 gear bonus when opposing disarm attempts. *Cost:* 1 pick.

Takedown* (TD): This weapon's combination of caliber and muzzle velocity produces a high level of kinetic transfer to human targets, sending them sprawling. When an opponent is successfully attacked by a weapon with this quality (whether the attack inflicts damage to him or not), the opponent must make a Fortitude save. This save's DC is determined as follows.

- If the attack successfully reduces the target's wounds by at least 1 (after damage reduction and hardness are applied), then the Fortitude save's DC is 10 + the damage inflicted (before damage reduction and hardness were applied).

- If the attack failed to reduce the target's wounds, then the Fortitude save's DC is equal to the damage inflicted (before damage reduction and hardness were applied).

If the target fails this Fortitude save, he is knocked prone and becomes flat-footed *(see page 354);* otherwise, he remains upright.

Cost: N/A.

Trap* (TP): A weapon with this quality features a slot or gap to catch an opponent's weapon and yank it out of his hands, granting a +2 gear bonus with disarm actions *(see page 363). Cost: 3 (hurled and melee weapons only).*

Waterproof (WP): A weapon with this quality is pressure-resistant and water-tight to any practical depth. *Cost:* 2 picks.

Whisper-Lock* (WL): This quality may be turned on or off with one half action. When the whisper-lock quality is active and a functional suppressor is attached to the weapon, the DCs of all Listen and Spot checks made to notice the weapon's discharge, or to locate the origin of the discharge thereafter, are increased by 30. This modifier only applies to attacks made in single-shot mode; all other attacks made with the weapon are unaffected. Further, this modifier replaces the +15 DC modifier from both the suppressor item and the suppressed quality – these modifiers do not stack. Finally, so long as the whisper-lock quality is active, the character must spend one half action after each attack to ready the weapon to be fired again. *Cost:* 4 picks (firearms only).

Melee Weapons

While modern combat predominantly involves firearms, your character may find himself thrust into desperate situations where you run out of ammunition or lose your gun. Further, the natives of other worlds often possess technological resources far less advanced than those of Earth.

Categories: Melee weapons are divided into two basic categories: personal melee weapons and standard melee weapons. A third category – improvised weapons – is explained in the sidebar on *page 328.*

- *Personal Melee Weapons:* This category includes not only a character's bare fist, but weapons intended to give an ordinary punch that extra "oomph," such as brass knuckles and rolls of quarters. When using a personal melee weapon, the character is considered to be making an unarmed attack (with all its inherent benefits, drawbacks, and modifiers).

- *Standard:* This category includes weapons that often cause greater damage than a character's bare hands and sometimes provide additional bonuses as well. Standard melee weapons are further grouped by their

Table 9.8: Melee Weapons

Name	Picks	Accuracy	Damage	Error	Range Threat	Increment	Ammo	Qualities	Size	Weight
Personal Melee Weapons										
T/S/M/L combatant	—	—	1/1d2/1d3/1d4**‡	—	—	—	—	—	—	—
Brass knuckles*	1	—	Special**	1	—	—	—	—	—	½ lb.
Small Standard Melee Weapons										
Bayonet*	1	—	1d6	1	20	—	—	1-h or 2-h	S	1 lb.
Butt, pistol	—	—	1d3+1**	1	20	—	—	1-h or 2-h	—	per weapon
Butt, rifle	—	—	1d6**	1–2	19–20	—	—	1-h or 2-h	—	per weapon
Club, Small*	1	—	1d4**	1	20	15 ft. (max. 45 ft.)†	—	1-h or 2-h	S	2 lb.
Garrote*	1	—	Special	1–2	—	—	—	2-h	S	—
Hatchet*	1	—	1d6	1–2	19–20	5 ft. (max. 45 ft.)†	—	1-h or 2-h	S	3 lb.
Knife	1	—	1d4	1	20	5 ft. (max. 25 ft.)†	—	1-h or 2-h	S	1 lb.
Survival knife*	1	—	1d6	1	20	5 ft. (max. 25 ft.)†	—	1-h or 2-h	S	3 lb.
Sword, Small	2	—	1d6+1	1	18–20	—	—	1-h or 2-h	S	4 lb.
Taser	2	—	1d8**	1	—	—	50	BT	S	2 lb.
Medium Standard Melee Weapons										
Club, Medium*	1	—	1d6	1	20	10 ft. (max. 30 ft.)†	—	1-h or 2-h	M	3 lb.
Chain	1	—	2d4	1–3	20	—	—	1-h or 2-h	M	10 lb.
Machete	1	—	1d8	1–2	20	—	—	1-h or 2-h	M	4 lb.
Sword, Medium	2	—	1d8	1	18–20	—	—	1-h or 2-h	M	5 lb.
Large Standard Melee Weapons										
Baseball bat	1	—	1d8	1	20	5 ft. (max. 15 ft.)†	—	1-h or 2-h	L	6 lb.
Club, Large*	1	—	1d8**	1–2	20	—	—	2-h	L	7 lb.
Hammer, sledge*	1	—	1d12	1–2	20	—	—	2-h	L	15 lb.
Quarterstaff*	1	—	1d6/1d6	1	20	—	—	2-h	L	8 lb.
Sword, Large	2	—	1d12	1–2	20	—	—	2-h	L	15 lb.
Improvised Standard Melee Weapons#										
Common item*	—	—	1d3+2**	1–2	—	—	—	1-h or 2-h	Varies	Varies
Dangerous item*	—	—	1d3+4**	1–2	—	—	—	1-h or 2-h	Varies	Varies
Flexible item*	—	—	1d3**	1–2	—	—	—	1-h or 2-h	Varies	Varies
Long item*	—	—	1d3**	1–2	—	—	—	1-h or 2-h	Varies	Varies
Thrown item*	—	—	1d3**	1–2	—	15 ft. (max. 15 ft.)	—	1-h or 2-h	Varies	Varies

* See weapon description for additional rules.

** This is subdual damage. This weapon cannot inflict normal damage.

† If a character possesses the Weapon Group Proficiency (Hurled), his Strength modifier is added to this weapon's damage when it's thrown.

‡ Huge and Colossal combatants inflict unarmed damage as described in their statistics.

size, with Small melee weapons being less effective but easily concealed, Medium melee weapons being somewhat more effective at the expense of concealability, and Large weapons being the most powerful, but virtually impossible to conceal.

Abilities: The character's Strength modifier is applied to all melee weapon attack checks. Additionally, either 1 × the character's Strength modifier or 1½ × the character's Strength modifier (rounded up) is applied to all melee weapon damage rolls *(see Basic Weapon Terms, page 323)*.

Feats: In order to properly use a personal or standard melee weapon, the character must possess the Weapon Group Proficiency (Melee) feat; otherwise he suffers a -4 penalty with all attack checks made using the weapon.

Melee Weapon Descriptions

This section contains special rules for many melee weapons (some have no special rules beyond their table entries and the general weapon rules on *page 323*, and therefore have no entry in this section).

All melee weapon entries are presented here and on *Table 9.8:* Melee Weapons in alphabetical order, by category.

Bayonet: A bayonet is similar to a knife except that it's designed to attach to the end of a rifle. When a character uses a bayonet not attached to a rifle, he uses the statistics for a knife. Further, a disarm action may not cause the character to lose a pair of brass knuckles he's wearing.

Brass Knuckles: Brass knuckles grant a +1 gear bonus to the damage rolls of your unarmed attacks.

Club: Clubs are available in a variety of shapes and sizes, from a sawn-down baseball bat to the leg of a shattered chair. Clubs come in three sizes – Small, Medium, and Large.

- Club, Small: Small clubs are less than 12 inches in length, and lighter than 3 pounds.

- Club, Medium: Medium clubs are between 12 and 24 inches in length, and between 3 and 6 pounds.

- Club, Large: Large clubs are greater than 24 inches in length, and heavier than 6 pounds.

Improvised Weapons

Occasionally, melee combat catches a character by surprise. Fortunately, most scenes are loaded with potential weapons – all a character need do is grab one. With the GM's permission, a character may at any time make a half-action Spot check to locate a suitable item that isn't typically considered a weapon (such as a folding chair, a computer scanner, or even an open door (assuming the enemy is within the door's arc). The GM determines an improvised weapon's size when it's found.

In order to properly use an improvised weapon, a character must possess the Improvised Weapon feat; otherwise he suffers a -4 penalty with all attack checks made using the weapon.

In the hands of a character possessing the Improvised Weapon feat, a chosen item may provides the following benefits, determined by its overall shape and usefulness in combat (and per the GM's discretion).

- A common item pressed into service as an improvised weapon generally grants a +2 gear bonus to Defense and damage rolls. *Examples:* 2×4, chair, helmet, laptop computer, shovel.

- A character may use a Small item to make a single hurled attack against a target within 15 ft. (even if he doesn't possess Weapon Group Proficiency (Hurled) feat). *Examples:* Statuette, plaque, book, microscope.

- Some items are inherently dangerous, but too small or fragile to block incoming attacks. These items generally grant a +4 gear bonus to the character's unarmed damage rolls. *Examples:* broken glass, hook, letter opener, screwdriver.

- Flexible and potentially confining objects may grant the character a +2 gear bonus with grapple checks, as well as a +2 gear bonus to the character's Defense. *Examples:* belt, electrical cord.

- Extremely long items tend to stick out of the character's square in two directions. When used as weapons, they grant a +2 gear bonus to Defense and prevent the wielder from being flanked. *Examples:* Bench, ladder, push broom.

Garrote: This two-handed weapon grants a +4 gear bonus to damage rolls made as part of a grapple attack *(see page 364)*. A garrote may inflict normal or subdual damage (character's choice, decided before damage is rolled).

Hammer, Sledge: When the character succeeds with an attack using a sledge hammer, the target must succeed with a Fortitude save (DC 15) or become stunned until the start of his next action *(see page 379)*. If the target suffers a critical failure with this save, he becomes stunned for 1d4 rounds.

Hatchet: A hatchet grants a +2 gear bonus with Survival checks.

Quarterstaff: When a character uses a quarterstaff to perform a trip action *(see page 367)*, he gains a +2 gear bonus with his attack check. Further, if the character is tripped as a result of his own trip attempt, he may drop the quarterstaff to avoid being tripped himself.

Survival Knife: A survival knife features a hollow handle which stores a small amount of essential survival gear, granting you a +2 gear bonus with Survival checks. Further, the back side this weapon's blade is serrated and may be used as an improvised saw.

Taser: A melee touch attack is required to attack with a taser. When this attack is successful, the victim suffers the weapon's damage and must succeed with a Fortitude save (DC 18) or become stunned for 1d8 rounds *(see page 379)*.

Hurled Weapons

Hurled weapon often represent the pinnacle of weapons technology on primitive worlds. Characters with access to modern firearms rarely use hurled weapons unless stealth is demanded.

Categories: Hurled weapons are divided into three categories: bows, grenades, and other hurled weapons.

- *Bows:* The power of a bow is directly related to its 'pull weight,' the strength required to draw it. For this reason, a character adds his Strength modifier to the damage he inflicts with any bow unless otherwise indicated. Also, a character may take the aim and/or brace actions while using a bow, gaining the usual benefits. Further, due to a bow's peculiar shape, the weapon may not be concealed while strung. An unstrung bow may potentially be hidden, gaining a concealment DC determined by its size *(see page 295)*. Stringing and unstringing a bow require one full action each unless otherwise indicated. Finally, a bow may accept optical accessories (though magnifying scopes are of little use due to the weapon's five-increment range limitation).

- *Grenades:* A grenade inflicts blast damage or a blast damage-like effect *(see page 371)*. A standard hand grenade may not be used in a grenade launcher.

- *Other Hurled Weapons:* This weapon category includes all thrown weapons not covered by one of the other two categories.

Abilities: The character's Dexterity modifier is applied to all hurled attack checks. The character's Strength modifier is applied to hurled weapon damage rolls only when noted in the weapon's description (and is never applied to damage rolls made for grenades).

Feats: In order to properly use a hurled weapon, the character must possess the Weapon Group Proficiency (Hurled) feat; otherwise he suffers a -4 penalty with all attack checks made using the weapon.

Reloading: Unless otherwise specified, reloading a bow requires one free action.

Special Note: All hurled weapons are subject to grenade-like deviation *(see page 371)*.

Hurled Weapon Descriptions

This section contains special rules for many hurled weapons (some have no special rules beyond their table entries and the general weapon rules on *page 323*, and therefore have no entry in this section).

All hurled weapon entries are presented here and on *Table 9.9:* Hurled Weapons in alphabetical order, by category.

Improvised Weapons Cont.

A character without the Improvised Weapon feat may always pick up (or throw) an item that's typically part of the scenery, but must spend one full action to ready the weapon, and only inflicts 1 point of subdual damage with it (making the option generally inferior to the character's bare hands). In some cases, the GM may allow a character without the Improvised Weapon feat to use some of the feat's benefits, or any of the benefits listed earlier in this sidebar, but such a character's damage is always reduced to only 1 point of subdual damage.

Standard statistics for all these types of improvised weapons are found on *Table 9.8: Melee Weapons (see page 327)*.

Arrow, Signal: This arrow creates an extremely loud whistling sound when fired. All characters within 1,000 ft. automatically notice this arrow's flight, and gain a +5 circumstance bonus with Listen checks made to discern its point of origin.

Ball Bearings: With a successful ranged attack check (DC 10), a character may spread 1 use of ball bearings across 1 square. Ball bearings inflict no damage. Instead, any character entering a square covered in ball bearings must suc-

Table 9.9: Hurled Weapons

Name	Picks	Accuracy	Damage	Error	Range Threat	Increment	Ammo	Qualities	Size	Weight
Bows										
Bow, compound*	2	—	per arrow + 1*	1	18–20	–20 ft./increment*	—	2-h	M	7 lb.
Bow, long*	2	—	per arrow	1	19–20	–20 ft./increment*	—	2-h	L	5 lb.
Bow, short*	1	—	per arrow	1	20	–40 ft./increment*	—	2-h	M	3 lb.
Arrows										
• Standard	1 per 100	—	1d6	—	—	100 ft. (max. 500 ft.)	—	—	—	1/10 lb. each
• Signal*	1 per 100	—	1d6**	—	—	100 ft. (max. 500 ft.)	—	—	—	1/10 lb. each
Crossbow*	2	—	per bolt	1–2	20	per bolt	—	2-h	M	6 lb.
Crossbow, heavy	3	—	per bolt + 2*	1–2	19–20	+50 ft. per increment*	—	2-h	M	9 lb.
Bolts										
• Standard	1 per 100	—	1d8	—	—	80 ft. (max. 400 ft.)	—	—	—	1/10 lb. each
Grenades							Blast Increment			
Concussion	2	—	5d4**	1–4	—	15 ft. (max. 75 ft.)	5 ft.	—	S	1/2 lb.
CS gas*	2	—	Special	1–4	—	15 ft. (max. 75 ft.)	Special*	—	S	1/2 lb.
Flash/bang*	2	—	Special	1–4	—	15 ft. (max. 75 ft.)	—	—	S	1/2 lb.
Fragmentation	2	—	2d10	1–4	—	15 ft. (max. 75 ft.)	5 ft.	—	S	1/2 lb.
Smoke*	1	—	Special	1–4	—	15 ft. (max. 75 ft.)	Special*	—	S	1/2 lb.
Other Hurled Weapons										
Ball bearings*	1 per 3	+1	Special	1–3	—	5 ft. (max. 15 ft.)	—	—	T	1/2 lb. each
Javelin	1	+1	1d6†	1–2	20	50 ft. (max. 250 ft.)	—	1-h or 2-h††	M	3 lb.
Knife, throwing	1 per 4	—	1d4†	1–2	20	20 ft. (max. 100 ft.)	—	—	S	1 lb. each
Molotov cocktail	1	—	1d4 + fire *(see page 432)*	1–4	—	5 ft. (max. 25 ft.)	2 ft.	—	S	2 lb.
Netgun*	1	—	Special	1–2	20	10 ft. (max. 30 ft.)	—	—	S	10 lb.
Rock	—	—	1†	1	20	10 ft. (max. 50 ft.)	—	—	S	1 lb.
Spear	1	—	1d8†	1–2	19–20	15 ft. (max. 75 ft.)	—	1-h or 2-h††	M	5 lb.

* See weapon description for additional rules.

** This is subdual damage. This weapon cannot inflict normal damage.

† If a character possesses the Weapon Group Proficiency (Hurled), his Strength modifier is added to this weapon's damage when it's thrown.

†† This weapon may be used as a melee weapon and is subject to the rules for one-handed and two-handed weapons (see Basic Weapon Terms, page 323).

ceed with a Reflex save (DC 15, or 20 if the character laying the ball bearings scored a critical success) or become staggered until the end of the current round. With a critical failure, the character entering the square becomes staggered and also loses his footing, falling prone. For more about the staggered and prone conditions, *see page 378.*

Bow, Compound: This modern refinement features a pair of opposing pulleys that bend the arms of the bow when the string is drawn. Once fully drawn, only minimal force is required to hold the bow ready to fire. Readying a compound bow in this fashion allows the character to perform the aim and regroup actions together as one half action. A compound bow inflicts +1 damage over other types of bows, but the range increment of an arrow fired with it is reduced by 20 ft. Stringing and unstringing a compound bow requires 5 rounds.

Bow, Long: A long bow cannot be drawn tight enough to allow the character to apply his Strength bonus, if any, to damage rolls (though the character's Strength penalty, if any, is applied). The range increment of an arrow fired with a long bow is reduced by 20 ft.

Bow, Short: A short bow's minute size allows it to be concealed more easily than other types of bows when unstrung, increasing its concealment DC by 2. The range increment of an arrow fired with a short bow is reduced by 40 ft.

Crossbow: A crossbow is loaded and reloaded using a winch, which requires one full action.

Grenade, CS Gas: CS gas is a riot control toxin designed to incapacitate targets by causing intense irritation of the eyes, nasal passages, and exposed skin. A CS gas grenade emits a 5-ft. × 5-ft. vapor cloud that disperses in 2d6 rounds in ventilated areas, or 1d6 rounds when used outdoors. Any character caught in this cloud must succeed with a Fortitude save (DC 15) or become blinded and stunned for 2d6 rounds *(see page 379).* A character wearing a gas mask is ignores the effects of a CS gas grenade.

Grenade, Flash/Bang: This grenade emits an intense flash of light and explodes with a deafening noise. Any character looking in the grenade's direction when it explodes must succeed with a Fortitude save (DC 18) or become blinded for 2d6 rounds. Additionally, any character within 10 ft. of the blast must succeed with a Fortitude save (DC 18) or become deafened and stunned for 1d6 rounds. A flash/bang grenade has no blast increment. *For more information about the blinded, deafened, and stunned conditions, see page 378.*

Grenade, Smoke: A smoke grenade emits a 5-ft. × 5-ft. vapor cloud that disperses in 2d6 rounds in ventilated areas, or 1d6 rounds when used outdoors. All characters and scenery within this cloud are considered to have one-half concealment. A smoke grenade is available in nearly any solid color, and is useful for signaling or making an area.

Netgun: With a successful attack using a netgun, the target becomes entangled *(see page 378).* The net is secured by a line to the gun, which prevents an entangled character from moving in any direction away from the attacker until he inflicts at least 5 points of normal damage on the net or succeeds with one of the following full actions.

- An Escape Artist check (DC 20).
- A Strength check opposed by the attacker.
- A Break check (DC 20).

A netgun may only be used to attack a target of Tiny to Large size, and has a maximum range of 3 increments (30 ft.).

Primitive Weapons

The SGC has discovered numerous worlds hosting primitive human civilizations, and it's not uncommon for its field teams to come into conflict with these grossly underdeveloped cultures. Though often quite crude, the weapons carried by the peoples of these cultures can be used by proficient wielders to lethal effect. With the Goa'uld's transplantation of so many early Earth cultures, all primitive weapons are based on Earth counterparts in this release. Future books may introduce new (entirely non-human) primitive weapons, as warranted by the topic material.

Categories: Primitive weapons are divided into two categories: primitive melee weapons and primitive thrown weapons.

- *Primitive Hand-to-Hand Weapons:* These weapons operate like melee weapons in every way save that they require the Weapon Group Proficiency (Primitive) feat to wield most effectively.
- *Primitive Thrown Weapons:* These weapons operate like hurled weapons in every way save that they require the Weapon Group Proficiency (Primitive) to wield most effectively.

Abilities: The character's Strength modifier is applied to all primitive melee weapon attack checks, and his Dexterity modifier is applied to all thrown primitive weapon attack checks. The character's Strength modifier is applied to all damage rolls made with a primitive melee or primitive thrown weapon.

Feats: In order to properly use a primitive weapon (whether melee or thrown), the character must possess the Weapon Group Proficiency (Melee) feat; otherwise he suffers a -6 penalty with all attack checks made using the weapon.

Reloading: Unless otherwise specified, reloading a primitive weapon that uses ammunition requires one free action.

Primitive Weapon Descriptions

This section contains special rules for many primitive weapons (some have no special rules beyond their table entries and the general weapon rules on *page 323,* and therefore have no entry in this section).

All primitive weapon entries are presented here and on *Table 9.10:* Primitive Weapons in alphabetical order, by category.

Table 9.10: Primitive Weapons

Name	Picks	Accuracy	Damage	Error	Range Threat	Increment	Ammo	Qualities	Size	Weight
Small Primitive Hand-to-Hand Weapons										
Dagger	1	—	1d4	1	19–20	5 ft. (max. 50 ft.)	—	—	S	1 lb.
Kama	1	—	1d8	—	—	—	—	—	S	2 lb.
Nunchaku	1	—	1d6	1–2	19–20	—	—	CL	S	2 lb.
Sai	1	—	1d6	1	20	—	—	GD, TP	S	2 lb.
Sickle	1	—	1d4+1	1–2	20	—	—	—	S	3 lb.
Tonfa	1	—	1d4+1	1	20	—	—	GD	S	2 lb.
Whip*	1	—	1d6**	1–2	—	15 ft. (max. 15 ft.)*	—	LR, TP	S	2 lb.
Medium Primitive Hand-to-Hand Weapons										
Axe, broad	1	—	1d8	1–2	19–20	—	—	1-h or 2-h	M	7 lb.
Flail	1	—	1d6+1	1–2	20	—	—	—	M	5 lb.
Scourge	1	+1	1d4	1–3	19–20	—	—	—	M	5 lb.
Sword, broad	2	—	1d8	1	19–20	—	—	—	M	5 lb.
Warhammer	2	—	1d8+1	1	20	—	—	1-h or 2-h	M	5 lb.
Large Primitive Hand-to-Hand Weapons										
Polearm	2	—	1d10	1–2	19–20	—	—	2-h, RH	L	14 lb.
Small Primitive Thrown Weapons										
Atlatl (dart thrower)*	1	—	1d4+1	1–3	20	40 ft. (max. 200 ft.)	—	—	S	2 lb.
Boomerang*	1	—	1d8	1-2	20	20 ft. (max. 100 ft.)	—	—	S	2 lb.
Sling	1	—	1d4	1	—	20 ft. (max 100 ft.)	—	—	S	½ lb.
Medium Primitive Thrown Weapons										
Blowgun*	1	—	1d3*	1	16–20	5 ft. (max. 25 ft.)	—	—	M	2 lb.

* See weapon description for additional rules.

** This is subdual damage. This weapon cannot inflict normal damage.

Atlatl (Dart Thrower): Designed to hunt prey using darts, an atlatl is a long, curved section of wood. A dart is rested along the atlatl's groove, and when the device is whipped forward with a flick of the wrist, the dart is sent forward at tremendous velocity. Reloading an atlatl after each shot requires one half action. When a character requisitions this weapon, he gains enough darts to last him the duration of the current mission.

Blowgun: When a character requisitions this weapon, he gains enough darts to last him the duration of the current mission. Blowgun darts are often poisoned *(see page 398)*.

Boomerang: When a character misses using a boomerang, the weapon returns to him and he may catch it as a free action with a successful Dexterity check (DC 13). If this check fails, the weapon deviates from his square according to the rules for grenade-like deviation *(see page 371)*.

Sling: When a character requisitions this weapon, he gains enough sling stones to last him the duration of the current mission.

Whip: A whip has a range increment of 15 feet and may only be used out to 1 range increment. Within this range, a character may use a whip to make a trip attack *(see page 367)*. If the character is tripped as a result of his own trip attempt, he may drop the whip to avoid being tripped himself.

Firearms

Firearms are the backbone of the SGC's weapons inventory. Whether you're covering a teammates' assault upon an enemy stronghold or reducing replicators to their component blocks, firearms are the pinnacle of small-arm weapons efficiency on Earth. Likewise, most alien weapons – devised on similar principles and for use by characters with the same basic physiology – are also included in this weapons group.

Categories: Firearms are divided into four categories: handguns, rifles, shotguns, and submachineguns, with a fifth non-weapon section devoted to ammunition.

- *Handguns:* Handguns include two sub-categories of weapon – pistols and revolvers. Pistols generally keep ammunition in a magazine, making them quick to reload, but more susceptible to malfunctions. Revolvers hold ammunition in a rotating cylinder that aligns ammunition with the firing mechanism and barrel.

- *Rifles:* Rifles include two sub-categories of weapon – assault rifles and sniper riles. Assault rifles are capable of greater rates of fire, while sniper rifles are finely tuned for maximum accuracy.

- *Shotguns:* Shotguns are categorized by their "gauge," which is a measure of their bore size. The smaller the gauge number, the larger the bore (i.e. a 10 gauge shotgun has a larger bore than a 20 gauge shotgun). The larger the bore, the larger the projectiles the shotgun fires.

- *Submachineguns:* Submachineguns (SMGs) are small, light shoulder-fired weapons that generally use pistol ammunition. They breed some of the best qualities of the pistol (size and concealability) with some of the best qualities of the rifle (high ammunition capacity and rate of fire). However, this combination is achieved at the cost of accuracy – submachineguns are difficult to control, which results in negative accuracy modifiers.

Abilities: The character's Dexterity modifier is applied to all firearm weapon attack checks. No ability score modifiers are applied to firearm damage rolls.

Feats: In order to properly use a handgun, the character must possess the Weapon Group Proficiency (Handguns) feat; otherwise he suffers a -6 penalty with all attack checks made using the weapon. In order to properly use a rifle, shotgun, or submachinegun, he must possess the Weapon Group Proficiency (Rifles) feat, or else he suffers a -4 penalty with all attack checks made using the weapon.

Recoil: All firearms are subject to recoil *(see below).*

Fire Modes: Firearms are further defined by their fire modes – the rates at which they may be fired.

- *Single-Shot Mode:* While in single-shot mode, a weapon may make standard half action attacks *(see page 353).* Unless specified otherwise in a weapon's description, a character possessing the Speed Trigger feat may fire a single-shot weapon as if it's in burst mode (even if the weapon isn't typically capable of burst mode), so long as sufficient ammunition remains.

- *Burst Mode:* While in burst mode, a weapon may make burst attacks *(see page 362).*

- *Strafe Mode:* While in strafe mode, a weapon may make either autofire or strafe attacks *(see pages 362 and 364, respectively).*

A weapon may only fire in a mode that it naturally possesses or which the character may impose upon it (e.g. with the Speed Trigger feat). Each weapon's natural fire modes are listed at the head of the weapon's category description section and on the respective tables. Switching between fire modes requires a simple flip of a switch, and is a free action unless otherwise noted.

Recoil: Many firearms possess a recoil rating, representing the chance that the weapon's "kick" will throw the user's aim off. When a character makes an autofire, burst, or strafe attack using any firearm capable of the attack, and his Strength is lower than the firearm's recoil rating, he suffers a -1 gear penalty with his attack check. When the character holds a firearm with two hands, his Strength is increased by 2 for the purposes of calculating recoil penalties.

Accessories: A firearm may usually be augmented with one or more accessories *(see page 307).* Accessories may be attached to a firearm in up to four mount locations, as defined by the weapon's category. Each firearm's available accessory mounts are listed at the head of the weapon's category description section.

Caliber/Gauge: Finally, each firearm is defined by its ammunition types (e.g. NATO, Makarov, etc.) and sizes (e.g. 9mm, .45, etc.). These are also known as the weapon's available "calibers," or in the case of a shotgun, its "gauges." Some firearms list more than one caliber or gauge – this means that there are several models of the weapon, each of which may fire one of the listed ammunition options. Unless otherwise stated, no firearm may fire more than one ammunition type and size. A firearm's caliber or gauge must be chosen when the weapon is requisitioned.

Reloading: Unless otherwise specified, reloading a handgun, rifle, or SMG requires one half action. Shotguns must be reloaded manually *(see the Reload action, page 376).*

Firearms Descriptions

This section contains special rules for many firearms. All firearm entries are presented here and on the Tables which follow.

9mm Pistol

Pistol Descriptions

A pistol is a one-handed weapon, though two hands may be used to steady the weapon, allowing the character to take the brace action without the necessary stable surface *(see page 375).*

Fire Modes: Single-shot mode only.

Accessories: Accessories may be attached to a pistol's barrel and rail mounts only *(see page 307).*

Beretta Model 92FS (Italy): The Beretta Model 92 became the U.S. Military's sidearm in 1985. This model improves on the original with a reshaped trigger guard to allow better two-hand gripping.

Colt M1911A1 (USA): By far the most successful pistol of the 20th Century, this firearm has set many standards yet to be broken. Reliable, durable, and lethal, the M1911 has incredible punch, and is known to take opponents down at even extreme pistol range.

FN Five-seveN (Belgium): The Five-seveN is FN's contribution to the next generation of pistol warfare, designed to be used in tandem with the P90 submachinegun *(see page 336)*. Both weapons use the same custom-built ammunition, a somewhat longer round than usual for pistols of this size.

Glock 17 (Austria): This semi-automatic pistol founded the broad and varied Glock family. Winning the Austrian Army Trials in 1983, the Glock 17 was adopted as the standard-issue weapon of Austrian military and law enforcement, and went on to capture the attention of similar agencies and gun enthusiasts the world over.

H&K SOCOM (USA): This enormous weapon features a customized laser aiming module with infrared capability.

Magnum Research Desert Eagle (USA): Partly due to its size but mostly due to its role in scores of Hollywood movies, the Desert Eagle is one of the most popular weapons of all time. It also has the distinction of being the first pistol tooled for the powerful .50 AE (Action Express) round, a feat considered impossible before this pistol achieved it.

Makarov 9mm (Russia): Following WWII, many countries who liked the design of the Walther PP developed their own versions of the weapon without a license. This is one such weapon, developed by the Russian military. Continuing their long tradition, the Russians rechambered the weapon to fire their own ammunition, preventing captured weapons from being used against them.

Revolver Descriptions

A revolver is a one-handed weapon, though two hands may be used to steady the weapon, allowing the character to take the brace action without the necessary stable surface *(see page 375)*.

Fire Modes: Single-shot mode only.

Accessories: Accessories may be attached to a revolver's barrel and rail mounts only *(see page 307)*. Due to the open space between a revolver's firing mechanism and the rear surface of its cylinder, a suppressor may not be attached to a revolver.

S&W Model 10 (USA): Also known as the "S&W M&P" (for "Military & Police"), this double-action revolver has been in active production for nearly 50 years and is now the standard sidearm for countless law enforcement and military personnel.

S&W Model 29 (USA): Best known as the weapon Dirty Harry carried, this double-action revolver was for many years renowned as one of the most powerful revolvers in the world.

Assault Rifle Descriptions

An assault rifle is a two-handed weapon, though it may be used in one hand with a -4 accuracy penalty with attack checks made using it.

Fire Modes: Single-shot, burst only, or strafe mode.

Accessories: Accessories may be attached to all four of an assault rifle's mounts – barrel, grip, rail, and under barrel *(see page 307)*.

Colt CAR-15 (USA): Based on the classic M16 design, this rifle was favored by Special Forces units in Vietnam, including SEAL teams. The CAR-15 may be fired in single-shot or strafe mode only.

Colt M16A3 (USA): The popular M16 was revamped in the 1980s, adding a larger barrel to accept the new SS109 cartridge designed in Belgium by FN. This gave the weapon a flatter trajectory, with less chance that bullets would tumble off course after they left the muzzle. Burst fire was also added to the weapon's fire selector, as well as a new grip and an integral dual-aperture peephole sight.

Kalashnikov AK-47 (Russia): The AK-47 has the honor of being the most copied weapon in the history of assault rifles. Literally hundreds of nations have cloned this rugged weapon over the years. What makes it so popular is its action – the tolerance is so loose that it's practically impossible to jam it up. Foreign particles just build up inside it with little effect beyond marginal accuracy loss, and only conscious neglect can cause it to fail.

Kalashnikov AK-107 (Russia): This modernized version of the AK-47 experiences increased accuracy, especially during full-automatic actions. When using this weapon, the character gains a +1 accuracy bonus with all attack checks made during autofire and strafe actions.

Sniper Rifle Descriptions

A sniper rifle is a two-handed weapon, and may not be used in one hand.

Fire Modes: Single-shot mode only.

Accessories: Accessories may be attached to all four of a sniper rifle's mounts – barrel, grip, rail, and underbarrel *(see page 307)*.

Special: A standard attack action requires one full action with a sniper rifle (in order for the character to take advantage of the weapon's increased accuracy). A sniper rifle may be fired with one half action, but its threat range becomes 20.

TABLE 9.11: FIREARMS

NAME	PICKS	RECOIL	ACCURACY	DAMAGE	ERROR	THREAT	RANGE INCREMENT	AMMO	QUALITIES	SIZE	WEIGHT
Pistols (single-shot mode only)											
Beretta Model 92/92FS (Italy)											
9mm	1	12	—	1d10+1	1-2	20	25 ft. (max. 250 ft.)	15	—	S	2 lb.
Colt M1911A1 (USA)											
.45 ACP	3	20	—	1d12	0	19–20	25 ft. (max. 250 ft.)	7	RG, TD	S	2 lb.
FN Five-seveN (Belgium)											
5.7x28mm	2	0	—	1d10+1	1	20	25 ft. (max. 250 ft.)	20	AP	S	2 lb.
Glock 17 (Austria)											
9mm P	3	14	—	1d10+1	1	20	25 ft. (max. 250 ft.)	19	AA, CP	S	1 lb.
H&K SOCOM (USA)											
.45 ACP	4	19	—	1d12	1	19–20	25 ft. (max. 250 ft.)	12	TD, WL IN laser sight	S	3 lb.
.45 ACP (subsonic)	4	15	—	1d12	1	19–20	25 ft. (max. 250 ft.)	12	WL, IN laser sight, IN suppressor	S	4 lb.
Magnum Research Desert Eagle (USA)											
.357 Magnum	3	15	—	3d4+1	1–2	19–20	30 ft. (max. 300 ft.)	9	—	S	4 lb.
.44 Magnum	4	23	—	3d4+1	1–2	19–20	35 ft. (max. 350 ft.)	8	TD	S	4 lb.
.50 A.E.	5	25	—	3d6+1	1–2	19–20	45 ft. (max. 450 ft.)	7	TD	S	4 lb.
Makarov 9mm (Russia)											
9mm Makarov (subsonic)	1	0	—	2d4	1	20	20 ft. (max. 200 ft.)	8	IN suppressor	S	2 lb.
Revolvers (single-shot mode only)											
S&W Model 10 (USA)											
.38 Special	2	10	—	1d8+1	0	20	20 ft. (max. 200 ft.)	6	DP	S	2 lb.
S&W Model 29 (USA)											
.44 Magnum	4	23	—	3d4+1	0	19–20	35 ft. (max. 350 ft.)	6	TD	S	4 lb.
Assault Rifles (single-shot, burst, or strafe mode)											
Colt CAR-15 (USA)											
5.56x45mm NATO	4	0	—	4d4	1–2	20	125 ft. (max. 1250 ft.)	30	CS, no burst mode	L	7 lb.
Colt M16A3 (USA)											
5.56x45mm NATO	4	0	—	4d4	1–2	20	125 ft. (max. 1250 ft.)	30	no strafe mode	L	9 lb.
Kalashnikov AK-47 (Russia)											
7.62x39mm Soviet	6	0	—	3d6	1	19–20	150 ft. (max. 1500 ft.)	30	DP, RG	L	9 lb.
Kalashnikov AK-107 (Russia)*											
5.45x39.5mm Soviet	6	13	+1*	3d6+1	1–2	20	175 ft. (max. 1750 ft.)	30	CS, DP	L	8 lb.
Sniper Rifles (single-shot mode only)											
Barrett M82A1 'Light Fifty' (USA)											
.50 BMG	8	17	—	2d12+2	1–2	17–20	375 ft. (max. 3750 ft.)	10	AP, TD	L	28 lb.
Dragunov SVU (Russia)											
7.62x54mm Soviet	4	17	+1	1d8+2	1–2	19–20	75 ft. (max. 750 ft.)	10	BP, IN 6x telescopic sight, IN suppressor	L	10 lb.

* See weapon description for additional rules.

Table 9.11: Firearms (Cont.)

Name	Picks	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Ammo	Qualities	Size	Weight
Shotguns (single-shot mode only)											
Benelli M1 Super 90 (Italy)*											
20 gauge shot	5	0	—	4d4+1	1–3	20	15 ft. (max. 75 ft.)	7	single-shot, burst, or strafe mode*	L	7 lb.
20 gauge slug	5	10	—	4d4+2	1–3	19–20	20 ft. (max. 100 ft.)	7	single-shot, burst, or strafe mode*	L	7 lb.
Franchi SPAS-15 (Italy)											
12 gauge shot	5	16	—	5d4	1–2	20	30 ft. (max. 150 ft.)	6	CS, DP, RG	L	9 lb.
12 gauge slug	5	19	—	2d12	1–2	19–20	30 ft. (max. 150 ft.)	6	CS, DP, RG	L	9 lb.
Gurza KS-23 (Russia)											
23mm shot	7	25	—	6d4+1	1–2	18–20	35 ft. (max. 175 ft.)	3	AD, AK, SG	L	9 lb.
23mm slug	7	25	—	5d6	1–2	18–20	40 ft. (max. 200 ft.)	3	AD, AK, SG	L	9 lb.
Ithaca MAG-10 Roadblocker (USA)*											
10 gauge shot	6	23	—	5d4+2	1–3	19–20	35 ft. (max. 175 ft.)	2	—	L	11 lb.
10 gauge slug*	6	25	—	3d8+1	1–3	19–20	40 ft. (max. 200 ft.)	2	AP*	L	11 lb.
Winchester 1300 (USA)											
12 gauge shot	5	22	—	5d4	1–2	20	30 ft. (max. 150 ft.)	7	IN detachable bayonet	L	7 lb.
12 gauge slug	5	25	—	2d12	1–2	19–20	30 ft. (max. 150 ft.)	7	IN detachable bayonet	L	7 lb.
Submachineguns (burst or strafe mode only)											
CZ Scorpion (Czechoslovakia)											
9mm Makarov	1	0	–1	2d4	1–2	20	25 ft. (max. 250 ft.)	30	CS, single-shot, burst, or strafe mode	M	3 lb.
.380 ACP	1	0	–1	1d8	1–2	20	20 ft. (max. 200 ft.)	30	CS	M	3 lb.
.32 ACP	1	0	–1	1d6+1	1–2	20	20 ft. (max. 200 ft.)	30	CS	M	3 lb.
FN P90 (Belgium)											
5.7x28mm	5	0	–1	1d10+1	1–2	19–20	30 ft. (max. 300 ft.)	50	AP, BP, RG, single-shot, burst, or strafe mode IN day/night sight	M	6 lb.
H&K MP5A3 (Germany)											
9mm P	4	0	–1	1d10+1	1–2	20	30 ft. (max. 300 ft.)	30	CP, CS, DP, single-shot, burst, or strafe mode, IN suppressor	M	5 lb.
Ingram MAC-10 (USA)											
9mm P	1	0	–2	1d10+1	1–2	20	30 ft. (max. 300 ft.)	30	—	M	6 lb.
.45 ACP	2	13	–2	1d12	1–2	19–20	30 ft. (max. 300 ft.)	30	TD	M	6 lb.

* See weapon description for additional rules.

Barrett M82A1 'Light Fifty' (USA): The M82A1 is one of the most recognizable big bore weapons ever made. It's appeared in movies, books, and TV shows, and is wildly popular in computer games. In practice, the weapon can drop almost anyone and disable almost anything not protected by heavy armor of some kind.

Dragunov SVU (Russia): In 1996, Dragunov updated its SVD model, converting it to a bullpup configuration and adding several accessories, including a standard suppressor attached to the barrel mount and a telescopic sight attached to the rail mount. The Dragunov SVU is used primarily by Russian Internal Affair Ministry forces and Chechnyan OMON forces (the Russian Police Detachment of Special Designation, a reserve force deployed under special circumstances and in especially dangerous hot spots).

Shotgun Descriptions

A shotgun is a two-handed weapon, and may not be used in one hand.

Fire Modes: Single-shot mode only.

Accessories: Accessories may be attached to a shotgun's barrel, grip, and rail mounts only *(see page 307).*

Special: A shotgun may fire either shot or slugs. The choice of ammunition type alters the shotgun's basic mechanics *(see page 332).*

Further, the Increased Precision and Precise Shot feats have no effect upon attacks with shotguns.

Finally, shotguns are notoriously dangerous when bystanders, hostages, or even teammates and allies are located anywhere near the line of fire. Whenever the character scores an error with a shotgun attack against a target located adjacent to one or more bystanders, the GM may spend 2 action dice to activate the critical miss as a successful attack against one bystander adjacent to the target. If the bystander is located within the same square as the target (e.g. they're grappling), this critical failure may be activated at a cost of only 1 action die.

Benelli M1 Super 90 (Italy): This inertia-recoil bolt shotgun is arguably the fastest semi-automatic shotgun on the market today. A highly skilled user can unload all seven shots before the first shell hits the ground. This weapon may be fired in single-shot, burst, or strafe mode. Each burst attack uses up only 2 shots (whether the burst action is wide or narrow).

Franchi SPAS-15 (Italy): This modern update of the popular SPAS-12 allows the character to switch from gas to manual operation for specialty ammunition and to clear jams, and from pump action to semi-automatic fire. It also features two swap-out stocks (solid and wire-frame), several barrel attachments, and a detachable box magazine. None of these features have mechanical effects beyond the weapon's basic statistics on *Table 9.11.*

Gurza KS-23 (Russia): This powerful pump-action shotgun is designed to punch through heavy protection, including vehicle armor and reinforced doors.

Ithaca MAG-10 Roadblocker (USA): One of very few semi-automatic 10-gauge shotguns in existence, the Ithaca MAG-10 Roadblocker is specially built for police use and to disable vehicles (with a 10-gauge slug, it can punch entirely through nearly any civilian car's engine block). The MAG-10's large shells preclude high ammunition capacity (it carries only two shots at a time), but the weapon makes up for this with sheer stopping power. When firing slugs, this weapon gains the armor-piercing quality.

Winchester 1300 (USA): The Winchester 1300 features a detachable bayonet and a heat shield around the barrel.

Submachinegun Descriptions

A submachinegun is a two-handed weapon, and may not be used in one hand.

Fire Modes: Burst or strafe mode only.

Accessories: Accessories may be attached to a submachinegun's barrel and grip mounts only *(see page 307).*

CZ Scorpion (Czechoslovakia): Common amongst Eastern-block Mafia, the Scorpion breaks the rules for a submachinegun and may be fired in single-shot, burst, or strafe mode.

FN P90 Personal Defense Weapon (Belgium): This original submachinegun was built for military use and is illegal in the civilian sector. Its construction was precipitated by the observation that about two-thirds of an army – vehicle crews, officers, cooks, and other support personnel – didn't carry a rifle, nor did they need to. This bullpup SMG was devised to arm them.

P90

The P90's clear plastic magazine runs parallel to the weapon's barrel and interlocks with the gun via a turntable-like device that rotates the bullets 90 degrees, aligning them with the bore and feeding them into the path of the bolt.

Perhaps the greatest strength of the P90 is its armor-penetrating ability, which has been publicly demonstrated in several high-profile counter-terrorist operations. This trait has earned the P90 a place in the armories of many Special Forces units, including the SGC.

H&K MP5A3 (Germany): Featured in dozens if not hundreds of films, TV shows, and books both high-profile and low-budget, the MP5 (Maschinepistole 5) took Hollywood by storm in the 1990s. Today, the MP5 has a permanent home in pop culture, and is the first weapon many people consider when they think of SMGs. In practice, the MP5 is used by police and soldiers alike, due in no small part to its highly modular design, which can accept nearly any peripheral with ease. It can also be disassembled without tools – a powerful bonus when away from home, or trapped behind enemy lines.

Ingram MAC-10 (USA): This compact recoil-operated submachinegun packs an incredible amount of firepower into a small package. Capable of firing 1100-1600 rounds per minute, the only thing that kept the MAC-10 from achieving a permanent place in the hands of world militaries was the dissolution of Ingram, Inc., its manufacturer. The MAC-10 is still popular with certain urban Special Forces teams and "building sweepers."

Firearms Ammunition

Firearms are requisitioned empty, and unless otherwise stated, all ammunition – including the first load – must be requisitioned separately. Magazines are free and come with ammunition requisitioned. This section describes all types of firearms ammunition commonly found in the *Stargate SG-1* setting.

Categories: Firearms ammunition is divided into two categories: bullets and shells.

- *Bullets:* Bullets are used in handguns, rifles, and SMGs (and may not be used in shotguns). Unless otherwise stated, all handguns and SMGs may share bullets of the same caliber (e.g. a .45 ACP handgun and a .45 ACP SMG may swap ammunition freely). Rifle bullets are longer, and may not be used in handguns or SMGs, or vice versa.

- *Shells:* Shells are used in shotguns (and may not be used in handguns, rifles, and SMGs).

Caliber/Gauge: As discussed under Firearms *(see page 331)*, each firearm is defined by its ammunition types and sizes (a handgun, rifle, or SMG's "caliber," or a shotgun's "gauge"). Once again, unless otherwise stated, no firearm may fire more than one ammunition type and size, and a firearm's caliber or gauge must be chosen when the weapon is requisitioned.

Mixing Ammunition: Unless otherwise specified *(see tracer ammunition in the next column)*, a character may never mix ammunition within one magazine/clip.

Firearms Ammunition Descriptions

This section contains special rules for many ammunition types. All ammunition entries are presented here and on *Tables 9.12* in alphabetical order, by category.

Some ammunition affects hard and soft targets differently – *for more information about hard and soft targets, see page 321.*

Bullet Types

Unless otherwise stated, the following ammunition types may only be requisitioned for handguns, rifles, and SMGs.

Armor Piercing (AP): When a character uses a firearm loaded with armor piercing ammunition, the target's damage reduction is reduced by 2 (to a minimum of 0).

Blank: When a character uses a firearm loaded with blanks, he inflicts no damage unless he performs a coup de grace action *(see page 362)*, in which case he inflicts only ½ the weapon's standard damage (rounded down).

Full Metal Jacket (FMJ): Also known as "military ball," this is the most common bullet type – unless otherwise specified, all handguns, rifles, and SMGs are assumed to be loaded with FMJ ammunition. There are no special rules for using FMJ ammunition.

Hollow Point: The nose of a hollow point bullet features a small cavity, which mushrooms out when the round strikes a target. This rips large holes in soft, unarmored targets, but has virtually no effect on hard targets, such as body armor. When a character uses a firearm loaded with hollow point bullets, he inflicts an additional +3 damage per successful hit, but his error range is also increased by 1. A hard target suffers no damage from a firearm attack using hollow point bullets *(though if the target is wearing armor, he still suffers 2 points of subdual damage due to bruising – see page 379)*.

Safety Slugs (SS): A safety slug is a low powered bullet designed not to damage scenery, offering minimum penetration at the expense of limited damage potential. Sample scenarios in which safety slugs are useful include airplane interiors during flight and storming enemy strongholds where hostages are being held.

When a character uses a firearm loaded with safety slug ammunition, he suffers a -2 gear penalty to each damage die rolled (to a minimum of 1 damage per damage die). Further, when a character uses a pistol or SMG loaded with safety slug ammunition, his error range is increased by 1 (e.g. an error range of 1 becomes 1-2). Finally, the target's damage reduction (if any) is doubled against these bullets.

Tracer (T): The tip of a tracer bullet is coated with phosphorus that ignites when fired, enabling the character to view where the rounds are impacting and adjust his fire accordingly.

Tracer ammunition is not commonly used on its own, but mixed into a magazine of either FMJ or AP ammunition. When 1 out of every 10 bullets in a magazine containing either of these ammunition types is replaced with a tracer round, a character using a firing loaded with the magazine gains a +2 gear bonus with his attack checks (in addition to the effects of either full metal jacket or armor piercing ammunition). Tracer bullets may not be used in conjunction with blanks, hollow point bullets, or safety slugs.

Tracer bullets may only be used in rifles and SMGs.

Shell Types

Unless otherwise stated, the following ammunition types may only be requisitioned for shotguns.

Blank: When a character uses a shotgun loaded with blank shells, he inflicts no damage unless he performs a coup de grace action *(see page 362)*, in which case he inflicts only ½ the weapon's standard damage (rounded down).

Table 9.12: Firearms Ammunition

Ammunition Type	Picks	Effect
Bullets		
Armor piercing (AP)	3 per 100 shots	Target's damage reduction reduced by 2 (minimum 0)
Blank	1 per 200 shots	½ damage during coup de grace action (rounded down), no damage otherwise
Full metal jacket (FMJ)	1 per 100 shots	No modifiers
Hollow point	1 per 50 shots	Firearm's error range increased by 1, +3 damage per hit (no damage to hard targets)
Safety slugs (SS)	1 per 100 shots	-2 to damage per damage die (minimum 1 damage per damage die), target's damage reduction is doubled, pistol or SMG's error range is increased by 1
Tracer (T)	1 per 50 shots	+2 gear bonus with attack check, may only be used with rifles and SMGs
Shells		
Blank	1 per 200 shots	½ damage during coup de grace action (rounded down), no damage otherwise
Non-lethal	1 per 100 shots	Inflicts subdual damage, shotgun gains the takedown quality
Shot	1 per 100 shots	Special *(see page 338)*
Slug	1 per 100 shots	Shotgun gains the takedown quality

Non-Lethal: A non-lethal shell contains plastic or rubber pellets intended for crowd control. When a character uses a shotgun loaded with non-lethal shells, his attacks gain the takedown quality. Further, he may only inflict subdual damage. He does not suffer the standard attack check penalty for converting normal to subdual damage.

Shot: Shot shells are loaded with dozens of small projectiles designed to tear through soft (and preferably fleshy) targets. This is the most common shell type – unless otherwise specified, all shotguns are assumed to be loaded with shot shells. When a character uses a shotgun loaded with shot shells, the following effects apply.

- The character's damage values are reduced by 1d4 for each range increment the attack travels.

- The character may choose to attack two targets with each shot. These targets must be adjacent to one another and must both be within the character's line of sight. The character makes an attack check against each of the targets as standard, though his damage value is reduced by 1d4 against both targets (in addition to the damage reduction suffered for range). This attack option is not available when the character makes an autofire or strafe attack.

Slug: Slugs are single projectiles (the shotgun equivalent of bullets). Commonly used for hunting, slugs are also good for use against barricades and for forced entry. When a character uses a shotgun loaded with slugs, his attacks gain the takedown quality.

Tactical Weapons

Tactical weapons are field support gear, intended to sweep clean entire sectors of enemy space – usually of everything, including personnel, vehicles, and buildings. Some tactical weapons, like the horrifying flamethrower, focus their devastating might on people rather than scenery, but this is the exception rather than the rule. Tactical weapons are the SGC's most carefully fielded resource, used only in direct conflict with clear threats to the Earth.

Categories: Tactical weapons are divided into four categories: flamethrowers, grenade launchers, machineguns, and rocket launchers, with a fifth non-weapon section devoted to ammunition.

- *Flamethrowers:* Flamethrowers are typically comprised of a backpack frame (into which a fuel canister is loaded) and a long nozzle with a trigger assembly. This design can inflict awesome damage on a target character or surrounding scenery, but is also quite susceptible to accidents and enemy attacks.

- *Grenade Launchers:* Grenade launchers include two sub-categories – standalone models (which may be used on their own) and underbarrel models (which are attached to an assault rifle's underbarrel mount). Both models are difficult to aim, but cause significant devastation.

- *Machineguns:* Machineguns are fully automatic weapons designed to provide massive amounts of firepower for a sustained period.

- *Rocket Launchers:* Rocket launchers are man-portable, shoulder-fired weapons that direct high-power explosive rockets across remarkable distances. They have little recoil, but their large "backblast" area can give away an otherwise well-concealed position.

Abilities: The character's Dexterity modifier is applied to attack checks made with all tactical weapons included in this book. No ability score modifiers are applied to tactical weapon damage rolls.

Feats: In order to properly use a tactical weapon, the character must possess the Weapon Group Proficiency (Tactical) feat; otherwise he suffers a -4 penalty with all attack checks made using the weapon.

Recoil: Many tactical weapons possess a recoil rating, representing the chance that the weapon's "kick" will throw the user's aim off. When a character makes an autofire, burst, or strafe attack using any tactical weapon capable of the attack, and his Strength is lower than the weapon's recoil rating, he suffers a -1 gear penalty with his attack check. When the character holds a tactical weapon with two hands, his Strength is increased by 2 for the purposes of calculating recoil penalties.

Reloading: Unless otherwise specified, reloading a flamethrower or machinegun requires one full action. Grenade launchers and rocket launchers must be reloaded manually *(see the Reload action, page 376).*

Tactical Weapon Descriptions

This section contains special rules for many tactical weapons (some have no special rules beyond their table entries and the general weapon rules on *page 323*, and therefore have no entry in this section).

All tactical weapon entries are presented here and on *Table 9.13:* Tactical Weapons in alphabetical order, by category.

Flamethrowers

A flamethrower is a two-handed weapon, and may not be used in one hand.

Fire Modes: Single-shot or strafe mode only *(see the next column).*

Accessories: Accessories may not be attached to a flamethrower.

Special: When a character makes an attack using a flamethrower, he gains a +1 bonus with his attack check for each previous consecutive action during which he's used the weapon to attack the same target (e.g. when a character's uses three consecutive actions to attack one target with a flamethrower, he gains a +3 bonus with his fourth consecutive attack against the same target). Also, any target successfully hit by a flamethrower may catch fire *(see page 432).*

Unless otherwise specified, a flamethrower may only be fired in single-shot or strafe mode, and may not be used for autofire or burst actions (even if the character possesses the Speed Trigger feat or a similar ability). When a flamethrower is used to perform a cover fire or suppressive fire action *(see pages 362 and 365, respectively)*, it uses up 3 shots.

This vast pyrotechnic fury doesn't come without risk, however – when an opponent scores a critical hit against a character wielding a flamethrower, he may spend two extra action dice to target a vulnerable spot on the weapon. In this case, the opponent's attack inflicts no damage unless it's a blast weapon (in which case, the character is subject to the blast damage as standard), but it causes the flamethrower to discharge. The character suffers damage as if he was hit by the flamethrower himself and the weapon is ruined.

Finally, if at any time the flamethrower's damage threshold rises to 4 *(see page 295)*, the weapon explodes, inflicting a base damage value of 2d6, plus an additional 1d6 per shot remaining in the weapon, with a blast increment of 5 ft. (1 square).

LPO-50 (Russia): This Russian torch was the standard Warsaw Pact flamethrower until very recently, and is still in use by many Warsaw Pact countries today.

M9A1 (USA): Though out of service since the Geneva Convention mandate, this flamethrower is still fielded by many current and former U.S. and NATO allies.

Assault Rifle with Grenade Launcher

Grenade Launchers

A grenade launcher is a two-handed weapon, and may not be used in one hand. Unlike other two-handed weapons, an underbarrel grenade launcher may be used in the same two hands as the rifle to which it's attached.

Fire Modes: Single-shot mode only *(see the next column)*.

Accessories: Accessories may not be attached to a grenade launcher.

Special: Grenade launchers are difficult to aim. When a character makes an attack using a grenade launcher, he suffers a -1 accuracy penalty with all attack checks made using the weapon.

A grenade launcher's damage, error, threat, and blast increment values are determined by its ammunition *(see page 340)*.

Grenade launchers inflict blast damage and are subject to grenade-like deviation *(see page 371)*.

Unless otherwise specified, a grenade launcher may only be fired in single-shot mode, and may not be used for autofire, burst, or strafe actions (even if the character possesses the Speed Trigger feat or a similar ability). A grenade launcher must be reloaded after every shot, a task requiring one half action unless the character possesses the Quick Reload feat *(see page 251)*.

Finally, when a character makes an attack while carrying a rifle with an underbarrel grenade launcher, he must specify which of the two weapons he uses during each action.

Colt M203 (USA): This pump-action grenade launcher may be carried and used as a standalone model or attached to the underbarrel mount of any assault rifle.

Machineguns

A machinegun is a two-handed weapon, and may not be used in one hand.

Fire Modes: Strafe mode only.

Accessories: Accessories may be attached to all four of a machinegun's mounts – barrel, grip, rail, and underbarrel *(see page 207)*.

Kalashnikov PK (Russia): One of the most widely duplicated general-purpose machineguns in the world, the gas-operated, belt-fed, bipod-mounted PK design is seen in Bulgaria, China, Poland, and Romania. Made with machined and stamped parts, this weapon strikes a nice balance between durability, functionality, and portability.

Maremont M60E4 LMG (USA): The M60E4 is a lightened and improved version of the original M60 series, which was plagued by malfunctions and poor troop reception throughout its tenure with the U.S. military.

Rocket Launchers

A rocket launcher is a two-handed weapon, and may not be used in one hand.

Fire Modes: Single-shot mode only *(see below)*.

Accessories: Accessories may not be attached to a rocket launcher.

Special: Rocket launchers are difficult to aim. When a character makes an attack using a rocket launcher, he suffers a -2 accuracy penalty with all attack checks made using the weapon.

A rocket launcher's damage, error, threat, and blast increment values are determined by its ammunition *(see page 340)*.

Rocket launchers inflict blast damage and are subject to grenade-like deviation *(see page 371)*.

Unless otherwise specified, a rocket launcher may only be fired in single-shot mode, and may not be used for autofire or burst actions (even if the character possesses the Speed Trigger feat or a similar ability). A rocket launcher must be reloaded after every shot, a task requiring one half action unless the character possesses the Quick Reload feat *(see page 251)*.

Finally, when fired, a rocket launcher gives off significant 'backblast' (smoke and discharge from the rear of the weapon and in some cases trailing behind the rocket to its target as well). Consequently, anyone looking in the charac-

Table 9.13: Tactical Weapons

Name	Picks	Accuracy	Damage	Error	Threat	Range Increment	Blast Increment	Ammo	Qualities	Size	Weight
Flamethrowers (single-shot or strafe mode only)											
LPO-50 (Russia)	5	—	2d8+fire	1–3	20	15 ft.	— (max. 75 ft.)	6	—	L	50 lb.
M9A1 (USA)	4	—	2d6+fire	1–2	—	15 ft.	— (max. 75 ft.)	10	—	L	50 lb.
Grenade Launchers (single-shot mode only)											
Colt M203 (USA)	4	–1	per grenade@	per grenade@	per grenade@	50 ft. grenade@	per grenade** (max. 500 ft.)	1	—	L	4 lb.
Machineguns (burst or strafe mode only)											
Kalashnikov PK (Russia)	7	—	2d10+1	1–3	19–20	175 ft.	— (max. 1750 ft.)	100	RG	L	20 lb.
M60E4 LMG (USA)	6	—	4d4+2	1–4	19–20	150 ft.	— (max. 1500 ft.)	100	—	L	23 lb.
Rocket Launchers (single-shot mode only)											
Stinger IV (USA)*	4	–2	3d10+2	1–3	—	400 ft.	10 ft. (max. 4000 ft.)	1	AP	L	13 lb.

* See weapon description for additional rules.

** A grenade launcher may not be loaded with hand grenades – see Table 9.14 for a list of grenade launcher ammunition.

Table 9.14: Tactical Weapon Ammunition

Ammunition Type	Picks	Effect
Flamethrower Ammunition		
Fuel canister	1 per 4 full fuel canisters	Each full canister provides the flamethrower's full ammunition capacity
Grenade Launcher Ammunition		
Concussion	1 per grenade	Per concussion hand grenade, with a damage value of 6d4
CS Gas	1 per grenade	Per CS gas hand grenade, with a 10-ft. x 10-ft. vapor cloud
Flash/bang	1 per grenade	Per flash/bang hand grenade, with a Fortitude save (DC 20)
Fragmentation	1 per grenade	Per fragmentation hand grenade, with a damage value of 2d10+4
Smoke	1 per grenade	Per smoke hand grenade, with a 10-ft. x 10-ft. vapor cloud
Machinegun Ammunition		
Bullets	per bullet type *(see Table 9.12)*	per bullet *(see Table 9.12)*
Rocket Launcher Ammunition		
Stinger IV rocket	2 per rocket	Each rocket provides one reload for the Stinger IV only

ter's direction when or after he fires a rocket launcher gains a +4 circumstance bonus with Spot checks made to notice the character's location. This bonus increases to +10 at night.

Hughes Stinger IV Anti-Aircraft Missile Launcher (USA): First fielded by British SAS troops during the Falklands conflict, this laser-guided rocket system may be configured to fire rockets at "fast-burn," producing high speeds for use against air targets, or at a slower burn for use against ground units. The Stinger's unique computer system operates all aspects of target acquisition and rocket launch, including in-flight control of the missile via passive IR and UV tracking. Stinger missiles have been adapted to many other weapons systems, but the original platform remains one of the strongest tactical weapons available. The Stinger IV uses a proprietary rocket that may not be used in other launchers; neither may the Stinger IV be loaded with other rocket types.

Tactical Weapon Ammunition

Tactical weapons are requisitioned empty, and unless otherwise stated, all ammunition – including the first load – must be requisitioned separately. All rules for tactical weapons ammunition are found on *Table 9.14 (see above).*

Categories: Tactical ammunition is divided into three categories: fuel canisters (for flamethrowers), tactical grenades (for grenade launchers), and rockets (for rocket launchers). Machineguns are loaded with standard bullets *(see page 337).*

The Weapon Tables

This section provides the summarized game information for all weapons found in this chapter, gathered into categories for easy comparison and reference. All weapon costs and some rules are found only on this table.

The various weapon tables contain the following data.

Picks: This is the item's cost, in gear picks.

Accuracy: When an accuracy modifier is listed in this column, it's applied with all attack checks made using the weapon.

Damage: When a character succeeds with an attack using the weapon, he inflicts the damage listed in this column.

Error (Range): When the character's natural attack check equals a number listed in this column, he scores an error *(see page 361)*.

Threat (Range): When the character's natural attack check equals a number listed in this column, he scores a threat *(see page 360)*.

Range (Maximum Range)/Duration: Hurled and propelled weapons are subject to penalties inflicted by range *(see page 351)*. The weapon's range increment is listed in this column, followed by its maximum range in parentheses.

Ammo: This column lists the weapon's ammunition supply when fully loaded.

- *Blast Increment:* Within the Grenades hurled weapon category, the Ammo column is replaced with the Blast Increment column, which provides information necessary to calculate the grenade's blast radius *(see page 371)*.

Qualities: This column lists any weapon qualities the item typically possesses. As described on *page 324*, the character may add one or more qualities to most weapons (per the GM's discretion).

Size: This column lists the item's size, which interacts with a character's size and handedness to determine how the character's Strength is applied to damage rolls made using the weapon *(see page 352)*.

Weight: This column lists the item's weight in pounds. The total weight of all gear a character carries determines encumbrance *(see page 286)*.

Special Note: To conserve space, some columns change from one equipment category to the next. Always observe the column headers to make sure you're reading the table correctly.

Resources

Resource points represent a character's 'pull' with his superiors and colleagues at the SGC, who can provide the character's team with technologically advanced items, expensive standard-issue gear, and some non-gear mission benefits. In the *Stargate SG-1* core release, there are two types of resources – SGC support and alien devices.

- *SGC Support:* These resources are granted by the SGC's standing as a secret branch of the U.S. military, and include crash course training, drone use, and advance reports from NPC teams sent through the Stargate before the current mission. Stargate priority is also included in this resource category.
- *Alien Devices:* These resources are gained every day by the SGC's field teams and research staff, who diligently work to adapt off-world technologies and discoveries made beyond the gate to the organization's current goals.

Additional resource types and new options within these two categories will be released in forthcoming *Stargate SG-1* supplements.

During the Gearing Up phase of each mission, a character may spend any number of his resource points to requisition one or more of these options. Any number of the character's resource points may be saved until later in the mission, though the character must spend one action die each time he wishes to requisition a resource after the Gearing Up phase. Unlike other bundles and gear picks, a character's resource points may be combined with those of his teammates to requisition more expensive resource options *(see page 279)*.

Some resources contain complications that may crop up under certain circumstances. These are potential negative ramifications and outcomes that occur randomly or as a result of the characters' actions after they requisition the resource. Each complication's mechanics are different, and detailed within the appropriate resource descriptions.

The GM may always deny a resource request, returning any action dice spent to secure it.

SGC Support

Once requisitioned, each of the following resource options is retained for the duration of the current mission. GMs and players seeking additional SGC support options outside those presented in the official *Stargate SG-1* product line should consider the intelligence resources presented in the *Spycraft Faceman/Snoop Class Guide* and the *Shadowforce Archer Chamber Books*.

Advance Team Reports

Only a few SG teams are assigned first contact and exploration missions. Most are brought into a mission chain after these bold initial groups fulfill their mission parameters. When a character or team spends a number of resource points as determined by Table 9.15: Advance Team Costs *(see below)*, they gain access to intelligence provided by one of these advance teams.

As usual, the GM may determine that this resource is unavailable, either because the designated world has never been explored before (i.e. the characters are the advance team) or because

The requisitioned advance team is generally less capable than the characters' team (or they'd complete the subsequent mission themselves), but they can still provide helpful information. The team doesn't provide significant intelligence about one target world, site, or individual, but rather a general survey of one world, city, or geographic region, including an estimate of which areas are safe and which aren't, possible escape routes in the event of a botched operation, points of interest, and local culture that can help the team blend in.

An advance team is always composed of 1 soldier, 2 scouts, and 1 scientist, each possessing a character level equal to ½ that of the lowest-level character on the requisitioning team (rounded down). Each of the advanced team's characters is equipped with 1 standard SG team bundle and 1 other bundle appropriate to its original scouting mission parameters. Under no circumstances does any advance team character participate in direct operations or appear "on-screen" unless a complication occurs *(see below)*. The advance team functions in a strictly auxiliary capacity.

Requisitioning an advance team immediately generates a field report that grants the character team a +2 gear bonus with all Cultures and Disguise checks made to blend into the designated locale, as well as all Survival checks made to navigate through or endure the environment.

Further, the advance team remains on-site in the area until the player team leaves. They do *not* remain in direct contact with the player characters, but relay radio updates every 4 hours. Each time an advance team is scheduled to call in, the GM may spend up to two action dice to delay the team's report by two hours per die spent. This delay may later be revealed as weather interference, nearby enemy troop movements, or fear that the signal might be intercepted by neutral or hostile parties, per the GM's discretion and the conditions of the mission.

Whenever the advance team calls in, the GM makes a Gather Information check for them, the result of which determines the information the team provides, as shown on Table 9.16: Intelligence Offered *(see page 345)*.

Additionally, the advance team provides pertinent terrain data (e.g. basic technological levels, population centers, natural pitfalls and predators, and other "fixed" information) out to a number of miles from its current position equal to the Gather Information check result. At the GM's discretion, the first time the advance team contacts the characters, it may provide pertinent terrain data out from the Stargate as well.

These results are guidelines. The GM is encouraged to be creative when providing information that an advance team turns up as it watches the characters' backs.

Complication: When the GM scores an error with two consecutive advance team Gather Information checks, the advance team is captured by a local threat (if any) or becomes trapped or endangered by an accident, natural or otherwise. The SGC calls upon the characters to rescue the advance team, which was put in harm's way at their request.

Drone Use

The SGC makes heavy use of drones during the earliest stages of examining a newly discovered viable gate address. Drones are routinely dispatched through the gate before field teams, where they're used to survey the destination's environment and determine whether a Dial Home Device is present. An SG team may also request one or more SGC drones during later stages of a mission, to assist long-range exploration, gather tactical data, and for other purposes.

The SGC currently fields three primary types of drones, with the following resource point costs.

Drone	RP Cost
FRED	4
With locked/hidden cargo compartment	+1
Per power cell after the first	+1
MALP	4
Per power cell after the first	+1
UAV	6
Per power cell after the first	+2

Table 9.15: Advance Team Costs

Conditions	RP Cost
None outside the current mission	8 RPs
Minimal (advance teams sent once a year)	7 RPs
Occasional (advance teams sent quarterly)	6 RPs
Frequent (advance teams sent monthly)	5 RPs
Constant (advance teams always present)	4 RPs
Slight threat (e.g. suspected NID headquarters, opposed — but not combatant — culture)	+1 RP
Moderate threat (e.g. suspected Goa'uld stronghold, combatant inferior culture)	+2 RPs
Serious threat (e.g. known NID headquarters, combatant culture of equal strength)	+3 RPs
Clear and present threat (e.g. known Goa'uld stronghold, combatant superior culture)	+4 RPs

FRED

An acronym for Field Remote Expeditionary Device, the FRED is a self-propelled cargo transport unit, useful for moving cumbersome supplies across rough terrain. When a load is properly distributed over its steel frame, a FRED can transport up to 1 ton (2,000 lbs.) with a combined volume of up to 4 ft. long × 3 ft. wide × 5 ft. tall, with no speed or range penalty.

When required, an additional compartment may be added to a FRED, increasing this volume to 4 ft. long × 3 ft. wide × 6 ft. tall, with the extra ft. in height concealed at the standard load's base. This compartment may be locked, requiring a successful Open Lock check (DC 25) to open, and is typically concealed from casual sight, requiring a successful Search check (DC 20) to notice.

The FRED is controlled with a portable stick unit with a signal power rating of +1 and a range of 75 ft. *(see page 298 for more about signal power ratings).*

A FRED moves on three all-terrain axles with a top speed of 3 MPH (30 ft. per round), with a maximum operation time of 6 hours per rechargeable power cell. If terrain is sufficiently flat (per the GM's discretion), it can be placed in "speedy" mode, allowing it to move a brisk 5 MPH (50 ft. per round), though this limits its operation time to only 3 hours per rechargeable power cell. The FRED may be loaded with up to 3,000 lbs., though this reduces both its speed and range to ½ standard (rounded down).

Recharging one FRED power cell requires 6 hours, and replacing one power cell requires 20 minutes and a successful Mechanics check (DC 10).

Once requisitioned, a FRED is made available to the team for 3 days.

MALP

MALP

A multifunction vehicle, the Mobile Analytic Laboratory Probe (MALP) is the SGC's most common first contact drone, used to collect environmental and tactical data before lives are risked to explore a new world. A MALP may either be sent through the gate and controlled directly, or sent through days or weeks in advance and programmed to collect data until the Stargate is dialed again.

The SGC uses the MALP's sensors to record a world's temperature, gravity, atmospheric composition, and pressure, as well radiation and other elements. The MALP's sensor package includes a professional grade video camera, a Geiger counter, and a chemical sensor *(see pages 310, 315, and 318 for more about these items).* Additional sensors may be purchased at their standard gear pick cost and installed in a MALP by SGC technicians before the drone is requisitioned. The drone also features an articulating arm and audio/video feed, allowing SGC personnel to view its surroundings at all times when the feed is live. Finally, the MALP's sophisticated communication gear can be used to boost an audio/video signal, granting a +1 gear bonus to any audio/video feed's signal power rating.

The MALP is controlled by pre-programmed search and transmission instructions or with a portable stick unit with a signal power rating of +3 and a range of 500 ft. *(see page 298 for more about signal power ratings).*

A MALP moves on treads, similar to those of a small tank, with a top speed of 5 MPH (50 ft. per round), with a maximum operation time of 144 hours (1 week) per rechargeable power cell. Each hour during which the MALP's video camera is used reduces this operation time by 2 hours.

Once requisitioned, a MALP is made available to the team for 1 day. If the team requisitions a MALP to send through to a world before their arrival, it is made available to them for 5 days, or until 1 day after their arrival on the target world, whichever comes first.

UAV

An Unmanned Airborne Vehicle is a rocket-launched, single-engine drone that provides telemetry from the air. The UAV is launched into the Stargate's event horizon within the embarkation room with a rocket-propelled motor, allowing it to reach sufficient height and velocity for its propeller drive to keep it airborne.

The UAV includes sophisticated sensors that can map large swaths of terrain and a boosted radio transmitter that can send data back through the Stargate from a great distance, making the drone an excellent tool for search and rescue operations and contacting overdue SG teams. Its cameras possess a Spot check cap of 22, and its radio transmitter may be used as a communication device with a signal power rating of +4. Further, the detailed maps produced by a UAV overflight grant a +4 gear bonus with navigation checks made within the target area.

Finally, each UAV is equipped with a remote controlled self-destruct device, for use in the dire circumstances when a team cannot recover the drone. When detonated, a UAV's shell and data are completely destroyed. The resulting explosion inflicts 4d6 damage with a blast radius of 5 ft. (1 square).

The UAV is controlled by pre-programmed flight, search, and transmission instructions or with a portable stick unit with a signal power rating of +5 and a range of 15 miles *(see page 298 for more about signal power ratings).*

A UAV's motor grants the drone a top speed of 75 MPH (750 ft. per round), but a maximum operation time of only 1 hour per rechargeable power cell. Typically, the drone's operators will try to land it near the Stargate, where a team can easily reach it and roll it back through the event horizon.

Once requisitioned, a UAV is made available to the team for 1 day.

Gate Traffic Priority

As of Season Six, the SGC maintains a minimum of 20 field teams ready for gate travel at all times. In practice, this means that up to a dozen teams can be off-world at the same time – and potentially in transit when the character team needs the gate most. A Stargate can only maintain one wormhole at a time, and so a team can sometimes find itself cut off from the SGC simply because one of its peers is "on the phone."

Requesting gate traffic priority puts one or more other missions on standby to ensure that no coincidental attempts to open a wormhole with Earth stymie the character team's efforts to dial home. Traditionally, only SG-1 regularly trumps other operations in this manner, stranding off-world teams during an unexpected, unspecified window), and these periodic transit interruptions are forgiven in light of the team's long history of saving the world. Other teams must spend resource points to request this type of far-reaching mission shuffling.

Gate traffic priority may only be established during the Gearing Up phase, or during mission briefings thereafter in which the mission is dramatically redefined (per the GM's discretion). For every 2 resource points a character team dedicates to gate traffic priority, the GM must spend one additional action die to activate each error scored during any skill check made to operate a Stargate, to a maximum number of additional action dice per error equal to ¼ the team's average character level (rounded up).

Emergency Training

Faced with a nearly infinite number of potential environments and situations, the Stargate Command can provide its field teams with crash courses in a variety of subjects. Language focuses in particular, along with Craft and Knowledge focuses and Survival, are commonly granted using this resource.

At any time during a mission when a character can spend at least 8 hours at the SGC, he may spend a number of resource points to receive emergency training with one skill of his choice. This training covers only the skill's most elementary basics, and as such grants no benefit when applied to a skill the character already possesses. When applied to a skill with which the character possesses 4 or less ranks, the character gains a number of temporary skill ranks determined by the number of resource points invested, as follows.

RP Invested	Skill Ranks	Training Time Required
2	2	8 hours
4	3	1 day
6	4	3 days
8	5	1 week

These skill ranks do not increase the number of skill ranks the character already possesses; instead, they replace the number of skill ranks the character possesses.

Example: Lt. Wilson possesses 3 ranks in Knowledge (Chemistry) and requisitions emergency training to gain 4 ranks in Knowledge Chemistry). After spending 6 resource points and spending 3 days training at the SGC, Lt. Wilson's possesses a total of 4 ranks in Knowledge (Chemistry).

TABLE 9.16: INTELLIGENCE OFFERED

CHECK RESULT	INTELLIGENCE OFFERED*
10	Regular/obvious world features (e.g. cultural/religious links to Earth, local languages, unusual weather patterns that occur once per hour, current position and movement of units consisting of more than 500 troops, location of recent combats and event sites involving 100 or more people)
15	Infrequent/apparent world features (e.g. description of unconcealed security at major population center, names of local leaders, irregular unusual weather patterns that occur once per day)
20	Infrequent/apparent population activities (e.g. population's disposition toward outsiders, current position and movement of units consisting of 101–500 troops, location of recent combats and event sites involving 26–100 people)
25	Rare/concealed world features (e.g. description of concealed security at major population center or unconcealed security at specific location, names of local power players, irregular unusual weather patterns that occur no more often than once per week)
30	Rare/concealed population activities (e.g. dispositions of population segments toward one another, current position and movement of units consisting of 26–100 troops, location of recent combats and event sites involving less than 26 people)

* Each result includes the intelligence offered by all lower check results.

These temporary ranks are only gained *after* the character spends the listed training time at the SGC, working with the organization's tutors. Under rare circumstances, the GM may rule that this training is possible in the field, if the proper tutors and facilities are available.

Each character may possess a maximum number of skill ranks gained through emergency training equal to his Intelligence bonus (if any). A character with an Intelligence modifier of +0 or worse may not benefit from emergency training.

When the character uses a skill for which he possesses emergency training ranks, his natural error range is increased by 2 (e.g. an error range of 1 becomes 1-3). Further, if the character gains emergency training ranks with a skill that is considered cross-class for *all* of his classes, he suffers a -1 penalty with all skill checks made using it.

This intense introductory training is transient and lasts only for the duration of the current mission. Thereafter, the character loses the temporary ranks gained with this resource, though he may purchase the ranks typically the next time he gains a level using his standard skill point pool.

A character may only receive emergency training during a mission.

Special Note: The character may never gain a synergy bonus with skill ranks granted by emergency training.

ALIEN DEVICES

During their years of service, the SGC's field teams have brought home a multitude of alien devices. Some have been acquired during failed invasion attempts, and others from helpful allies. While the SGC prefers to equip its teams with only Earth-manufactured gear; some circumstances demand the assistance of a captured alien device. Mechanically, this is represented in three ways, as follows.

- The team may spend one or more resource points to requisition a needed alien device from the following selection.
- When a mission specifically calls for the assistance of an alien device, the GM may rule that the device is provided to the team at no cost.
- In some very rare cases, alien devices are included in a bundle.

This section contains only non-unique alien devices to which the SGC has regular access. Goa'uld devices are included in the Chapter 11 beginning on *page 388.*

The species most notably responsible for each device are named in parentheses after the item's name. Some feats and other rules only affect devices created or developed by certain species.

Special Note: Some of the following alien devices have human names, either for simplicity or because the SGC is unaware of the device's true alien name.

ALIEN DEVICE DESCRIPTIONS

Unless otherwise specified, all alien devices contain independent (and effectively inexhaustible) power supplies. Alien weapon statistics are summarized on Table *9.18: Alien Weapons (see page 346),* though most also feature special rules found only in the item's description.

Detachment Device (Tollan): This device is worn around a character's chest and, while active, suppresses a hosted Goa'uld symbiote's ability to control him with a small electro-magnetic field generated within the character's body. The Tollan use this device to speak with hosts without interference from his Goa'uld. A light on the device indicates when it's functioning, preventing a clever symbiote from masquerading as its host.

Resource Points: 7

Mechanics: Attaching this device to a character's chest requires one full action, after which any resident Goa'uld or Tok'ra symbiote is prevented from controlling its host or taking any other action.

Glider Cannon (Goa'uld): As seen in the episode, Forever in a Day, a death glider's cannon can be removed and used as a makeshift tactical weapon. It fires energy generated by a small naquadah power cell, and each blast is capable of punching through several inches of reinforced titanium. The cannon's accuracy leaves much to be desired, but with a maximum range exceeding a mile, this weapon packs a significant offensive punch on the battlefield.

Resource Points: 11

Mechanics: A glider cannon is considered a Large-sized two-handed tactical weapon.

The character's Dexterity modifier is applied to attack checks made with a glider cannon. No ability score modifiers are applied to glider cannon damage rolls. Further, In order to properly use a glider cannon, the character must possess the Weapon Group Proficiency (Tactical) feat; otherwise he suffers a -4 penalty with all attack checks made using the weapon.

A glider cannon may only be fired in single-shot mode and may only be fired once per round as a full action. Once detached from its vehicle mounting, a death glider cannon is only capable of 6 shots and may not be recharged.

Healing Device (Goa'uld): This handheld device emits a glowing healing field that ascertains a body's injuries and stimulates its natural regenerative system, helping to repair the damage. For all of its power, this device's abilities are limited, and cannot repair some injuries, such as radiation tissue decay. Likewise, a healing device cannot bring someone back from the dead; such grave injury may only be reversed with a sarcophagus *(see page 419).*

Resource Points: 12

Mechanics: The healing device is powered by naquadah and channels its power through nerve paths generated by a Goa'uld symbiote. When used by a character who currently or once hosted a symbiote, the character may spend one full action to determine one adjacent character's current and maximum vitality and wound point totals. Thereafter, once per hour, the character may heal 1 of the target's lost vitality or wound points per round (to a maximum of ½ the total damage suffered by the target when his injuries were ascertained, rounded up).

Intar (Goa'uld): This training weapon is used by Jaffa Masters to hone their pupils' skills on the battlefield. An intar fires a small charge which may be adjusted to deliver a small sting or a debilitating shock, rendering a target immobile for a short period of time. Intars may be built to resemble any weapon, though they can usually be identified by the presence of a tell-tale red power crystal. The SGC has captured several intars that resemble MP5s and M-9s, and uses these weapons at its field team training facility.

Resource Points: 1 RP per gear pick the mimicked weapon costs *(see below)*, +1 RP per additional power cell.

Mechanics: each intar resembles one specific weapon, chosen when the device is requisitioned. The statistics and rules for using an intar are identical to those of the mimicked weapon, except that it possesses an ammunition capacity of 200 and inflicts only subdual damage *(see page 379).* If a target is knocked unconscious by damage inflicted by this weapon, he is instead paralyzed until he would typically wake up.

Invisibility Device (Goa'uld): Developed by the System Lord Nirrti *(see page 126),* this device creates an energy field around the wearer that shifts him slightly out of phase, causing visible light to pass through him – effectively rendering him invisible. This effect is partially negated when the wearer attacks or interacts with others, at which time he becomes visible for a few moments. Invisibility devices are favored tools of Goa'uld ashrak assassins *(see page 416).*

Resource Points: 9

Mechanics: While this device is active, its wearer gains the benefits of total concealment. During any round in which the wearer makes an attack action or an action that requires him to touch another character, this benefit drops to only one-half concealment. For more about concealment effects, *see page 295.*

The wearer of an invisibility device may be rendered visible by altering the EM frequency of a naquadah generator, forcing the particles around the user to come back into phase. This action requires 1 hour and a successful Electronics check (DC 30). The wearer may also be rendered visible with a transphase eradication rod (TER), as described on *page 348.*

Memory Recall Device (Goa'uld, Tok'ra): This device helps to recover lost memories. At higher power levels, it can trigger such realistic memories that the wearer believes himself to be reliving his memories for the first time. The device doesn't induce hallucinations or false memories – only those that the wearer (or the host) has previously experienced.

Resource Points: 8

Mechanics: When placed near a target's temporal lobe and allowed to operate uninterrupted for at least one minute, the target gains a +5 gear bonus with one education or Knowledge check. When allowed to operate uninterrupted for at least one hour, the target gains a +5 gear bonus with one inspiration check.

TABLE 9.18: ALIEN WEAPONS

Name	RP	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Blast Increment	Ammo	Qualities	Weight
Glider cannon*	11	16	-4	10d8	1-3	20	350 ft. (max. 3,500 ft.)	—	6	AD, AK	90 lb.
Staff weapon*	6	12	-2	6d6	1-2	18-20	75 ft. (max. 750 ft.)	—	20	AP, AK	8 lb.
"Tac"*	8	—	—	4d6	1	20	20 ft. (max. 100 ft.)	—	100	AP	60 lb.
TER*	6	—	+2	3d6	1	Special	10 ft. (max. 100 ft.)	—	20	—	4 lb.
Zat'nik'tel*	5	—	—	3d6	1-2	20	10 ft. (max. 100 ft.)	—	50	TD*	3 lb.

* See weapon description for additional rules.

Symbiote Poison (Tok'ra): This synthetic poison is lethal to both a Goa'uld symbiote and its host, but has no effect on unpossessed humans. It's a two-part poison, requisitioned as two separate gases that generate the lethal toxin when mixed together.

The Goa'uld are aware of this poison, but have yet to obtain a sample. Should they succeed in this quest, they could potentially develop an anti-toxin to counter its effects.

Resource Points: 8

Mechanics: Mixing the component gases requires one full action, after which a 30-ft. × 30-ft. cloud of symbiote poison appears, centered on the square in which the gases were mixed. Any character who hosts or once hosted a symbiote must is subject to the following poison effects.

Staff Weapon (Goa'uld, Jaffa): The Jaffa warrior's primary offensive weapon, a staff weapon emits a focused plasma charge that can penetrate most forms of body armor with ease. It may also be used as a close combat weapon similar to a quarterstaff. A staff weapon is not very accurate, requiring years of training to fully master.

Resource Points: 6, +1 per additional power cell

Mechanics: A staff weapon is considered a Large-sized two-handed weapon. It may be used as a melee weapon or a firearm, as follows.

When a character uses a staff weapon in melee combat, his Strength modifier is applied to all attack checks. Also, 1.5 × his Strength modifier (if positive, rounded up) is applied to all damage rolls made using the weapon. Further, in order to properly use a staff weapon in melee combat, the character must possess the Weapon Group Proficiency (Melee) feat; otherwise he suffers a -4 penalty with all attack checks made using the weapon. Finally, a staff weapon used in melee combat operates in all ways like a quarterstaff *(see page 328)*.

When a character uses a staff weapon in ranged combat, his Dexterity modifier is applied to all attack checks. In this case, no ability score modifiers are applied to glider cannon damage rolls. Further, in order to properly use a staff weapon in ranged combat, the character must possess the Weapon Group Proficiency (Rifle) feat; otherwise he suffers a -4 penalty with all attack checks made using the weapon. Finally, a staff weapon used in ranged combat uses the statistics offered on *Table 9.18: Alien Weapons (see page 346)*.

A staff weapon may only be fired in single-shot mode and may only be fired once per round as a full action, unless the character possesses the Speed Trigger feat *(see page 251)*. In this case, use of the Speed Trigger feat is called kel'no'pah (the Jaffa art of the "lightning strike").

TABLE 9.17: SYMBIOTE POISON

POISON NAME	POISON TYPE	PRIMARY ONSET TIME	PRIMARY DAMAGE	SECONDARY ONSET TIME	SECONDARY DAMAGE
Symbiote Poison	Inhaled DC 25	3 rounds	2d6 Con	1 hour	2d6 Con

After 20 shots, a staff weapon's power cell must be replaced.

"Tablet" Reader (Goa'uld): Most Goa'uld writings are held in "tablets" – small devices capable to storing vast volumes of knowledge. Similar to e-book readers, tablet devices store and translate their text on command, working in conjunction with other tablet devices to cross-reference larger volumes. Their "pages" may only be "turned" with a small hand-held unit that "wipes" away existing text and replaces it with a new "page."

The SGC knows very little about these devices and how they store information (and even how they're powered). Explorations into this technology may pave the way for more advanced forms of storage media.

Resource Points: 8 (for the reader)

Mechanics: SGC tablet readers automatically translate Goa'uld text into English. Without a tablet reader, a character may only read the current page of any tablet device he encounters (and then only if he succeeds with a Languages (Goa'uld) skill check.

Tacluchnatagamuntoron ("Tac," Goa'uld): This remote weapon is used to secure a defense perimeter around a camp or fortress. So long as it's active, a tac fires automatically at all approaching characters noticed by its heat sensors.

Resource Points: 8

Mechanics: A tac is activated or deactivated with one half action using a simple series of buttons on its base. Disabling a tac without this code requires a successful Open Lock check (DC 20).

Three rounds after activation, a tac begins scanning its surroundings within 100 ft. for heat signatures. During each round in which one or more characters whose heat signatures are not shielded in some fashion are located within this range, the weapon fires on the closest among the intruders. If two or more characters are equally close to the tac, the weapon fires on one of them randomly.

During each round in which one or more characters whose heat signatures are shielded in some fashion (e.g. with a Gore-text suit) are located within the tac's range, each character must make a Hide check opposed by the tac's Spot skill bonus of +12. If one or more of the tac's Spot skill checks is successful, the weapon fires on the closest among the visible intruders. If two or more visible characters are equally close to the tac, the weapon fires on one of them randomly.

A tac has an initiative bonus and ranged attack bonus of +5. Like any character, the tac makes two standard attack actions during each round. It has a Defense of 10, a Break DC of 25, a hardness of 10, and damage thresholds of 4/8/12/15.

Transphase Eradication Rod (TER, Tok'ra): This device was developed to detect and destroy the mysterious and elusive Reetou *(see page 17)*. It shifts particles out of phase and then reverses their phase variance by 180 degrees, bringing them back into phase. Because the Reetou cannot survive out of phase, they're invariably killed when successfully attacked with this weapon.

A TER can also disrupt an invisibility device *(see page 346)*.

Resource Points: 6, +1 per additional power cell

Mechanics: A TER is considered a Small-sized one-handed firearm.

The character's Dexterity modifier is applied to attack checks made with a TER. No ability score modifiers are applied to TER damage rolls. Further, In order to properly use a TER, the character must possess the Weapon Group Proficiency (Handgun) feat; otherwise he suffers a -6 penalty with all attack checks made using the weapon.

A TER may only be fired in single-shot mode and may be fired with a half action using the standard attack action *(see page 362)*. This weapon only damages Reetou and other creatures that cannot exist out of phase. When used against such a being, each TER attack is automatically considered a coup de grace action *(see page 362)*.

After 20 shots, a TER's power cell must be replaced.

Tretonin (Pangaran, Tauri): A vaccine originally discovered on the planet Pangar, tretonin is a cure-all that allows for exceptionally long and healthy lives free of disease and sickness. A sizable portion of the Pangarans used tretonin on a regular basis, developing a dependency to the drug, which is distilled from Goa'uld symbiotes taken from a captured Tok'ra queen. Eventually, the effects of tretonin dependency were removed, allowing the Pangarans to once again lead typical lives.

Since that time, the Tok'ra have further refined tretonin's qualities. Initial tests indicate that it can now fulfill the role of a Jaffa symbiote, severing the Jaffa's dependency upon the Goa'uld. In time, the Tok'ra hope to introduce tretonin as a viable method of freeing Jaffa warrior caste of its need for Goa'uld symbiotes, depriving the System Lords of their incubators and enslaved shocktroopers.

Resource Points: 4 per dose

Mechanics: After receiving a dose of tretonin, a Jaffa may survive without a symbiote for 1 full day (24 hours). All negative effects resume after this time elapses.

Tunnel Crystals (Ancients, Tok'ra): When interfaced with a suitable type of matter, such as rock or soil, each crystal prompts a chemical reaction that subtly alters the matter's density, reorganizing its molecular structure at an atomic level. This collapses the space between molecules by several magnitudes and creates a passable tunnel within the target matter, effectively "destroying" the mass and leaving an empty space behind. In reality, the mass is merely displaced, forming a dense layer along the tunnel's surface.

Each crystal is pre-programmed with a different disbursement pattern, determined by the crystal's shape. Some crystals create straight tunnels, while others create vertical shafts or larger chambers.

Crystal use is only safe on worlds where extensive geological surveys have taken place. Otherwise, there's a chance that the crystals might tunnel into a natural formation, such as a lake or an oil deposit.

Resource Points: 7 per crystal

Mechanics: When the character requisitions a tunnel crystal, he must specify the exact volume he wishes the crystal to carve out, to the nearest 5-ft. square. The maximum volume that any single crystal can reposition is 400 squares in any direction, in any configuration. Some possible configurations include the following.

- One 10-ft. wide × 10-ft. tall × 50-ft. long horizontal corridor or vertical shaft.
- One 50-ft. × 50-ft. chamber with a 20-ft. ceiling.

The walls of each resulting tunnel/chamber have a Break DC of 20, a hardness of 15, and 150 wounds.

Activating a tunnel crystal requires one half action, and no skill check.

Zat'nik'tel (Goa'uld, Jaffa): Commonly referred to as a "zat" or "zat gun," the zat'nik'tel is a common Jaffa sidearm. It fires a charged energy field, much like a taser, stunning a target by overriding his bio-electrical system and causing brief, painful spasms. Two shots in succession typically disrupts a target's bio-electrical and synaptic activity, killing him, while three shots in succession excites the target's electron field to a highly accelerated state, typically causing his molecules to break down and disintegrate. A zat is most frequently used when lethal force must remain an option of last resort only.

ZAT GUNS IN SAFETY (LEFT) AND ARMED (RIGHT) MODES

Resource Points: 5, +1 per additional power cell

Mechanics: A zat'nik'tel is considered a Small-sized one-handed firearm.

The character's Dexterity modifier is applied to attack checks made with a zat. No ability score modifiers are applied to zat damage rolls. Further, In order to properly use a zat, the character must possess the Weapon Group Proficiency (Handgun) feat; otherwise he suffers a -6 penalty with all attack checks made using the weapon.

A zat may be fired in single-shot mode and may be fired with a half action using the standard attack action *(see page 362).*

Zats do subdual damage to living beings, and normal damage to objects. The zat has a special form of the takedown quality, as follows.

Zat Takedown* (ZTD): When an opponent is successfully attacked by a zat (whether the attack inflicts damage to him or not), the opponent must make a Fortitude save. This save's DC is determined as follows.

- If the attack successfully reduces the target's wounds by at least 1 (after damage reduction and hardness are applied), then the Fortitude save's DC is 10 + the damage inflicted (before damage reduction and hardness were applied).
- If the attack failed to reduce the target's wounds, then the Fortitude save's DC is equal to the damage inflicted (before damage reduction and hardness were applied).

If the target fails this Fortitude save, he is knocked prone and becomes unconscious for 4d10 rounds, minus a number of rounds equal to the difference between his save result and the DC, minimum 0 *(see page 378);* otherwise, he remains upright.

Further, when a character who has been knocked unconscious by this effect within the last 20 minutes is successfully attacked a second time with a zat, the attack is automatically considered a coup de grace action *(see page 362).*

Finally, when a character who has already been knocked unconscious by this effect within the last minute is successfully attacked a third time with a zat, his body is immediately destroyed (reduced to -25 wounds).

After 50 shots, a zat's power cell must be replaced.

CHAPTER TEN:
COMBAT

This chapter presents the companion rules to *Stargate SG-1* skill use – combat and its associated high-action activities, including Stargate use, and movement.

COMBAT

It's a dangerous universe out there. While the *Stargate* charter emphasizes peaceful discovery and scientific advancement, the threat from the Goa'uld and other aggressive species cannot be underestimated. All SG teams know how to defend themselves and combat is an inevitable fact of life in their work. The following rule explain how to run combat in your *Stargate* roleplaying game.

THE BASICS

This section describes the key terms used to describe combat. You should become familiar with them before reading the rest of this chapter.

THE ATTACK CHECK

To make an **attack check,** a character rolls 1d20 and adds his attack bonus. If the result is equal to or greater than his target's Defense, he hits and inflicts damage based on the weapon or feat he used to attack. Everything from range to special equipment can modify a character's attack check result.

ATTACK BONUS

A character's attack bonus with a melee weapon or unarmed attack is:

The character's base attack bonus + the character's Strength modifier

A character's attack bonus with a ranged weapon is:

The character's base attack bonus + the character's Dexterity modifier + range modifier

STRENGTH MODIFIER

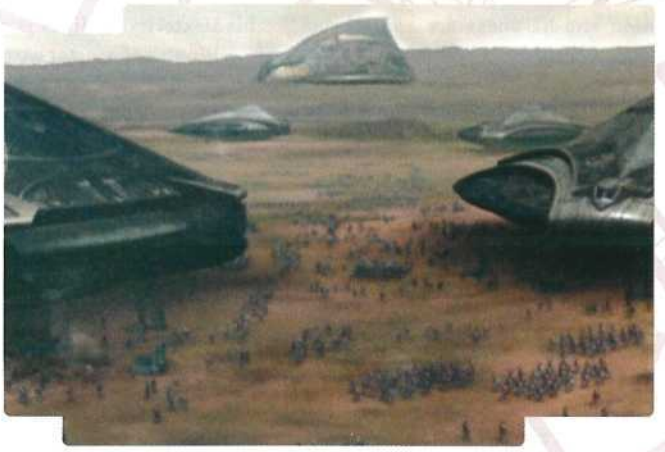
A high Strength allows a character to make unarmed and melee strikes with greater speed and control, while a low Strength lessens his ability in these areas. Unless otherwise specified, when a character makes an unarmed or melee attack, his Strength modifier is applied to his attack check result (whether his Strength modifier is positive or negative).

Dexterity Modifier

A high Dexterity grants a character finer hand-eye coordination and aim, while a low Dexterity makes these tasks more difficult. Unless otherwise specified, when a character makes a ranged attack, his Dexterity modifier is applied to his attack check result (whether his Dexterity modifier is positive or negative)

Range Modifier

All ranged weapons possess a range increment, such as 30 ft. for an FN P90. Unless otherwise specified, when a character makes a ranged attack against a target within one range increment, his range modifier is +0. When he makes a ranged attack against a target currently located more than one range increment away, however, he suffers a -2 penalty per full range increment beyond the first between he and his target.



Example 1: An FN P90 has a range increment of 30 ft. When the weapon is fired at a target 25 ft. away, the range modifier is +0.

Example 2: When an FN P90 is fired at a target 100 ft. away, the range modifier is -6 (-2 per full 30-ft. range increment to the target).

The maximum range for each weapon is listed with its statistics on the weapon tables in Chapter 9.

The Damage Roll

When a character successfully hits a target, he inflicts damage according to the weapon used. A character's damage roll with any attack is:

(The character's weapon's damage + the character's Strength modifier (if applicable) + other damage modifiers) × the character's damage multiplier + the character's bonus damage dice - the target's damage reduction

Aside from damage reduction and hardness, no penalties may reduce a character's damage below 1.

Weapon Damage

The base damage for each weapon is listed with its statistics on the weapon tables in Chapter 9. Unless otherwise specified, all damage is considered to be normal damage. Normal damage reduces the target's vitality and wounds as described under Vitality Points *(see page 354)* and Injury and Death *(see page 378)*. Some non-lethal attacks – such as unarmed attacks and tasers – inflict subdual damage, which generally incapacitates enemies without killing them. Subdual damage is applied differently than normal damage, as described on page 379.

Strength Modifier

Unless otherwise specified, a character's Strength modifier is applied to damage rolls for unarmed, grappling, melee, and hurled attacks, as well as attacks made using a bow or sling (whether the character's Strength modifier is positive or negative). When a character makes a melee or unarmed attack with his off-hand, only ½ his Strength modifier is applied to his damage roll (rounded down). When a character uses two hands to attack with a one-handed or two-handed weapon *(see page 321)*, 1½ × his Strength modifier is applied to his damage roll (rounded up) – but only if his Strength modifier is positive.

A character's Strength modifier is never applied to damage rolls for firearms, tactical weapons, and explosives (including grenade, even when they're hurled).

Other Damage Modifiers

Gear, Gamemaster fiat, and other conditions may also modify a character's damage roll. So long as such modifiers don't take the form of additional damage dice (as is the case with a sneak attack), the modifiers are added to a character's damage result *before* any damage multipliers *(see below)*.

Damage Multiplier

Some specific weapons, ammunition, and rules multiply damage. When this happens, the character's damage roll is determined by adding together his weapon's base damage, his Strength modifier (if applicable), and other applicable damage modifiers *(see the previous entries)*, and his damage multiplier is applied to the resulting **damage roll**, not the actual damage.

Example: A character's base damage, modified by his Strength and other modifiers, is 1d8+3 and his attack gains a ×3 multiplier. His actual damage roll is 3d8+9 (1d8 × 3, + 3 × 3).

When two or more multipliers apply to damage from the same attack, the multipliers are added together, subtracting 1 from the result for each multiplier beyond the first, before the total multiplier is applied to the character's damage roll.

Example: Two damage multipliers apply to a character's damage roll: ×2 and ×3. The total damage multiplier applied to the character's damage roll is ×4.

Bonus Damage Dice

Some specific abilities, such as sneak attacks, grant bonus damage dice. When this happens, the bonus damage dice are added to the damage roll *after* all other modifiers and multipliers have been applied.

Example: A successful attack inflicts a base damage of 1d8, with a +4 Strength bonus and an additional +1d6 gained from the sneak attack ability. A ×2 damage multiplier also applies to the attack. The total damage roll is (2d8+8) + 1d6.

Damage Reduction and Hardness

Certain gear and abilities allow a target to absorb some or all damage without effect.

Unless otherwise specified, when a character successfully attacks a target with an attack that inflicts normal damage, his damage result is reduced by his target's combined damage reduction and hardness total (if any). The target's damage reduction and hardness are applied *after* all the character's damage modifiers and multipliers.

Example: Lt. Wilson wears an assault vest, which grants 8 points of damage reduction. When a successful hit inflicts 12 points of normal damage, he only suffers 4.

When a character successfully attacks a target with an attack that inflicts subdual damage, his damage result is reduced by twice his target's combined damage reduction and hardness total (if any). Once again, the target's damage reduction and hardness are applied *after* all the character's damage modifiers and multipliers.

Example: Lt. Wilson wears an assault vest, which grants 8 points of damage reduction. When a successful hit inflicts 12 points of subdual damage, he suffers no damage.

Damage reduction and hardness reduce all damage a target suffers, even damage applied to a character's wounds by a critical hit *(see page 360)*.

Defense

A character's Defense determines his opponents' chances of hitting him. It's the DC for his opponents' attack checks. A character's Defense is:

10 + either the character's class Defense bonus or the character's gear Defense bonus (but not both) + the character's Dexterity modifier + the character's Size modifier + the character's dodge bonus + the character's natural armor

Class and Gear Defense Bonuses

A character's classes grant him an innate Defense bonus that applies even when he's flat-footed *(see page 354)* – unless he wears armor. When a character wears armor, his class Defense bonus is *replaced* by his gear Defense bonus – these two bonuses *do not stack*, and the character may not choose to apply his class Defense bonus when wearing armor.

Dexterity Modifier

A character's Dexterity affects his ability to dodge incoming blows, and unless otherwise specified, his Dexterity modifier is applied to his Defense value (whether his Dexterity modifier is positive or negative)

When a character wears armor, however, his mobility is often restricted. When a character possesses a positive Dexterity bonus greater than his armor's Maximum Dexterity Bonus *(see page 319)*, the Dexterity bonus applied to his Defense value is reduced to the armor's Maximum Dexterity Bonus.

Finally, when a character can't react to an incoming attack, *none* of his Dexterity modifier is applied to his Defense.

Size Modifier

It's easier to hit a big target than a small one. A character's Defense is modified by his size, as shown on Table 10.1: Size Modifiers *(see below)*. Since most characters in *Stargate SG-1* are human or near-human, and therefore Medium-sized, most size modifiers to Defense are +0.

Dodge Bonus

The Sidestep feat grants a character either a +1 dodge bonus to his Defense against all opponents, or a +2 dodge bonus to his Defense against one opponent. Several other abilities and feats also offer dodge bonuses to Defense. However, any situation that prevents a character from applying his Dexterity modifier to Defense also negates dodge bonuses. Happily, dodge bonuses are not affected by armor (unlike a character's Dexterity modifier), and *as described in the Stacking Bonuses sidebar on page 184*, all dodge bonuses stack (i.e. they're added together) unless otherwise specified.

Table 10.1: Size Modifiers

Size	Defense	Attack Checks	Hide Checks	Wounds	Encumbrance
Fine (F)	+8	+8	+16	¼ × Con*	⅛ × standard
Diminutive (D)	+4	+4	+12	⅓ × Con*	¼ × standard
Tiny (T)	+2	+2	+8	½ × Con*	½ × standard
Small (S)	+1	+1	+4	⅔ × Con*	¾ × standard*
Medium (M)	+0	+0	+0	equal to Con	Standard
Large (L)	−1	−1	−4	1½ × Con**	2 × standard
Huge (H)	−2	−2	−8	2 × Con*	4 × standard
Gargantuan (G)	−4	−4	−12	3 × Con*	8 × standard
Colossal (C)	−8	−8	−16	4 × Con*	16 × standard

* These values are rounded up.

** These values are rounded down.

Natural Armor

Some combatants possess **natural armor** (e.g. scales or fur) that improves their Defense. When a character benefits from natural armor, he gains all its benefits *without* losing his class Defense bonus or suffering a Maximum Dexterity Bonus, as described under Class and Gear Defense Bonuses *(see previous page).*

Touch Attacks

Some attacks (e.g. tasers), ignore all types of armor (whether gear or natural). In these cases, the rules call for the attacking character to make a **touch attack**. A touch attack check is made like a standard attack check, except that all the target's Defense bonuses from armor and natural armor are ignored. The target's size modifier and Dexterity modifier are unaffected, as is his class Defense bonus if he isn't wearing armor.

The Initiative Check

When a character enters combat, he makes an **initiative check** to determine when he may act during each **combat round.** To make an initiative check, a character rolls 1d20 and adds his initiative bonus.

A character's initiative bonus is:

The character's base initiative bonus + the character's Dexterity modifier

The result of a character's initiative check is referred to as his **initiative count**. During each 6-second combat round *(see below),* combatants may generally act in order from the highest initiative count to the lowest initiative count, though some exceptions apply *(see The Sequence of Combat, page 354, for greater detail).*

Rounds and Duration

Unless otherwise specified, when determining how long an effect lasts, one 'full round' is defined as a span of time from the initiative count of the character prompting the effect to the start of the same initiative count during the following combat round.

Example: Lt. Wilson lays down one full round of cover fire for an ally during his action on initiative count 12. The benefits of the cover fire action expire during the following round, immediately before the first character eligible to act on initiative count 12 takes his first action of the round.

Action Types

To help you determine what a character can and can't do during one 6-second combat round, actions are grouped into three action categories: **full actions**, **half actions**, and **free actions**. *see Table 10.3: Combat Actions for a list of example actions and their categories (full, half, free).*

When a character's turn to act comes up in the initiative order *(see Initiative, page 354),* he performs his entire round's worth of actions, as described here.

Attacks of Opportunity

Unlike typical d20 games, there are no attacks of opportunity in *Stargate SG-1.*

Full and Half Actions

A character may take either one full action or two half actions during each round. A full action is more involved, and uses up all the character's concentration for the round. Half actions are simpler, and a character may – under most circumstances – perform two of them per round.

Free Actions

A free action represents any activity that doesn't impact the character's ability to take 2 half or 1 full action during the same round. A typical free action can easily be performed simultaneously with another action (such as talking while moving), or is more complicated and can be accomplished nearly be reflex (including many feat abilities).

In addition to a character's standard full or half actions, a character may perform as many free actions during one round as he likes, to a maximum number of free actions determined by the GM.

Free actions may only be taken only during a character's initiative count, or when he's instructed take one or more free actions by a feat, ability, or other rule. When a character is instructed to take a free action at a time other than his initiative count, he may only take the free action(s) specifically described by the prompting feat, ability, or rule (i.e. he may not take any other free actions at that time).

Single Attacks

Sometimes, a character may gain a special type of free action referred to as a **single attack**. A single attack is a bonus standard half action attack, gained through a feat, class ability, or other rule, that is made under special restricted conditions in addition to the character's standard actions for the current round. Unlike a half action standard attack, however, a single attack may never be turned into more than one attack, even when the same or another feat or ability typically allows the character to make multiple attacks with one half action.

Bonus 5-ft. Step

In addition to all other actions a character may take during one round, he may take one free 'bonus 5-ft. step.' This 1-square move may be taken at any time during the round – before, during, or after any of the character's non-movement actions. If the character takes any movement action during the round, however, then he may no longer use his bonus 5-ft. step. Likewise, once a character uses his bonus 5-ft. step, he may not then take any movement action.

Saving Throws

When a character is subjected to an unusual attack, such as brainwashing or an explosive blast, he is usually allowed to make a **saving throw** to reduce or avoid the effect. There are three types of saving throws, each with a different use and applicable ability.

Fortitude Saving Throws

A character makes a Fortitude (Fort) saving throw when he suffers tremendous physical damage or an attack against his health, such as poison, disease, or paralysis. To make a Fortitude saving throw, a character rolls 1d20 and adds his class Fortitude bonus and his Constitution modifier (whether positive or negative).

Reflex Saving Throws

A character makes a Reflex (Ref) saving throw when he tries to dodge a massive attack such as an explosive blast, or attempts to react quickly to a deadly situation, such as a death glider dropping to earth near his location. To make a Reflex saving throw, a character rolls 1d20 and adds his class Reflex bonus and his Dexterity modifier (whether positive or negative).

Will Saving Throws

A character makes a Will saving throw when he tries to resist mental influencing or coercion such as seduction and brainwashing. To make a Will saving throw, a character rolls 1d20 and adds his class Will bonus and his Wisdom modifier (whether positive or negative).

Saving Throw DCs

The DC for any save is determined by the condition or rule that calls for it. For instance, arsenic poisoning might call for a Fortitude save (DC 15), while a seduction attempt might call for a Will save (DC 25).

Size

Unless otherwise specified, the rules throughout this book assume a Medium-sized character. Many alien races and some creatures native to worlds visited by the SGC are bigger or smaller than Medium-size, however, and when they come into play (including when a player designs an Asgard or a near-human of unusual size), the GM should apply the modifiers shown on Table 10.1: Size Modifiers *(see page 352).*

Speed

A character's speed is the distance in feet that he may move during one standard half action move. Most characters have a speed of 30 ft., though armor reduces this base value. A character may make two standard move actions in order to move up to twice his speed during one combat round, or he may run in a straight line up to four times his speed as one full action. *For more about movement actions, see page 373.*

Additional options become available during overland movement, which is also based on a character's speed *(see page 372).*

Vitality Points

A character's vitality points are based on his class (usually 1d8, 1d10, or 1d12 per class level) and his Constitution modifier. Vitality points represent a character's ability to *avoid injury*. When a character's vitality points are reduced to 0, his luck runs out and he becomes **fatigued** (he's unable to run or charge and his Strength and Dexterity scores are each reduced by 2). Additionally, he must make a Fortitude saving throw (DC 10) or become **stunned** (unable to do anything) for 1d6 rounds. Finally, when a character possesses no vitality points, all normal damage is subtracted from his current wound points.

For more about vitality points, see the Injury and Death section, page 378.

Wound Points

A character's maximum wound points are always equal to his Constitution score. Wound points represent a character's ability to *sustain injury*. When a character's wound points are reduced to 0, he falls **unconscious**. When a character's wound points are reduced to -1 or lower, he begins to die and must roll d% at the end of each round. If the roll is equal to or less than the character's Constitution score, he stabilizes; otherwise he loses 1 wound point. When a character's wound points drop to -10 or lower, he dies.

For more about wound points, see the Injury and Death section, page 378.

Vitality vs. Wounds

Players may envision their characters shrugging off countless bullet wounds, broken bones, and other injuries in *Stargate SG-1*. After all, every one of those vitality hits must indicate some physical damage, right? Not exactly.

The vitality/wound system is intended to simulate the flow of the TV show, in which our heroes dive through endless showers of lead and plasma blasts before they suffer a single serious hit in the final segment. Likewise, a character's vitality points represent all the near misses and combat fatigue he can wade through before he starts to suffer real injuries. When a character loses wound points – that's when the blood starts flowing.

The Sequence of Combat

Combat is carried out as follows.

Step 1: Flat-Footedness

Unless otherwise specified, each character enters combat **flat-footed**. Once a character acts, or is successfully attacked, he is no longer flat-footed. A flat-footed character loses his Dexterity and dodge bonuses to Defense (if positive), and certain opponents may be able to perform a sneak attack on him.

Step 2: Initiative Checks

Each character makes an **initiative check** to determine his **initiative count** *(see page 355).*

The GM may either make one initiative check for all opponents, or separate the opponents into several groups and make an initiative check for each. The first option

speeds combat up, but it's often more appropriate for a named enemy to receive his own initiative check rather than share the initiative count of his underlings. Also, lumping all opponent actions into the same initiative count can seriously imbalance combat – especially if the opponents' initiative count is particularly high or low.

Step 3: Surprise Round

If at the start of combat, the GM rules that it's possible that one or more characters might be unaware of one or more of their opponents, then all combatants make **awareness checks** to determine whether anyone is surprised *(see Encounters, page 392)*.

If none or all of the participants in the combat are surprised, then no surprise round occurs. Otherwise, during the surprise round, each character who is aware of one or more of his opponents may make one half action. These actions occur in initiative order (beginning from the character with the highest initiative count and ending with the character with the lowest initiative count).

If any character chooses to make an attack during the surprise round, his attack may only be directed at a target he spotted when he made his awareness check. Surprised characters receive no opportunity to act during the surprise round, and thus remain flat-footed throughout unless successfully attacked.

Step 4: Combat Round

The first standard **combat round** begins. Each character receives his choice of one full action or two half actions.

These actions occur in initiative order (beginning from the character with the highest initiative count and ending with the character with the lowest initiative count). When two or more characters' initiative counts are equal, the character with the highest Dexterity score acts first. If both characters' Dexterity scores are the same as well, the characters each roll 1d20 and the character with the highest result acts first (re-rolling ties).

Additionally, any character who doesn't otherwise move during the round may take one bonus 5-ft. step during his initiative count. After all combatants perform actions, a new combat round begins. This process is repeated for each new combat round until the combat ends.

Step 5: Fluid Initiative Modifiers

Some actions modify the character's initiative count, allowing him to act before or after other characters during later rounds. This adds an extra layer of strategy to each combat, giving each character greater control over the timing of his actions over several rounds.

At the end of each combat round, each character's initiative count is modified as shown on Table 10.2: Fluid Initiative Modifiers *(see page 358)*, to a maximum increase of +10 or a minimum decrease of -10 during any single combat round (*including* the effects of all abilities, feats and other applicable effects, as well as initiative actions taken during the current round).

Example: Lt. Wilson spends one half action regrouping, then spends another half action moving to higher ground than all his opponents. He also gains a +5 initiative count modifier from a class ability. During Step 5 of the current round, even though he is eligible for a total initiative count bonus of +11, Lt. Wilson's initiative count is only increased by +10.

If a character's initiative count ever rises to 50 or more, his first action during the following combat round *must* be a press action *(see page 357)*.

If a character's initiative count ever drops to 0 or less, three things happen, in the following order.

1. The character is sent **reeling**, and loses his next full action (typically taken on his initiative count during the following round).

2. The character becomes flat-footed, as if he has not yet acted or been successfully attacked during the current combat. He remains flat-footed until he takes his next action, or until he's successfully attacked, as standard *(see page 354)*.

3. The character's initiative count is increased by 20, or to 1 (whichever is higher).

Example: During a round in which Lt. Wilson has an initiative count of 7, he fails to save vs. blast damage and the explosion reduces him to 0 vitality, causing him to become fatigued. During Step 5, his initiative count drops from 5 to -1 (-5 for the failed save and -3 for becoming fatigued). Lt. Wilson is sent reeling, becomes flat-footed, and loses his full action (i.e. his chance to act) during the following round, though his initiative count is increased to 19 (20 counts up from -1).

A character may not refuse a fluid initiative modifier, even if it forces him to press or sends him reeling. A character's actions dictate how his initiative count is modified during Step 5 of each combat round.

Action Dice and Initiative Counts

While action dice may be spent to increase an initiative *check*, they may never be spent to increase an initiative *count*. Therefore, action dice may only be spent to affect a character's initiative count during the *first* round of any combat.

Step 6: Repeat Steps 4 and 5

The second and subsequent combat rounds operate just like the first combat round, except that the combatants act in revised initiative order, after all fluid initiative modifiers from the previous round are applied.

Joining a Battle

When a character intentionally enters a combat after it begins, he immediately makes an initiative check and acts the first time his initiative count comes up in the existing order. In this case, the character *is not* flat-footed when he enters the combat.

When a battle overtakes a character, he immediately makes an initiative check and acts the first time his initiative count comes up in the existing order. In this case, the character *is* flat-footed when he enters the combat.

Combat Reference Sheet

Combat Rounds

During each 6-second combat round, a character may take one full action or two half actions. In addition, a character may also take as many free actions per round as the GM allows.

Actions

Table 10.3: Combat Actions describes various actions available to each character *(see page 358).*

Initiative

At the start of combat, each character makes an initiative check (the GM makes these checks for each NPC) to generate an initiative count. Various actions and conditions modify a character's initiative count *(see page 358).* During each combat round, characters and NPCs act in order from highest to lowest initiative count. Once all characters and NPCs have acted, a new combat round begins and the process repeats.

Initiative Check: 1d20 + base initiative bonus + Dexterity modifier.

Attacks

A standard attack requires one half action. A character's attack check is based on the type of attack he makes – unarmed, melee, or ranged. In all cases, his attack check result must equal or exceed his target's Defense in order to hit.

Melee and Unarmed Attacks: 1d20 + base attack bonus + Strength modifier.

Ranged Attacks: 1d20 + base attack bonus + Dexterity modifier + range modifier.

Table 10.8: Attack Modifiers describes various conditions that modify each attack check *(see page 368).*

Defense: 10 + (class or gear Defense bonus, but not both) + Dexterity modifier + size modifier.

Damage

When the attacker scores a standard hit, he rolls damage and deducts it from the target's vitality points (any leftover damage is deducted from the target's wound points). When an attack scores a critical hit, he rolls damage and deducts it directly from the target's wound points.

For more about damage, see Injury and Death, page 378.

Movement

As a half action, a character may move up to a number of feet equal to his speed *(see page 372).* When a character moves into a square adjacent to an opponent, he must stop moving. While adjacent to an aware and standing opponent, a character cannot move more than his bonus 5-ft. step unless he makes a withdraw action *(see page 375)* or possesses the Mobility feat *(see page 243).* Stunned, helpless, and dead opponents do not restrict a character's movement in any way.

For more about movement, see page 372.

Damage and Healing

0 Vitality Points: When a character's vitality points drop to 0, he becomes fatigued (he may not run or charge, his Strength and Dexterity are each reduces by 2, and he must make a Fortitude save (DC 10) or become stunned for 1d6 rounds). Also, all damage is subtracted from the character's wound points.

0 Wound Points: When a character's wound points drop to 0, he becomes unconscious.

-1 to -9 Wound Points: While a character's wound points are at -1 or lower, he must roll d% at the end of every round. If the roll is equals to or less than his Constitution, he stabilizes; otherwise, he loses 1 wound point.

-10 Wound Points: When a character's wound points drop to -10, he dies.

-25 Wound Points: The character's body is torn to pieces, vaporized, or otherwise destroyed.

Healing: A dying character may be stabilized with a First Aid check (DC 15), or with at least 1 point of healing. Once a character's wounds rise above 0, he can resume acting as standard.

Saving Throws

Fortitude Save (made to resist physical hardship): 1d20 + class Fort save bonus + Con modifier.

Reflex Save (made to react quickly): 1d20 + class Ref save bonus + Dex modifier.

Will Save (made to resist mental stress): 1d20 + class Will save bonus + Wis modifier.

Action Dice

A character may spend action dice to increase most die rolls, gain temporary Defense, activate critical hits or opponent critical misses, and heal himself *(see page 274).*

Using Miniatures

When using miniatures to keep track of character and NPC locations, the scale is 1 inch = 5 ft.

Flat-Footed

Unless a character intentionally joins a combat already in progress *(see page 355)*, he enters combat **flat-footed** and remains so until his first action or until he's successfully attacked. When a character is flat-footed, he loses his Dexterity and dodge bonuses to Defense (if positive), and certain opponents may be able to perform a sneak attack on him.

Initiative Actions

Initiative actions generally allow you to modify your initiative result in some manner with the hope of gaining a tactical advantage. These are advanced actions, and you may wish to wait until you've become familiar with combat before trying them out.

Delay (Free Action)

By delaying his action, a character can wait to see what other combatants do before committing himself. At the start of a character's initiative count during a round, he may voluntarily (and immediately) reduce his initiative count by 1.

Then, at the start of the next initiative count, the character may act before all other combatants or delay again, reducing his initiative count by 1 more. When two or more characters delay their actions, they act before all other combatants, in descending Dexterity order, with ties resolved with a random 1d20 die roll.

Each character may perform a number of delay actions during each round equal to his initiative bonus +10. Once he performs this many delay actions, or the round ends, the character must act or lose his chance to act during the round.

When a new round begins, all combatants' initiative counts remain at the number to which they were last reduced during the previous round (after all delay reductions were applied). Thereafter, each character may delay again, per the rules described here.

Example: Lt. Wilson's initiative count is 22 and his initiative bonus is 5. He may delay his action up to 15 times, reducing his initiative count to a minimum of 7, before he must act or lose his chance to act during the round. If Lt. Wilson acts on initiative count 10, his initiative count at the start of the following round is 10.

A delay action *may* reduce a character's initiative count by more -10 during one round, and is *not* calculated into his total initiative count modifiers for the round.

Press (Free Action)

A character with an extremely high initiative count may choose to convert some of that count into a tactical advantage. A character with an initiative count of 26 or more may voluntarily choose to press to gain one additional half action during the current round, though he *must* declare that he is doing so at the start of his initiative count, *before* he takes any other action.

When a character presses, he gains one half action at his current initiative count. Then his initiative count is immediately reduced by 20 and he *must* wait to complete the remainder of his standard actions during the round until the new initiative count comes up.

Example: Lt. Wilson has an initiative count of 30 and choose to press. He takes one half action at initiative count 30 and then his initiative count immediately drops to 10. His standard full action or two half actions, plus any free actions he chooses to take, occur at initiative count 10, later during the current round.

If a pressing character is entitled to one or more extra actions during the current round (from feats, abilities, etc.), he may *never* combine these extra actions with the half action gained from the press action, nor may the press action be used as a trigger for additional actions in any way.

No matter how high a character's initiative count, he may *never* press more than once per round.

Ready (Full Action)

Readying allows a character to take an action later during the current round in response to a predetermined trigger that he chooses when he takes this action. This is sometimes referred to as 'going on overwatch.'

When a character takes a ready action, he must decide upon two things – one half action or one full action that he will take later during the current round and a trigger that will cause him to begin the action.

Example: Lt. Wilson decides to fire his gun (a standard half action attack) at the first person to come around a corner.

If the character chooses to take one full action when the trigger occurs, he must immediately make a Concentration check (DC 20). He may take 20 with this check, but he may not take 10 (as combat is a stressful situation). With success, when the character's declared trigger occurs, the character may take his chosen full action. With failure, the character must immediately choose one half action that he may take when the declared trigger occurs. The character may not retry this Concentration check – if he fails, he may not attempt to ready a full action from his current location using the same weapon.

Example: If Lt. Wilson were to decide to make an autofire attack at the first person to come around a corner, he would have to make a Concentration check (DC 20). If he failed this check, he would have to choose a half action to perform instead, move, swap weapons, or perform a combination of these activities.

Table 10.2: Fluid Initiative Modifiers

Event	Count Modifier
Character aims a weapon	+2
Character braces a weapon	+1
Character moves to ground higher than all opponents	+1
Character successfully makes a save to reduce blast damage to 0	–
Character's speed is reduced by terrain *(see page 442)*	–1
Character is targeted with suppressive fire	–1
Character fires a tactical weapon	–2
Character successfully makes a save to reduce blast damage to 1 or higher	–2
Character loses 1 or more wounds	–2*
Character becomes fatigued	–3
Character uses a weapon for which he does not possess the appropriate Weapon Group Proficiency	–4**
Character fails a save to reduce blast damage	–5
Character suffers a critical hit (and loses 1 or more wounds)	–5*

* These modifiers do not stack when they apply to the same injury (i.e. a critical hit that inflicts 1 or more wounds reduces the character's initiative count by only 5, not 7).

** This modifier is applied only once for each applicable weapon the character uses during each combat round, regardless of how many times he uses the weapon.

Special Note: Unless otherwise specified *(see the footnote above)*, each initiative count modifier may be applied more than once per combat round. For example, if a character successfully makes two saves to reduce blast damage to 1 or higher during the same combat round, his initiative count is reduced by –4. As described under Fluid Initiative Modifiers *(see page 355)*, a character's initiative count may not be modified by more than +10 or –10 during any single combat round.

Table 10.3: Combat Actions

Action	Reference	Type
Initiative Actions		
Delay	Page 357	Free Action
Press	Page 357	Free Action
Regroup	Page 357	Half Action
Ready	Page 357	Full Action
Attack Actions		
Standard attack	Page 362	Half Action
Burst attack	Page 362	Half Action
Disarm	Page 363	Half Action
Strike an object	Page 364	Half Action
Trip	Page 367	Half Action
Autofire	Page 362	Full Action
Coup de grace	Page 362	Full Action
Cover fire	Page 362	Full Action
Grapple	Page 364	Full Action
Strafe attack	Page 364	Full Action
Suppressive fire	Page 365	Full Action
Movement Actions		
Standard move	Page 373	Half Action
Charge	Page 374	Full Action
Run	Page 374	Full Action
Total defense	Page 375	Full Action
Withdraw	Page 375	Full Action

Action	Reference	Type
Other Common Actions		
Activate an item	Page 353	Free Action
Drop an item	Page 353	Free Action
Drop to the ground (i.e. drop prone)	Page 353	Free Action
Speak	Page 353	Free Action
Aim a ranged weapon	Page 375	Half Action
Brace a ranged weapon	Page 375	Half Action
Draw or holster a weapon	Page 375	Half Action
Feint	Page 375	Half Action
Move a heavy object	Page 376	Half Action
Open a door	Page 376	Half Action
Pick up an item	Page 376	Half Action
Reload a weapon	Page 376	Half Action
Retrieve a stored item	Page 376	Half Action
Stand up from being prone	Page 376	Half Action
Stabilize a dying character	Page 376	Half Action
Taunt	Page 377	Half Action
Threaten	Page 377	Half Action
Trick	Page 377	Half Action
Move an extremely heavy or awkward object	Page 376	Full Action
Refresh	Page 376	Full Action
Use a skill or feat	Page 377	See description
Other actions	Page 376	Per the GM

Because the character is watching and waiting for the right moment to act, his action may come either just before or just after the triggering action. The character must also decide on this timing when he chooses to take a ready action. The GM may impose restrictions on when a character can react to a trigger action, however.

Example: Following the earlier example, Lt. Wilson must obviously wait until someone comes around the corner before he can shoot them, so the GM determines that Wilson's action may only follow, not precede, the triggering action.

When a ready action's trigger occurs, the readied character's initiative count is immediately reduced to the current initiative count.

Should the character decide to cancel his action when the trigger occurs, the character must make a Reflex save (DC 15). With failure, the character *must* go through with his declared action, regardless of the consequences. Whether the character succeeds with this save or not, his delay action ends and his initiative count is still reduced to the current initiative count.

Example: One of Lt. Wilson's allies rounds the corner first, on initiative count 14. Wilson doesn't want to shoot his ally, so he makes a Reflex save, rolling a 22. He manages to keep from shooting his ally, but his initiative count still drops to 14 and his delay action ends. No characters who round the corner later during the same round trigger Wilson's ready action.

Static Initiative

The fluid initiative system allows for a great deal of tactical flexibility and detail, but does require each player to keep track of his current initiative total, and to adjust it when he takes an applicable action. The GM may desire a more streamlined, easier to play initiative system – particularly if he and his team are new to RPGs. To play with 'static' (AKA classic) initiative, the GM and players should make the following changes to the scripted initiative system.

- After each character rolls his initiative count, the only modifiers are the refresh action *(see page 376)* and applicable feats and character options. The character's initiative count is no longer affected by damage he sustains, aiming, bracing, or any other entry on table 10.2: Fluid Initiative Modifiers.
- No character's initiative count may fall below 1, or rise above 20 + his initiative bonus.
- No character may press for extra actions, or be sent reeling by a negative initiative count.

With these changes in place, the order in which characters take their actions during combat is largely set when initiative is rolled at the beginning of combat, with only a handful of feats and the refresh action allowing characters to adjust their initiative standing once combat has begun.

Finally, if a character's ready trigger doesn't occur during the current round, he loses the chance to act during the current round, his initiative count remains unchanged, and his ready action remains active until his initiative count during the following round.

Example: No one rounds the corner, so Lt. Wilson's initiative count remains unchanged at 22. He loses his chance to act during this round, but if anyone rounds the corner before initiative count 22 during the following round, Lt. Wilson's ready action is activated.

Should the character decide to end his ready action between the start of the following round and his initiative count during that round, he must make the Reflex save as standard.

Regroup (Half Action)

Sometimes it's advantageous for a character to take stock of his situation, calm his thoughts, and carefully decide on his next course of action. When a character takes a regroup action, his initiative count is increased by 5 during Step 5 of the current round. As described under Fluid Initiative Modifiers *(see page 355)*, a character's initiative count may not be modified by more than +10 or -10 during any single combat round.

A character may not regroup while blinded, entangled, grappled, helpless, staggered, stunned, or unconscious.

Attacking

Ultimately, a character's goal in combat is to stop his opponents from hurting him, by any means necessary. This typically involves putting them out of commission before they return the sentiment.

General Attack Rules

The following rules apply to all attacks and attack actions.

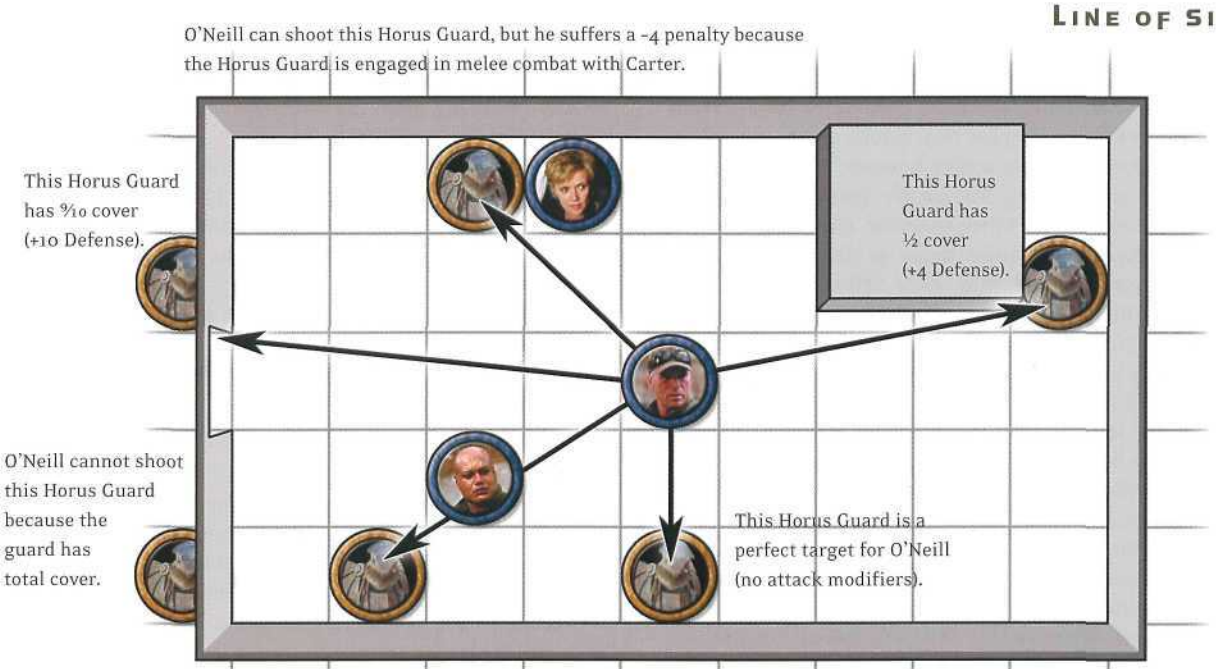
Melee Attacks

With a standard melee weapon or unarmed attack, a character may strike any adjacent target (i.e. any target within 5 ft., or standing in any adjacent square).

When a character is adjacent to at least one conscious and mobile enemy (whether the two have attacked one another or not), the character is considered to be **engaged in melee combat**. When someone makes a hurled or ranged attack against a character engaged in melee combat, he suffers a -4 circumstance penalty with his attack check. Further, a character engaged in melee combat may not benefit from cover fire *(see page 362)*.

Ranged Attacks

With any standard ranged weapon, a character may attack any target within his **line of sight** and within the weapon's maximum range *(see the weapons tables in Chapter 9)*. A target is considered to be within a character's line of sight if no obstacles completely obscure the target from his view *(see the diagram on page 360 for several examples)*.



O'Neill suffers a -4 penalty to shoot this Horus Guard. Teal'c also provides the Serpent Guard with ½ cover (+4 to Defense) and the GM may rule that a critical miss against the guard hits Teal'c instead.

THE ATTACK CHECK

An attack check may represent one attack or multiple attacks made during the same amount of time. When making an attack check, a character rolls 1d20 and adds his attack bonus *(see page 350)*. If the attack check result is equal to or greater than the target's Defense, the character hits and inflicts damage.

AUTOMATIC HITS/MISSES

A natural 20 (an actual roll of 20 on a d20) is always a hit, while a natural 1 (an actual roll of 1 on a d20) is always a miss. A natural 20 might also be a critical hit, while a natural 1 might also be a critical miss *(see below for details about both these outcomes)*.

THE DAMAGE ROLL

When a character's attack hits, he rolls his weapon's damage and subtracts the target's hardness and damage reduction (if any) from the result and then subtracts the remaining damage from his target's vitality points (if any). If the target has no vitality points, or if at least 1 point of damage remains after the target's vitality points are reduced to 0, then the remaining damage is subtracted from the target's wound points. When the target's wound points drop to 0 or less, then he's out of the fight *(see Injury and Death, page 378)*.

CRITICAL HITS

Under nearly all circumstances (unarmed attacks made without the martial arts feat being a notable exception), when a character rolls a natural 20 when making an attack check (the d20 actually shows a 20), he automatically hits and scores a **threat** – a potential **critical hit**. In order to activate a threat as a critical hit, the character must spend one action die. If the character chooses not to do so, then his attack check is just a standard hit.

The character may sometimes score a threat with a roll lower than 20 (usually because of a weapon, feat, or special ability). Any roll lower than a 20 is not an automatic hit, and if the attack check fails because its result doesn't equal or exceed the target's Defense, then the character may *not* activate the threat as a critical hit.

When a character scores a critical hit against a standard NPC (one of the faceless hordes the GM controls), the target is immediately reduced to 0 wound points *(see page 407 for more about these NPC types)*. The character may voluntarily choose to treat a standard NPC as a special NPC *(see next)*, in the hopes of reducing his wounds by enough to kill him, though he must declare that he is doing so before he makes his damage roll.

When a character scores a critical hit against a special NPC or other named character, his damage is subtracted directly from the target's wound points without affecting his vitality points. Additionally, the target's initiative count drops by 5 *(see page 355)*.

Special NPCs are capable of critical hits, but standard NPCs are not *(see page 407)*.

Special Note: The natural rolls required for a threat are collectively called your **threat range** ***(see Chapter 9: Gear for a list of common threat ranges, determined by weapon)***.

Critical Misses

Under nearly all circumstances (unarmed attacks made without the martial arts feat being a notable exception), when a character rolls a natural 1 when making an attack check (the d20 actually shows a 1), he automatically misses and scores an **error** – a potential **critical miss.** In order to activate the error as a critical miss, *the GM or an opposing player* must spend one action die. If the GM or player chooses not to do so, then the character's attack check is just a standard miss.

The character may sometimes suffer an error with a roll higher than 1 (usually because he's using an inferior or shoddy weapon). Any roll higher than a 1 is not an automatic miss, and if the attack check succeeds because its result equals or exceeds the target's Defense, then the GM may *not* activate the error as a critical miss.

When a character suffers a critical miss, the effect is determined by the type of weapon he's using and the number of dice the GM spends to activate the error *(see page 389).*

Special Note: The natural rolls required for an error are collectively called your **error range** *(see Chapter 9: Gear for a list of common error ranges, determined by weapon).*

Bonus/Extra Attacks

Multiple attacks are usually gained through feats. When a feat grants one or more "bonus" or "extra" attacks, the feat describes what the character must do to gain the attacks and what restrictions are applied to the attacks.

Unarmed Attacks

Typically, an unarmed attack delivered by a Medium-sized character inflicts 1d3 points of damage (plus Strength modifiers, as usual). This damage is subdual *(see page 379),* and cannot cause a critical hit. However, a variety of unarmed combat feats can modify a character's unarmed attacks, increasing damage and threat range, and offering the ability to inflict critical hits.

An unarmed attack is considered a light weapon for the purpose of applying off-hand penalties and other effects *(see page 323 for more about light weapons).*

Attacking With Two Weapons

When a character wields a second weapon, he may – once per round, using the second weapon – make one extra single attack during one of his attack actions *(see page 353 for more about single attacks).* This extra single attack may be used to perform any half action attack possible with the off-hand weapon, including striking an object, firing a burst, or attempting to disarm an opponent. If the character's off-hand is empty, he may use this extra single attack to make an unarmed attack or a trip attempt.

This is difficult, however – the character suffers a -6 penalty with all attack checks made using the weapon in his primary hand and a -10 penalty with all attack checks made using the weapon in his off-hand. There are several ways to reduce these penalties, and a character may benefit from more than one of them at once.

- If the weapon in the character's off-hand is one size category smaller than him (e.g. a Handgun held in a Medium-sized character's off-hand), then it's considered a light weapon *(see page 323),* and his primary and off-hand penalties are each reduced by 2.

- If the character possesses the Ambidexterity feat *(see page 241),* then his off-hand penalty is reduced by 4.

- If the character possesses the Two-Weapon Fighting feat *(see page 244),* then his primary and off-hand penalties are each reduced by 2.

Additionally, the damage inflicted with a weapon held in a character's off-hand is increased by only ½ the character's Strength modifier, rounded down *(see page 350).*

Double Weapons

A double weapon possesses two damage values (e.g. "1d6/1d6"), each representing a separate attack. When using a double weapon to make a standard half action attack *(see page 353),* a character may make two attacks, suffering the same penalties as fighting with two weapons *(see page 244).*

Table 10.4: Attacking With Two Weapons

	Penalties		
Feat/Light Weapon	Main Hand	Off-Hand	2nd Off-Hand
Standard attack modifiers with two weapons	-6	-10	N/A
Character possesses Ambidexterity feat *only*	-6	-6	N/A
Character possesses Two-Weapon Fighting feat *only*	-4	-8	N/A
Character wielding light weapon in off-hand *only*	-4	-8	N/A
Character possesses *both* Ambidexterity and Two-Weapon Fighting feats	-4	-4	N/A
Character possesses Ambidexterity feat *and* wields light weapon in off-hand	-4	-4	N/A
Character possesses *both* Ambidexterity and Two-Weapon Fighting feats, and wields light weapon in off-hand	-2	-2	N/A
Character possesses Improved Two-Weapon Fighting feat (which includes the effects of Ambidexterity and Two-Weapon Fighting)	-4	-4	-9
Character possesses Improved Two-Weapon Fighting feat *and* wields light weapon in off-hand	-2	-2	-7

The damage value to the left of the slash is used for the first attack and the value to the right of the slash is used for the second attack.

A character may only make a double attack once per round, even if he also attacks with his second half action.

Attack Actions

Attack actions generally allow a character to injure his opponents in some way. In keeping with the fast-paced action of *Stargate SG-1*, even a 1st-level character can make two half-action attacks during one combat round. Additional attacks can be gained through feats and certain types of gear.

The following is a list of standard attack options.

Standard Attack (Half Action)

When a character takes a standard attack action, he makes one attack against one target of his choice, following the General Attack Rules *(see page 359)*.

Certain feats and gear may allow a character to make more than one attack during a standard attack action – each feat or item's description explains how the extra attacks work.

When a character uses a weapon with ammunition, a standard attack action uses up 1 shot. If the character makes more than one attack during the action, the action uses up 1 shot per attack.

Autofire (Full Action)

This action allows a character to focus an automatic weapon on a single target in an attempt to definitively bring him down.

When a character takes an autofire action, he chooses a number of 3-shot volleys up to ⅓ the ammunition remaining in his weapon (rounded down), then makes one attack check with which he suffers a -1 penalty for each volley fired (in addition to all standard attack modifiers). The success of the character's attack is determined as standard, except that for every 4 full points by which the character's attack check result beats the target's Defense, he scores one additional hit. A character may only score a number of hits up to the number for volleys fired.

A character may not benefit from sneak attack damage (or any other sneak attack benefit) while making an autofire attack. Further, the character may not use shot ammunition to increase the number of targets during an autofire attack (though he may use shot ammunition to make an autofire attack per the rules described here).

When the character scores a critical hit with an autofire action, only the damage from the first hit is applied directly to the target's wounds; the damage from the second and all subsequent hits are applied as if they were standard hits.

When the character rolls a natural 20 with an autofire attack, a minimum of one volley hits the target, but the character's attack check result must still be compared to the target's Defense to determine if any additional volleys hit. A natural 20 does not indicate that more than one volley hits the target – the automatic hit is the first volley.

Example: Lt. Wilson fires an FN P90 with 15 shots remaining. He takes an autofire action to attack one target with five 3-shot volleys (using up all 15 shots remaining in his weapon). Wilson's attack check result is 25, reduced to 20 by the autofire action's -1 penalty per volley fired. This exceeds the target's Defense of 11 by 9, so Wilson scores three hits (one for beating the target's Defense, plus two more for beating the target's Defense by 8 or more). Wilson rolls 3d10+3 damage (three hits at 1d10+1 each).

An autofire action uses up 3 shots per volley fired. If the character's weapon has less than 6 shots left, then he may not perform an autofire action.

A character may only take an autofire action when using a weapon that may be fired in strafe mode *(see page 364)*.

Burst Attack (Half Action)

This action allows a character to fire a short burst of ammunition in a controlled manner, increasing his chance to hit or damage his target.

When a character takes a burst action, he must choose his degree of control – a narrow burst for a greater chance to injure the target or a wide burst for a greater chance to hit the target, as follows.

Narrow Burst: The character suffers a -3 penalty with his attack check, but gains a +2 bonus with his damage roll.

Wide Burst: The character gains a +1 bonus with his attack check. This burst option has no effect on the attack's damage.

A burst attack uses up 3 shots.

A character may only take a burst action when using a weapon that may be fired in burst mode *(see Chapter 9)*.

Coup de Grace (Full Action)

This action allows a character to kill an adjacent foe who is helpless *(see page 369)*.

When a character takes a **coup de grace** action, he automatically scores a critical hit against one adjacent helpless target. If the target possesses the sneak attack ability, his sneak attack damage is applied to the action's damage roll.

Even if the target survives this attack's damage, he must succeed with a Fortitude save (DC 10 + the damage inflicted) or die from the shock of the blow.

The coup de grace action may be used with any type of attack, including ranged and unarmed attacks. A character may not use a coup de grace action against a target who's immune to critical hits.

When a character uses a weapon with ammunition, a coup de grace action uses up 1 shot.

Cover Fire (Full Action)

This action allows a character to protect one target with a spread of gunfire, harrying all opponents with line of sight to the target.

When a character takes a cover fire action, he chooses one target character within his line of sight. A character may not provide cover fire for a target who is engaged in melee combat (i.e. adjacent to an enemy).

The target character gains a +4 dodge bonus to his Defense for 1 round (i.e. until the start of the acting character's initiative count during the following round). This dodge bonus applies against all attacks from enemies also within the character's line of sight – the character must be able to shoot at them to force them to keep their heads down, or this action doesn't work *(see the diagram below for some examples)*.

When more than one character takes a cover fire action to protect the same target against the same enemies, the target gains an additional +1 dodge bonus for each character providing cover fire beyond the first.

A cover fire action uses up 5 shots.

Disarm (Half Action)

This action allows a character to attempt to take away your opponent's weapon.

When a character takes a disarm action, he selects one of his standard methods of attack.

- When the character attempts a disarm action with an unarmed or melee attack (i.e. he tries to physically seize the target's weapon), the target must be located within the character's reach *(see page 373)*.

- When the character attempts a disarm action with a ranged weapon (i.e. he tries to shoot the weapon out of his target's hands), the target must be located within 1 range increment.

The character makes a standard attack with his weapon, opposed by a standard attack made by the target using the targeted weapon. If the character and his target wield different-sized melee weapons, then the character with the larger weapon gains a +4 circumstance bonus per category of size difference with his attack check. Further, if the character's target holds his weapon in both hands, he gains a +4 circumstance bonus with his attack check.

Ties are resolved as follows.

- When an opposed melee disarm check results in a tie, the character with the highest Strength wins.

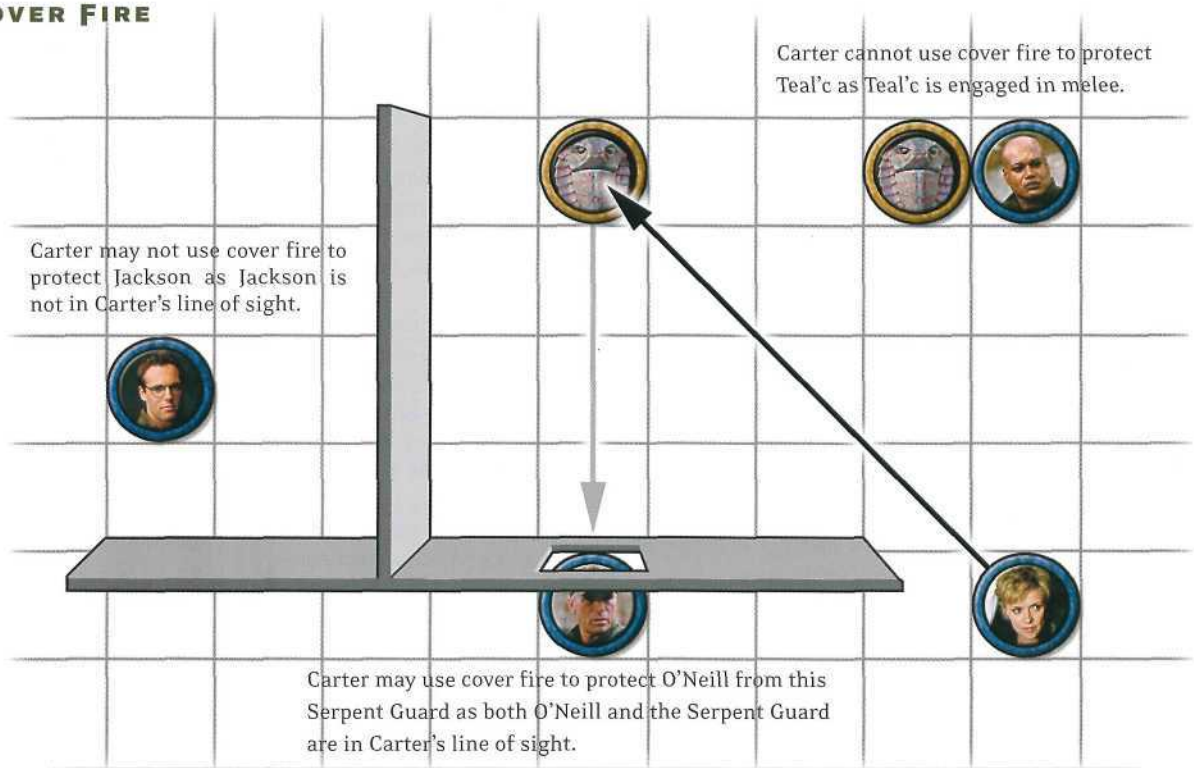
- When an opposed ranged disarm check results in a tie, the attacking character's Dexterity is compared to the target character's Strength to determine who wins.

- If neither of these methods resolves a tie, both characters roll 1d20 to determine who wins the opposed attack check.

If the character wins the opposed attack check, his target is disarmed, and the weapon lands in a random unoccupied square adjacent to the target. The target must move into that square before he can retrieve his weapon, a task which requires one half action.

If the character scores a threat with the opposed attack check, the target is disarmed and the weapon is thrown 1d4 squares in a random direction. Alternately, if the character's disarm action was made with an unarmed or melee attack and he has a free hand, the character may choose to hold the weapon following the successful disarm action.

Cover Fire



If the character loses an opposed attack check made with a melee weapon, his target may immediately, as a free action, take a disarm action against the character in return, using the same method.

A disarm action *never* inflicts any damage to the target or his weapon.

When a character uses a weapon with ammunition, a disarm action uses up 1 shot.

Grapple (Full Action)

This melee attack allows a character to wrestle with his target. It's useful when the character wants to immobilize his foe instead of killing him. Grappling is more complicated than most actions and is completely described under Special Attacks and Damage *(see page 369)*.

Strafe Attack (Full Action)

This action allows a character to fire a long burst of ammunition in an attempt to take down several opponents at once.

When a character takes a strafe action, he chooses to target a number of adjacent 5-ft. squares up to H the ammunition remaining in his weapon (rounded down). The character must have line of sight to each of the target squares, and none of the target squares may be directly in front of the others *(see the diagram on page 365 for some examples)*. The character may not target the same square more than once, nor may he alternate between two or more target squares.

The character then makes one attack check with which he suffers a -2 penalty per targeted square beyond the first (in addition to all standard attack check modifiers). The character's attack check result is separately compared to the Defense of each combatant in each targeted square, and the success of each attack is determined as standard. If at least one of these attacks is successful, the character makes one damage roll and separately applies the result to each combatant hit. Sneak attack damage may not be applied to combatants targeted by a strafe attack.

A character may not benefit from sneak attack damage (or any other sneak attack benefit) while making a strafe attack. Further, the character may not use shot ammunition to increase the number of targets during a strafe attack (though he may use shot ammunition to make a strafe attack per the rules described here).

When the character scores a critical hit with a strafe action, *only* the damage inflicted against the combatant in the first target square is applied directly to wounds; the damage inflicted against the combatants in the second and all subsequent target squares are applied to remaining vitality first, as standard.

When the character rolls a natural 20 with a strafe attack, he automatically hits the combatant in the first target square. A natural 20 does not indicate that more than one target square combatant is hit – the attack check result must still be compared to the Defense of each other combatant.

Example: Lt. Wilson faces 3 opponents who stand adjacent to each other – 1 special NPC (Defense 19) and 2 standard NPCs (Defense 12). He takes a strafe action to attack all three of them with one full action. He makes one attack check with which he suffers a -4 penalty. His attack check result is a 14, hitting the two standard NPCs,, but not the special NPC. Wilson rolls damage only once, applying the result to each of the standard NPCs. He uses up 6 shots.

Special Note: In the event that one particularly large combatant occupies more than one target square, the character compares his attack check result to the combatant's Defense only once, without additional modifiers. If the attack is successful, the character gains a +2 bonus with his damage roll for every target square the combatant occupies beyond the first.

Example: Lt. Wilson faces off against an alien creature whose sprawls bulk occupies a 15-ft. × 5-ft. area (three squares). Wilson has line of sight to all three of these squares, and targets all of them. He makes one attack check against the creature and scores a hit, after which rolls and applies damage once. Wilson gains a +4 bonus with this damage roll.

A strafe action uses up 2 shots per targeted square.

A character may only take a strafe action when using a weapon that may be fired in strafe mode *(see Chapter 9)*.

Strike an Object (Half Action)

This action allows a character to attempt to hit and/or damage an inanimate object. It comes in handy when the character must tag a button with a hurled knife, split a rope with a bullet, or break a remote control in an opponent's hand.

When a character takes a strike an object action, he chooses one object within his line of sight and makes one attack check, applying all standard modifiers. The object's Defense is determined by its size and whether it's in motion, as follows.

Immobile Object: The object's Defense is 5 + its size modifier *(see page 352)*. The character's attack is further modified by the type of weapon he's using and the type of attack he makes, as follows.

- *Melee Weapon:* With a standard half action attack, the character gains a +4 circumstance bonus with his attack check. With a full action attack ('lining up his shot'), the character automatically hits the object.

- *Ranged Weapon:* With a standard half action attack,

the character's attack check is unchanged. With a full action attack ('lining up his shot'), the character gains a +5 circumstance bonus with his attack check.

Mobile/Worn Object: The object's Defense is 10 + its size modifier *(see page 352)* + the wielder's class bonus to Defense and Dexterity modifier (if applicable).

Held/Carried Object: The object's Defense is 15 + its size modifier *(see page 352)* + the wielder's class bonus to Defense and Dexterity modifier (if applicable).

An object has wound points, but no vitality, and is immune to critical hits. When the character successfully hits an object, he rolls damage as standard. After the damage is reduced by the object's hardness (if any), the remaining damage is subtracted from the object's wounds. When an object's wound points drop to 0 or less, it's ruined. *For a hardness/wound point scale and sample objects, see Table 10.6: Object Hardness and Wound Points and Table 10.7: Sample Objects (page 366).*

The GM may determine that certain objects are immune to or particularly vulnerable to certain types of damage. For example, while it's easy to shoot through asbestos, it's almost impossible to burn it.

Finally, when an immobile object must make a saving throw, it automatically fails. When a mobile, worn, held, or carried object must make a saving throw, however, the wielder's saving throw applies to the object as well (i.e. if the wielder's saving throw succeeds, so does the object's).

Break an Object (Full Action): This action allows a character to attempt to destroy an object using brute force. This differs from striking an object in that

When the character takes a break an object action, he makes one Strength check. His DC is determined by the object's construction quality, as shown on *Table 10.5: Base Breaking DCs (see page 266).*

These DCs are only a general guideline, and the GM may modify them for large, tough, fragile, or hard-to-grip objects.

For a list of Break DCs for sample objects, see Table 10.7: Sample Objects (page 266).

Suppressive Fire (Full Action)

This action allows a character to use a firearm to pin down an opponent with heavy gunfire, forcing the target to seek cover and making it difficult for him to fire back.

When a character takes a suppressive fire action, he chooses one opponent within his line of sight. The character may not choose an opponent who's currently engaged in melee combat *(see page 359).*

So long as the target remains within the character's line of sight, he suffers a -4 penalty with all attack and skill checks for 1 round (i.e. until the start of the character's initiative count during the following round).

Additionally, unless the target leaves the character's line of sight or possesses at least one-quarter cover at the start of the character's initiative count during the following round, the character gains one bonus single attack against the target as a free action. The character does not gain this bonus single attack if the target has not had an opportunity to act since the character took the suppressive fire action.

Strafing

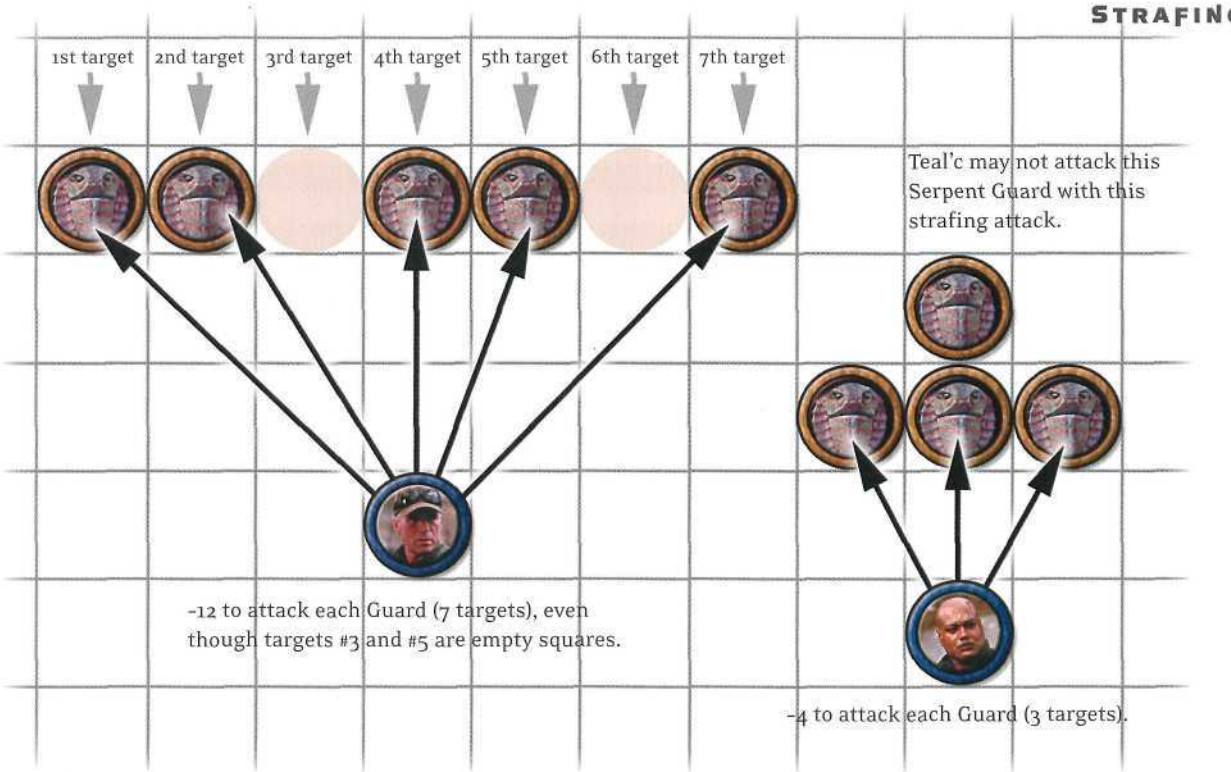


Table 10.5: Base Breaking DCs

Construction Quality	Break DC*
Shoddy	5
Standard	10
Good	15
Excellent	20
Formidable	25
Military Grade	30
Cutting Edge/Alien Construction	35–40

* If the object possesses less than ½ its maximum wounds (rounded down), its Break DC is reduced by 4.

Table 10.6: Object Hardness and Wound Points

Object	Hardness	Wound Points
Paper	0	2/inch of thickness
Cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Ice	0	3/inch of thickness
Glass	1	1/inch of thickness
Pottery	1	1/inch of thickness
Leather	2	1/inch of thickness
Drywall	3	6/inch of thickness
Hard Plastic	4	8/inch of thickness
Wood	5	10/inch of thickness
Bone or Ivory	6	12/inch of thickness
Concrete	7	14/inch of thickness
Stone	8	15/inch of thickness
Reinforced Concrete	9	20/inch of thickness
Metal (Iron, etc.)	10	30/inch of thickness
Strong Metal (Steel, etc.)	15	35/inch of thickness
Super Strong Material	20	40/inch of thickness

Table 10.7: Sample Objects

Object	Hardness	Wound Points	DC to Break
Drywall (1 in. thick)	3	6	10
Sandbags (12 in. thick)	5	120	13
Wooden door (1 in. thick)	5	10	13
DDO	5	10	12
Computer	5	15	14
Cue ball	6	36	21
Rope (1 in. diameter)	0	2	23
Chain	10	5	26
Handcuffs	10	10	26
Metal bars	10	15	30
Metal door (5 in. thick)	10	150	35
Concrete wall (24 in. thick)	7	336	40
Blast door (24 in. thick)	15	840	45

When more than one character targets the same opponent with a suppressive fire action, the opponent's penalty is increased by -1 for each character providing suppressive fire beyond the first. Each character targeting the opponent with suppressive fire gains one bonus single attack on his initiative count during the following round, unless the target moves out of his line of sight or takes one-quarter cover.

A suppressive fire action uses up 5 shots.

Trip (Half Action)

This action allows a character to attempt to knock an opponent prone.

When a character takes a trip action, he chooses one adjacent opponent up to one size category larger or smaller than him, then follows these steps.

1. First, the character makes a melee touch attack against the target.

2. If the melee touch attack is successful, the character makes a Strength check opposed by either the target's Strength or Dexterity (whichever is higher). If the target is larger than the character, he gains a +4 circumstance bonus with his ability check. If the character is larger than his target, he gains a +4 circumstance bonus with his Strength check. Additionally, the target gains a +2 circumstance bonus with his ability check if he's braced or otherwise more stable than the attacking character.

If the character wins this opposed check, his target is knocked prone *(see page 378)*.

If the character loses this opposed check, his target may immediately, as a free action, take a bonus trip action against the character, using the same method.

Attack Modifiers

This section describes many bonuses and penalties that unusual circumstances may impose upon combat. Basic circumstance modifiers applied during combat are located on Table 10.8: Attack Modifiers *(see below)*. Additional modifiers are described under Using the Stargate *(see page 400)*.

Favorable and Unfavorable Conditions

The GM may impose any or all of the following circumstance bonuses or penalties when a character attacks, depending on the circumstances. Additionally, he may impose blanket modifiers for conditions not listed here. These modifiers are usually applied in 2-point increments (i.e. -4, -2, +2, +4, etc.).

Table 10.8: Attack Modifiers

Condition	Melee and Unarmed	Ranged	Loses Dex Bonus?
Attacker takes an aim action *(see page 375)*	+0	+1	No
Attacker takes a brace action *(see page 375)*	+0	+2	No
Attacker flanking defender	+2	+0	No
Attacker on higher ground than defender	+1	+0	No
Attacker prone	–2	–2♦	No
Attacker moving twice his speed or faster*	+0	–2†	No
Defender sitting or kneeling	+2	–2	No
Defender stunned, cowering, or off balance	+2	+2	Yes
Defender climbing	+2	+2	Yes
Defender in crouching position	+0	–1	No
Defender in high crawl position	+3	–3	No
Defender in low crawl position	Per prone	Per prone	Per prone
Defender surprised or flat-footed	+0	+0	Yes
Defender running	+0	–2†	No
Defender grappling (attacker not)	+0	+0‡	No‡
Defender pinned	+4	–4	Yes
Defender prone	+4	–4**	No
Defender has cover	Per Cover rules *(see page 368)*		
Defender concealed or unseen	Per Concealment rules *(see page 368)*		
Defender helpless	Per Helpless Defenders rules *(see page 368)*		

* This condition applies if the character moved twice his speed or faster during his last initiative count.

** This penalty does not apply when the attacker is adjacent to the defender.

† If both the attacker and defender are running, each suffers a –4 circumstance penalty to attack the other.

‡ If this ranged attack hits, then randomly determine which grappling combatant is struck. That defender loses his Dexterity bonus to Defense (if positive).

♦ This penalty does not apply when the attacker's weapon is braced*(see page 375)*

Cover

When a character finds himself under enemy fire, the best thing he can do is take **cover**. Crouching behind a vehicle, a wall, or a doorframe provides a bonus to a character's Defense. The more complete a character's cover, the better the bonus he receives, as described on Table 10.9: Cover and Concealment *(see below)*.

Cover provides two bonuses, as follows.

Cover Defense Bonus: This bonus is applied to the character's Defense when he's attacked by an opponent on the other side of the cover. The GM may rule that this bonus doesn't stack with other modifiers, such as the bonus for kneeling (e.g. when the character kneels behind cover, his profile may not change).

When an attack would hit the character if not for a cover Defense bonus, the cover is hit instead – damage is rolled as standard and applied to the cover, per the rules for striking an object *(see page 364)*. If the damage destroys the cover, any remaining damage punches through the cover and is applied to the character.

Cover Defense bonuses stack with concealment Defense bonuses. A character may only ever benefit from the highest applicable cover Defense bonus.

Cover Reflex Bonus: This bonus is applied to the character's Reflex saving throws when the cover partially shields him from the blast or effect he's trying to avoid.

Using a Hostage as Cover: A character who has pinned an opponent may use the opponent as cover, gaining the one-half cover Defense bonus *(see Grappling, page 370)*. When an attack would hit the character if not for this cover Defense bonus, the hostage is hit instead – damage is rolled as standard and applied to the hostage, per the standard Injury and Death rules *(see page 378)*. If the damage kills the hostage, any remaining damage punches through the hostage and is applied to the character.

Special Note: If a hostage somehow benefits from either a Dexterity or dodge bonus to his Defense when the pinning character is attacked, he may make a Dexterity check opposed by the character's Strength in order to slip out of the line of fire. With success, the pinning character loses the cover Defense bonus typically provided by the hostage.

Concealment

If a character can't take cover, then the next best thing he can do is hide from sight (e.g. behind a tree line or in dense smoke). Conditions such as these – where nothing physically stops attacks aimed at a character, but something interferes with the attacker's accuracy - are referred to as **concealment**.

Concealment Defense Bonus: This modifier operates like a cover Defense bonus *(see page 352)*, except that incoming attacks can never hit or otherwise affect the character's concealment – they either hit the character or they don't.

Concealment Defense bonuses stack with cover Defense bonuses. A character may only ever benefit from the highest applicable concealment Defense bonus.

Special Note: The effectiveness of a character's concealment is dependent upon his attacker. If the attacker can see the character's body heat (e.g. when he's using a thermal imager), or otherwise visualize the character through the concealment, then the character loses his concealment Defense bonus.

Degree of Cover or Concealment

The GM subjectively assesses all cover and concealment, using Table 10.9: Cover and Concealment as a guideline *(see below)*. Ultimately, the situation determines the effectiveness of a character's cover or concealment – after all, standing behind a low wall is much more effective against a short or prone opponent than it is against a sniper on a nearby roof.

Fighting Defensively

At the start of his initiative count during any round, before he takes any actions, a character may choose to **fight defensively**. When fighting defensively, a character suffers a -4 penalty with all his attack and skill checks and gains a +2 dodge bonus to Defense. These modifiers last for 1 round (i.e. until the start of the character's initiative count during the following round).

Table 10.9: Cover and Concealment

Degree of Cover	Cover Examples	Cover Defense Bonus	Cover Reflex Bonus	Concealment Defense Examples	Concealment Bonus
One-quarter	Standing behind a short wall	+2	+1	Hail, light fog/rain/foliage; moderate darkness	+1
One-half	Fighting from around a corner; standing at an open window; behind character of same size	+4	+2	Moderate fog/rain; sleet; precipitation	+2
Three-quarters	Peering around a corner	+7	+3	Heavy rain; dense foliage	+3
Nine-tenths	Standing at a narrow opening; behind a slightly open door	+10	+4*	Storm; near darkness	+4
Total	Entirely behind a solid wall	—	—	Total darkness; dense fog; attacker blind	+6

* Character suffers no damage if his save is successful, or ½ damage if his save fails (rounded down).

Flanking

When a character and one of his teammates or allies are located on adjacent and opposite sides of one opponent, they are considered to be **flanking** that opponent. When a character makes an unarmed or melee attack against an opponent he's flanking, he gains a +2 bonus with his attack check. Further, if a character possesses the sneak attack ability, he may use it against an opponent he's flanking.

Helpless Defenders

When a character makes a melee attack against a helpless target (an opponent who is bound, sleeping, unconscious, or otherwise unable to defend himself – *see page 278)*, he gains a +4 circumstance bonus with his attack check. A character gains no bonus when he makes a ranged attack against a helpless target.

Further, a character may target a helpless opponent with a coup de grace action *(see page 362)*.

Special Note: A helpless character's Dexterity bonus is always considered to be -5 (as though his Dexterity is 0).

Shooting or Throwing into a Melee

As described on page 359, a character who's adjacent to at least one conscious and mobile enemy is considered to be **engaged in melee combat** (whether the two have attacked one another or not). When someone makes a hurled or ranged attack against a character engaged in melee combat, he suffers a -4 circumstance penalty with his attack check. This penalty applies even when the attacker is adjacent to his target (i.e. he's making a hurled or ranged attack against an adjacent target).

Further, a character engaged in melee combat may not benefit from cover fire *(see page 362)*.

Special Attacks and Damage

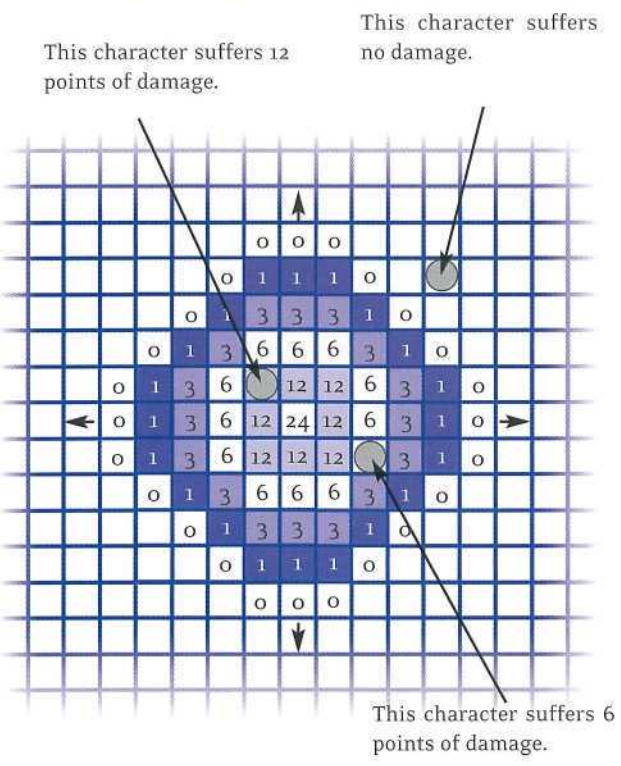
This section describes several unusual types of attacks and damage that deserve special attention.

Blast Damage

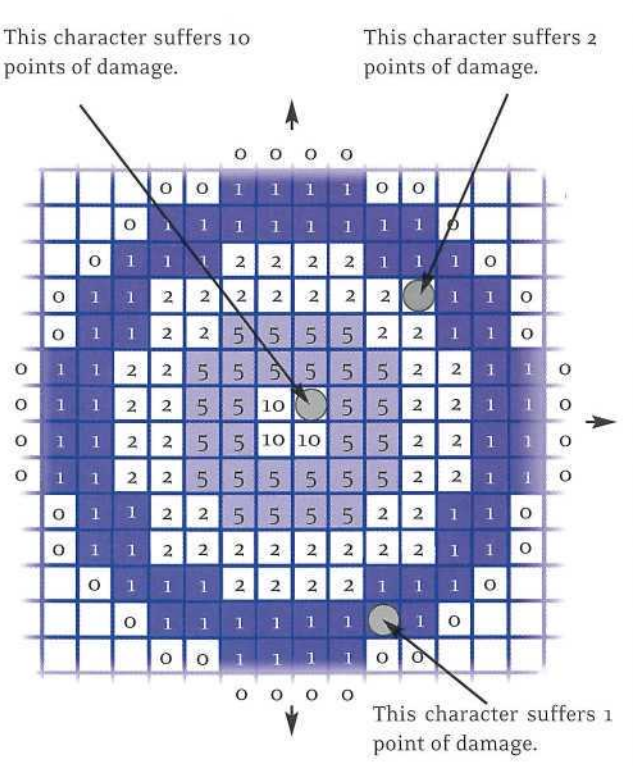
Some weapons affect every character and object within an area. These weapons inflict **blast damage**. Blast damage has a base area of effect (called a **blast increment**) that's measured in squares and expands outward from one or more target squares (called ground zero). This area of effect may take the shape of a 90-degree cone or a radius, and expands out from ground zero as depicted on the diagram seen below.

Everyone and everything within the ground zero squares suffers the blast's full damage. This damage is reduced to ½ (rounded down) within each blast increment out from ground zero, until the damage drops below 1 point, at which point it has no effect.

Blast Damage (Radius)



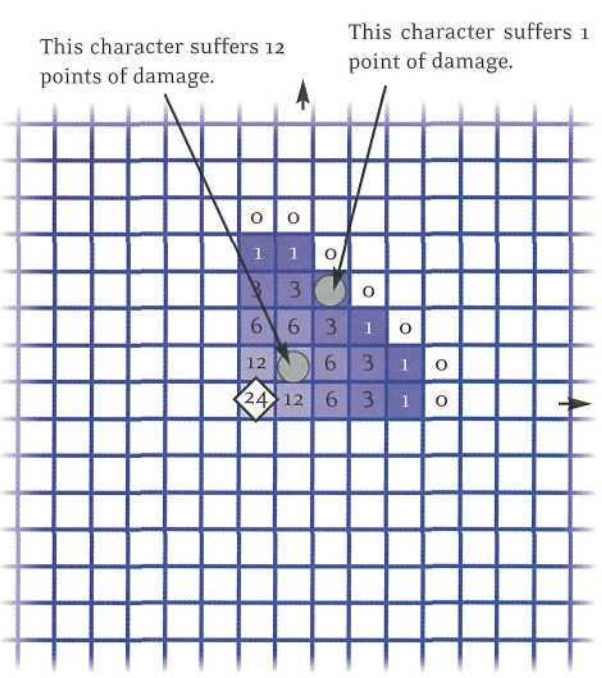
24 points of blast damage with a blast increment of 1 square.



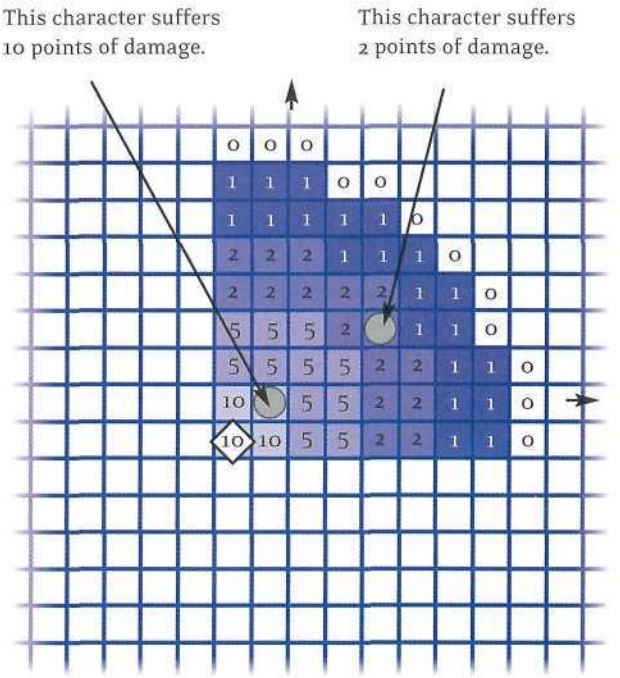
10 points of blast damage with a blast increment of 2 squares.

1 Square = 5 ft.

Blast Damage (Cone)



24 points of blast damage with a blast increment of 1 square.



10 points of blast damage with a blast increment of 2 squares.

1 Square = 5 Ft. Ground Zero

Example: Lt. Wilson is located inside the third blast increment of an explosion with a blast damage value of 24. He suffers 6 points of damage (24, halved to 12 within the second increment, then halved again to 6 within the third increment).

When a character suffers blast damage, he may make a Reflex save (DC 15 + 1 per damage die rolled). With success, he manages to dive for cover, reducing the blast damage he suffers to H (rounded down). When a character succeeds with this Reflex save, he is automatically moved to the nearest square located within the next outermost blast increment.

Example: Following the previous example, the explosion's blast damage is 4d6, so Lt. Wilson's Reflex save DC is 19 (15 + 4). He rolls a 21, which reduces the damage he suffers from 6 to 3 and moves him to the nearest square within the next outermost blast increment.

Attacking with Large-Scale Blast Weapons

When a character attacks with a grenade or explosive that has a blast increment of 2 or more squares (10 or more ft.), he chooses the target square and the explosion's center radius of effect. With a hit, the effect is applied as the character declared. With a miss, the GM randomly determines the attack's deviation and chooses the explosion's center radius of effect.

Grapple (Full Action)

This action allows a character to wrestle with an enemy, usually with the hope of pinning him.

In order to take a grapple action, the character must either have two hands free or be wielding a weapon that may be used when grappling (such as a garrote).

When a character takes a grapple action, he chooses one adjacent opponent who is no more than one size category larger than him, then follows these steps.

1. *Enter the target's square:* The character must move into his target's square to take a grapple action. This is an exception to the square occupancy rules *(see Movement, page 373).*

2. *Make a Grab Check:* The character makes one melee touch attack. In place of the standard size modifier, the character gains a +4 circumstance bonus per category of size difference between he and his target (if the character is larger than his target) or suffers a -4 circumstance penalty per category of size difference between he and his target (if the character is smaller than his target). With success, the character moves on to Step 3; otherwise, his grapple action ends. Special Note: If the target is already grappling someone else, then the character's grab check automatically succeeds.

3. *Make a Hold Check:* Once a character grabs his opponent, he makes a second melee touch attack – this one opposed by the target's melee touch attack – in order to start grappling. The alternate size modifier described in Step 2 applies to this check as well. With success, the character and the target are considered to be grappling and the character may, as a free action, immediately inflict his standard unarmed damage upon the target; otherwise, his grapple action ends.

Multiple Grapplers

Multiple characters may attempt to grapple one target, assuming they may act during the same initiative count and before the target. In this case, the grab and hold checks are made following the Cooperation rules *(see page 183)*, and if the grapple action is successful, all involved characters are considered to be grappling.

Special Note: No more than four combatants may attempt to grapple one target of the same size, while no more than eight combatants may attempt to grapple a larger target, and no more than two combatants may attempt to grapple a smaller target.

Grapple Action Timing

All of these steps occur during the character's initiative count; they do not carry over into other initiative counts or rounds. Either the character successfully grapples his target during his initiative count or he doesn't.

During a Grapple

While grappling, a character may not move and loses his Dexterity and dodge bonuses to Defense (if positive).

Also, the only action any character involved in a grapple may take is a full action hold check. The character chooses one opponent with whom he's currently grappling and one of the following grapple moves, then makes a melee touch attack opposed by his target's melee touch attack. The alternate size modifier described in Step 2 applies to this check. With success, the character performs the grapple move and gains the listed benefit; otherwise, his action is wasted and the grapple continues.

Inflict Damage: The character inflicts his standard unarmed damage upon the target.

Pin*: The character pins the target for 1 round (i.e. until the start of his initiative count during the following round). For more about the pinned condition, *see page 378*.

Break a Pin:** The character breaks free of the target's pin or frees the target character from a pin (though he or the target character is still considered to be grappling).

Escape:** The character slips out of the grapple and may take one standard half action move *(see page 353)*.

Attack With a Light Weapon: The character inflicts damage with one light weapon. The character must be holding a light weapon to perform this grapple move.

* While pinned, a character is held immobile and the only grapple move he may choose is break a pin. Further, all opponents gain a +4 circumstance bonus with melee attack checks made against a pinned character (including melee attack checks made to perform hold checks), though they also suffer a -4 circumstance penalty with ranged attack checks made against a pinned character.

** If the character possesses 5 or more ranks in the Escape Artist skill, he gains a +2 bonus with his hold check to perform this grapple move.

Grenade-Like Deviation

Most hurled and projectile weapons – such as thrown knives, grenades, and rockets – stray from the target when an attack with them misses. These weapons are referred to **grenade-like weapons.**

When the character uses a grenade-like weapon, he targets one square within his line of sight and within the weapon's range. The square's Defense is determined as follows.

- When the character targets an occupied square, its Defense is *equal to the occupant's Defense* (i.e. a character may not target an occupied square and make an attack check against a fixed Defense). If more than one occupant is present within the square, the square's Defense is equal to the highest Defense among all the square's occupants.

- When a character targets an unoccupied square, its DC is 15 *(the GM may determine that some squares* have a higher Defense if they are hard to reach or contain complex scenery).

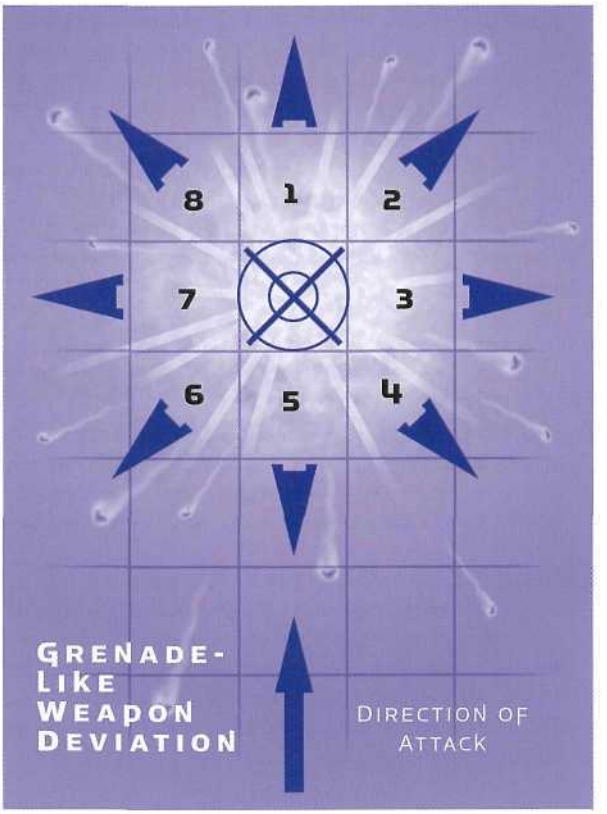


TABLE: 10.10: DEVIATION BY RANGE

RANGE INCREMENTS TO TARGET	1–2	3–4	5–6	7–8	9–10
Deviation Distance*	1d2	1d4	1d6	1d8	1d10

As usual, all range and other combat modifiers apply to attacks made with a grenade-like weapon.

When an attack with a grenade-like weapon misses, it's subject to **grenade-like deviation.** The weapon or ammunition scatters a random number of 5-ft. squares from the target square determined by the number of range increments between the attacker and his target, as shown on Table 10.10: Deviation by Range *(see above).*

The result is the number of squares the weapon travels away from the intended target, in a direction determined by rolling 1d8 and consulting the Grenade-Like Deviation diagram *(see page 371).*

With the GM's permission, when a character uses a grenade-like weapon that doesn't burst or explode on contact, he may attempt to bounce the weapon around corners, ricocheting off of hard surfaces to get to a hard to reach target square. In this case, the character declares one square as his target and determines the square's Defense as described. The target's Defense is then increased by +2 per surface the weapon must ricochet against in order to reach its destination. Further, unless the character has line of sight to the target, there's a 50% chance the attack automatically deviates from the intended destination (after any successful non-critical hit, the GM rolls 1d20 – with a result of 1-10, the attack in fact deviates).

UNARMED ATTACKS

Kicks, punches, and martial arts moves are all **unarmed attacks.** Typically, when a Medium-sized character successfully hits with an unarmed attack, he inflicts 1d3 points of subdual damage *(see page 379).* However, a character may voluntarily accept a -4 circumstance penalty with his attack check to inflict normal damage instead.

Additionally, several class abilities and feats increase the effectiveness of a character's unarmed attacks, allowing him to inflict bonus damage, make bonus attacks, and use other special abilities *(see Chapters 5 and 7 for more information).*

MOVEMENT

Aside from attacking your opponents, most of your time in combat is spent moving around – either to get into position for a better shot, or to take cover from your opponents' fire. This section explains when and how far you can move.

GENERAL MOVEMENT RULES

To accurately represent movement and position, it's easiest to use miniature figures to represent the characters and their opponents. By placing these miniatures on a grid of 1-in. squares, you can easily eliminate arguments about line of sight, cover, and range. The standard scale used in this book is 5 ft. per 1-in. square.

HOW FAR CAN YOU MOVE?

A Medium-sized character possesses a base speed of 30 ft., meaning that he can move 30 ft. during each standard half action move, or a total of 60 ft. if he spends both his half actions during a round performing standard moves *(see page 353 for more about standard half action moves).*

Encumbrance and wearing armor often reduce the distance a character may move during a standard half action move *(see page 353).*

DIAGONAL MOVEMENT AND DISTANCE (THE "5/10 RULE")

When a character moves diagonally for the first time during any one movement action, the distance traversed is considered 5 ft. of his total move. Similarly, when a character moves only with his bonus 5-ft. step during a round, he may move diagonally into any adjacent unoccupied square.

When a character moves diagonally for the *second* time during any one movement action, however, *the distance traversed is considered 10 ft. of his total move.*

The third and all subsequent odd-numbered diagonal movements again count as 5 ft. of the character's total move for the round, while all even-numbered diagonal movements count as 10 ft. of his total move for the round.

These rules apply even when the character takes one or more diagonal moves in any direction, whether they're taken along with straight moves or not. A character may combine straight and diagonal moves to reposition around a round obstacle or to circle around an opponent, so long as every other diagonal move taken counts as 10 ft.

Example: Lt. Wilson possesses a speed of 30 and performs a standard half action move. He could move six 5-ft. squares in a straight line, following a row or column of the map grid (6 × 5 ft.) or he could move up to four squares diagonally (5 ft. + 10 ft. + 5 ft. + 10 ft.). He could also move one square diagonally and then move five squares in a straight line (6 × 5 ft.) or he could move one square diagonally, then three squares in a straight line, then another square diagonally (5 ft. + 15 ft. + 10 ft.).

When a character takes two separate movement actions during the same round, this rule is applied to each movement action separately.

Example: Lt. Wilson makes three diagonal moves as his first standard half action move during a round, the last square of which counts as 5 ft. of his total move. He then takes a second standard half action move during the same round, also taking diagonal moves. The first diagonal move of his second movement action is considered to be 5 ft., even though it's taken immediately after another 5-ft. diagonal move, since it happens as part of a new movement action.

Distance between characters and points on the map grid are likewise calculated using this rule *(for an example of how it's applied to circular effects, see the Blast Diagram on page 370).*

Unless otherwise specified, this "5/10 Rule" applies to all actions that involve movement.

Square Occupancy

Unless otherwise specified, only one character of Medium or greater size may occupy any one square at any one time. Two or more characters of smaller sizes may occupy the same square, as follows.

Character Size	Maximum Characters Per Square
Small	2
Tiny	4
Diminutive	8
Fine	16

Passing Through

A character may move through an occupied square *only* when one of the following conditions applies.

1. The square's occupant is a teammate or an ally.
2. The square's occupant is stunned, helpless, or dead.
3. The character is Fine-, Diminutive-, or Tiny-sized.
4. The character is three or more size categories larger or smaller than the square's occupant.
5. The character successfully uses the Tumble skill to make a tumble through check *(see page 236)*.

Face and Reach

Combatant who are larger or smaller than average humans present special concerns during combat. Larger opponents, for instance, may be attacked by more people at once, but their reach enables them to attack targets who are further away. Tiny or smaller opponents may gang up on a single target in larger numbers, but they can only attack targets located in their own square.

This considerations are handled with two statistics – face and reach – as follows.

Face: A combatant's face determines the maximum number of opponents who may attack him. It also comes into play when the combatant is targeted with a strafe attack *(see page 364)*.

Reach: A combatant's reach determines the maximum number of squares away from his current location that he may make an unarmed or melee attack.

See Table 10.11: Face and Reach for details.

Movement Actions

Movement actions generally allow a character to reposition himself in some way, often in an effort to find cover, close with the enemy, or flee. In keeping with the fast-paced action of *Stargate SG-1*, even a 1st-level character can make two half-action moves during one combat round.

When a character takes any movement action during a combat round, he may not use his bonus 5-ft. step *(see page 353)*.

The following is a list of standard movement options.

Standard Move (Half Action)

When a character takes a standard move action, he may move up to a number of feet equal to his speed, following the General Movement Rules *(see page 372)*. Other types of personal movement are covered by appropriate skill checks *(see Climb, page 189, and Swim, page 235 for details)*, and are also subject to the General Movement Rules.

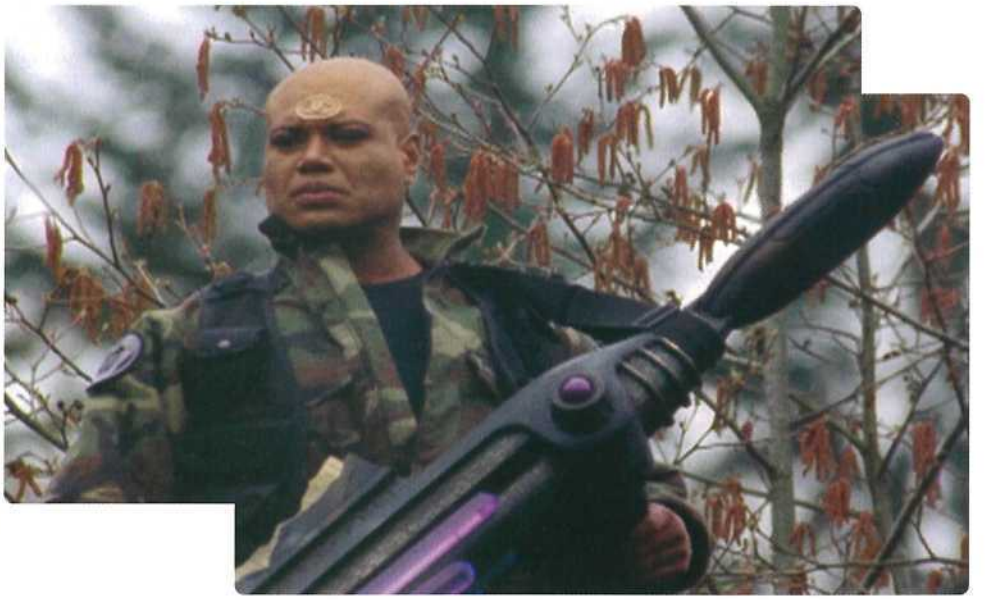
When a character moves into a square adjacent to an opponent, he must stop moving.

While adjacent to an aware and standing opponent, a character cannot move more than his bonus 5-ft. step unless he makes a withdraw action *(see page 375)* or possesses the Mobility feat *(see page 243)*. Stunned, helpless, and dead opponents do not restrict a character's movement in any way.

Table 10.11: Face and Reach

Opponent Size	Example of Size	Defense Modifier	Reach	Face	Maximum* Attackers
Fine (F)	Fly	+8	Same square	100/square	1 (in same square)
Diminutive (D)	Gecko	+4	Same square	25/square	1 (in same square)
Tiny (T)	Opossum	+2	Same square	4/square	1 (in same square)
Small (S)	Child	+1	1 square	1 square	8
Medium (M)	Adult human	0	1 square	1 square	8
Large (L), tall	Gorilla	–1	2 squares	1 square	8
Large (L), long	Polar bear	–1	1 square	1×2 squares	10
Huge (H), tall	Giraffe	–2	3 squares	2×2 squares	12
Huge (H), long	Elephant	–2	2 squares	2×4 squares	16
Gargantuan (G), tall	Office building	–4	4 squares	4×4 squares	20
Gargantuan (G), long	Humpback whale	–4	2 squares	4×8 squares	30
Colossal (C), tall	Skyscraper	–8	5 squares	8×8 squares	36
Colossal (C), long	Blue whale	–8	3 squares	8×16 squares	52

* This number assumes that the combatant is completely surrounded, with one Small or Medium attacker in every adjacent square. To determine the maximum number of other-sized attackers, use a 1-in. (5-ft.) hex map or graph paper and plot out each combatant's location, using his face.



Charge (Full Action)

This action allows a character to rush toward an opponent and attack him.

When a character takes a charge action, he may move up to twice his speed in a straight line, following the General Movement Rules *(see page 372)*, and perform one standard half action melee or unarmed attack against the first opponent to whom he becomes adjacent during his charge. The character gains a +2 bonus with this attack check.

The character's charge ends as soon as he enters a square that's adjacent to an opponent – he cannot run past one opponent to charge another.

Due to the reckless behavior inherent in a charge, the character suffers a -2 dodge penalty to his Defense for 1 round (i.e. until the start of his initiative count during the following round).

A character may not use a charge action in conjunction with a hurled or ranged attack.

Crouch (Half Action)

This action allows a character to stand or walk in a crouch, providing his opponents with a smaller target. A crouching character is slightly hunched over, with his legs deeply bent, but still upright and ready to spring into action.

When a character takes a crouch action, he may reposition no more than 10 ft. per standard half action move, but all non-adjacent attackers suffer a -1 penalty with all ranged attacks made against him. This attack penalty persists even after the character stops moving, as he's assumed to remain in a crouching position until he performs a different movement action.

High Crawl (Half Action)

This action allows a character to move on his hands and knees. This action is generally best used when the character is in close proximity to an opponent but isn't under direct observation or attack. The high crawl action offers greater speed than the low crawl action *(see below)*, but still grants the character the benefit of a small silhouette.

When a character takes a high crawl action, he may reposition no more than 5 ft. per standard half action move, and may take his bonus 5-ft step in addition to any other movement actions (i.e. he can move up to a total of 10 ft. with one standard half action move or 15 ft. with two standard half action moves). All non-adjacent attackers suffer a -3 penalty with all ranged attacks made against the character, though all attackers within reach gain a +3 bonus with all melee attacks made against him. These effects persist even after the character stops moving, as he's assumed to remain in a high crawl position until he performs a different movement action.

Low Crawl (Half Action)

This action allows a character to wiggle about in a prone posture, like a snake. This action is generally best used when the character is under direct observation or attack – when it's necessary to give the enemy as small a target as possible.

When a character takes a low crawl action, he is considered to be prone *(see page 378)*, and gains all the benefits of that position, but he may still take his bonus 5-ft. step during each round (he slides along the ground, never getting up). A low-crawling character may not move in any way other than his bonus 5-ft. step.

Run (Full Action)

This action allows a character to dedicate himself entirely to movement, covering the maximum ground possible.

When a character takes a run action, he may move up to four times his speed in a straight line (or three times if he's wearing heavy armor), following the General Movement Rules *(see page 372)*. While running, the character loses his Dexterity bonus to Defense (if positive), since he can't avoid attacks while moving so quickly.

A character may run for a number of rounds equal to his Constitution score. Thereafter, at the start of his initiative count during each round that he continues to run, the character must succeed with one Constitution check (DC 10 + 1 per round since the first Constitution check to continue running). Once a character fails one of these checks, he must stop running and rest for a minimum of 1 minute (10 rounds) before he may start running again. While resting, a character may move no further than his speed in feet during each round, unless he's in a vehicle or someone's carrying him.

Total Defense (Full Action)

This action allows a character to focus exclusively on defending himself from harm.

When a character takes a total defense action, he may move up to his speed in feet, following the General Movement Rules *(see page 372)*, and gains a +4 dodge bonus to Defense for 1 round (i.e. until the start of his initiative count during the following round).

Withdraw (Full Action)

This action allows a character to break away from adjacent opponents *(see page 359)*.

When a character takes a withdraw action, he may move up to twice his speed in feet, following the General Movement Rules *(see page 372)*, provided that he moves away from all opponents and that the first 5 ft. of his move does not leave him adjacent to an opponent (unless the character possesses the Mobility feat, in which case he can continue to withdraw regardless).

Other Common Actions

The following is a list of standard actions that aren't attacks or movement.

Aim (Half Action)

This action allows a character to aim a ranged weapon at a specific opponent, improving his chance of scoring a hit.

When a character takes an aim action, he chooses one opponent within his line of sight and within his weapon's maximum range. So long as the character does nothing to disturb his aim and the target doesn't move more than 5 ft. from his current location, the character gains a +1 bonus with all attack checks made against the target.

Unless otherwise indicated, when a character aims as his first half action during one combat round and then immediately attacks with his second half action during the same round (with no delay in-between), his target is not considered to have moved between the aim action and the attack. If, however, a character aims as his last action during a round, or his attack thereafter is somehow delayed and his opponent moves more than 5 ft. during this time, the benefits of the aim action are lost.

This bonus stacks with the effects of a brace action *(see next)* though the aim and brace actions may be taken independently of one another. Unless otherwise specified, the aim and brace actions may not be combined in any way, and must be taken as two separate half actions (though these two separate half actions may be taken during the same combat round, if the character has two available half actions).

Brace (Half Action)

This action allows a character to brace a ranged weapon against a stable surface, preventing it from shifting unexpectedly and improving the character's chance of scoring a hit.

When a character takes a brace action, he chooses one opponent within his line of sight and within his weapon's maximum range. So long as the character does nothing to upset his weapon's brace and does not move more than 5 ft. from his current location, he gains a +2 bonus with all attack checks made against the target.

This bonus stacks with the effects of an aim action *(see previous)*, though the aim and brace actions may be taken independently of one another. Unless otherwise specified, the aim and brace actions may not be combined in any way, and must be taken as two separate half actions (though these two separate half actions may be taken during the same combat round, if the character has two available half actions).

Draw or Holster a Weapon (Half Action)

This action allows a character to draw or holster one weapon. A character may draw or holster light two weapons at once.

If the character possesses the Quick Draw feat *(see page 243)*, this becomes a free action (though the character may still take it no more than twice per round).

Feint/Diversion (Half Action)

Two actions – feint and diversion – operate identically, but yield different effects. A feint action allows a character to use various skills to mislead an opponent so that he can't dodge the character's next attack, while a distraction averts an opponent's attention long enough for the character's team to withdraw.

When a character takes a feint or diversion action, he makes his choice of one of the following opposed skill checks.

Bluff vs. Sense Motive: This type of feint or diversion uses body language, eye shifts, and other false cues to draw an opponent off guard. When a character makes a feint or diversion of this type, he targets one opponent within 30 ft. to whom he has line of sight.

Tumble vs. Concentration: This type of feint or diversion uses abrupt motions and sudden changes in direction to throw off or wear down an opponent. When a character makes a feint or diversion of this type, he targets one opponent within 20 ft. to whom he has line of sight.

Sleight of Hand vs. Spot: This type of feint or diversion uses a calculated distraction to lead an opponent to believe the character's next attack is coming from a different direction (e.g. throwing sand in someone's eyes). The character must have at least one hand free in order to take this type of feint of diversion. When a character makes a feint or diversion of this type, he targets one opponent within 10 ft. to whom he has line of sight.

The following modifiers apply to the character's skill check.

Condition	Check Modifier*
You appear to be helpless	+4
Opponent has another target	–2
Opponent has INT of 6 or less	–4
Opponent has INT of 2 or less	–8

* These modifiers are *not* cumulative.

With successful feint action, the character's target loses his Dexterity bonus to Defense (if positive) against the character's next attack. This effect lasts until the character attacks the target or the end of the character's next action, whichever comes first.

With successful diversion action, the character and each adjacent teammate and ally may – as their next action – take one standard half action move to reposition away from the target by up to ½ their speed (rounded down). The target is ignored for the purposes of square occupancy during these move actions *(see page 373)*. Each character's move must him away from the diversion's target by as direct a route as possible (per the GM's discretion). Each approved character may *only* take this standard half action move as his next available action; thereafter, the option is lost.

If the character scores a critical success with either a diversion or a feint action, one of the following effects applies, in addition to the action's standard effect.

Bluff vs. Sense Motive: The character renders the opponent flat-footed.

Tumble vs. Concentration: The character exhausts the target, inflicting 1d6 subdual damage.

Sleight of Hand vs. Spot: The character may immediately take one additional bonus 5-ft. step, in addition to and separate from his standard bonus 5-ft. step for the current round. This bonus 5-ft. step is unaffected by the character's other movement during the current round.

A character may only target the same opponent with a feint or diversion once every other round. Further, each time the character performs a feint or diversion check, the GM may spend one action die to declare the target immune to further feint and diversion attempts made by the same character for the duration of the current scene (whether the character's action was successful or not).

Manipulate an Object (Varies)

This action allows a character to activate a trigger, move a heavy object, open a door, pick up an item, retrieve a stored item, or perform a similar task. The GM may rule that a particularly easy or quick activity (e.g. pressing a button) requires one free action, or that a difficult or time consuming activity (e.g. moving an extremely heavy or awkward item) requires one full action or longer. All other actions should generally require one half action.

Refresh (Full Action)

This action allows a character to rest for a moment and find his bearings.

When a character takes a refresh action, he forfeits his chance to act during the current round in the hope that he will be left unmolested and may recover some vitality or wound points. Unless the character is targeted by one or more attacks before the start of his initiative count during the following round, he may at that time spend one action die and add its result to his vitality, or recover 2 wounds (without rolling the action die). If the character is targeted by one or more attacks before the start of his initiative count during the following round, however (whether the attacks are successful or not), he may not spend the action die to heal, and still loses his chance to act.

The character may *never* recover more than one action die's result in vitality per successfully performed refresh action. The character may *not* spend additional action dice to increase the number of vitality recovered using this action.

Reload (Half Action)

This action allows a character to replenish one weapon's ammunition.

When a character takes a reload action, he may fully reload one weapon that uses magazines or cylinders, or load up to three shots into one weapon that must be manually loaded. Alternately, the character may replace one item's battery or power cell.

If the character possesses the Quick Reload feat *(see page 251*, this becomes a free action (though the character may still take it no more than twice per round).

Stabilize a Dying Character (Half Action)

With a successful First Aid check (DC 15), a character may stabilize one dying character at his current wound points (e.g. a person at -8 wound points remains at -8 wound points when stabilized). If this First Aid check beats the DC by 10 or more (i.e. if the character succeeds with a DC of 25), the target character is restored to 0 wound points (unconscious).

Stand Up (Half Action)

Unless otherwise specified, rising from a prone position requires one half action.

If the character possesses the Jump Up feat *(see page 256)*, this becomes a free action (which the character may perform as many times per round as he wishes).

Taunt (Half Action)

This action allows a character to goad an opponent into attacking him.

When a character takes a taunt action, he makes one Bluff skill check opposed by his target's Sense Motive skill. The following modifiers apply to the character's Bluff skill check.

Condition	Check Modifier
Target's disposition toward the character is adversary*	+6
Character appears to be helpless	+4
Target's disposition toward the character is hostile*	+3
Target is angry with the character	+2
Character appears to be unarmed	+2
Target's disposition toward the character is unfriendly*	+1
Target has line of sight to one or more other opponents	−2
Target is withdrawing**	−3
Target has Int of 14 or higher	−4
Target is retreating**	−6
Target has Int of 2 or less	−8
Target has surrendered or is routing**	−9
Target is non-intelligent	Impossible

* *See Disposition, page 420.*

** *See Morale, page 422.*

With success, the target must attack the character with his next action.

With a critical success, the target may not move away from the character in any way, even with a withdraw action or by using his bonus 5-ft. step, for 1d4 rounds.

Threaten (Half Action)

This action allows a character to intimidate an opponent, gaining an edge from the target's emotional imbalance.

When a character takes a threaten action, he chooses one opponent within his line of sight. The target must also be adjacent (if the character wields an unarmed or melee weapon), within 1 range increment (if the character wields a hurled weapon), or within 30 ft. (if the character wields a ranged weapon).

In order for the character to benefit from a threaten action, his target must be aware of him, and he must either be visibly armed or have succeeded with an unarmed attack against the target or another opponent within the target's line of sight during the current combat.

The character and the target make opposed Intimidate checks. If the character wins this opposed check, he may choose one of the following consequences.

Threaten Effects

- Target suffers a -2 morale penalty with all attack checks.
- Target suffers a -2 morale penalty with all melee and unarmed damage rolls.
- Target suffers a -1 morale penalty with all saves.
- Target suffers a -4 morale penalty with all initiative checks.
- Target may not attack the character (target must be a standard NPC).

The target suffers the chosen effect for a number of rounds equal to H the difference between the opposed skill check results (rounded up).

If the character scores a critical success with this opposed check, the target must take the withdraw action at least once during each round in which the character may attack him, for a number of rounds equal to ½ the difference between the opposed skill check results (rounded up).

The character may use the threaten action against one opponent multiple times, imposing a new morale penalty with each successful opposed Intimidate check.

Trick (Half Action)

This action allows a character to wear down and eventually subdue an opponent.

When a character takes a trick action, he chooses one adjacent opponent and makes either a Balance or Jump check (his choice), opposed by his target's Concentration skill. If the character wins this opposed skill check, the target suffers an amount of subdual damage equal to 1d6 + the character's Dexterity modifier. This damage is not reduced by damage reduction or hardness.

If the character scores a critical success with this opposed skill check, the amount of subdual damage inflicted is increased to 2d6 + the character's Dexterity modifier.

If the character loses this opposed skill check, he suffers 1 point of subdual damage (which is not reduced by damage reduction or hardness).

Use a Skill or Feat (Per Skill or Feat)

Each skill check or feat ability describes the amount of time required to use it, as well as the particular rules that apply to its use.

Injury and Death

This section describes conditions that your character or your enemies may acquire and the many ways to gain and lose vitality and wound points.

Combat Conditions

Unless otherwise specified, the effects of these conditions stack. Additional effects are caused by vitality and wound point loss *(see Normal Damage, page 351)*.

Ability Damaged: The character has lost 1 or more ability points. Unless otherwise specified by the effect which caused the damage, all temporary losses return at a rate of 1 per day per ability. If a character's Strength or Dexterity drops to 0, he falls to the ground and becomes helpless. If a character's Constitution drops to 0, he dies. If a character's Intelligence, Wisdom, or Charisma drops to 0, he falls unconscious. For more about ability damage, *see page 137*.

Blinded: A blinded character is unable to see anything, and so everything and everyone gains the benefits of full concealment. Further, the character's attacks miss 50% of the time (after any successful non-critical hit, he rolls 1d20 – with a result of 1-10, he in fact missed), he loses his bonus to Dexterity (if positive), and his enemies gain a +2 circumstance bonus with attack checks made against him. Also, the character may not move farther during any round than H his speed (rounded down), and he suffers a -4 circumstance penalty with all Strength or Dexterity-based skill checks requiring eye-hand coordination. Finally, the character may not make any Spot, Search, or other visual skill checks.

Deafened: A deafened character cannot hear and suffers a -4 circumstance penalty with all initiative checks and any skill check requiring audio feedback (e.g. using Sense Motive to "read" the tone of someone's voice). Further, the character may not make any Listen skill checks.

Entangled: An entangled character suffers a -2 circumstance penalty with attack checks and a -4 circumstance penalty with all Dexterity-based skill checks. Further, if the character's bonds are anchored, he can't move; otherwise, he may not run, charge, or move farther during any round than ½ his speed (rounded down).

Fatigued: When a character's vitality points drop to 0, he becomes fatigued. A fatigued character may not run or charge, and his Strength and Dexterity scores are each reduced by 2. Further, the character must make a Fortitude saving throw (DC 10) or become stunned for 1d6 rounds. Once a character's vitality points rise above 0, he recovers from being fatigued.

Flat-footed: A flat-footed character loses his Dexterity bonus to Defense (if positive). Every character is flat-footed at the start of each combat until he acts for the first time, or until he's successfully attacked. *For more about flat-footedness, see page 354*.

Grappled: A grappled character may not move and loses his Dexterity bonus to Defense (if positive) against anyone not involved in the grapple. For more about grappling, including a list of the only actions a grappled character may take, *see page 370*.

Helpless: A character is considered helpless when he's bound, sleeping, or unconscious. Melee attacks targeting a helpless character gain a +4 circumstance bonus. Ranged attacks gain no bonus. Further, when a character is helpless, he may be attacked with a coup de grace action *(see page 362)*. *For more about helpless characters, see page 369*.

Pinned: A pinned character is held immobile by a grappling opponent and may not move or even act except to attempt to break the pin *(see page 371)*. Further, each of the pinning opponent's teammates and allies gains a +4 circumstance bonus with attack checks made against the pinned character. *For more about pinned characters, see page 371*.

Prone: A prone character is lying on the ground. A prone character may not take any movement actions other than a low crawl until he stands up. Also, he suffers a -2 circumstance penalty with all melee and unarmed attack checks. He also suffers a -2 circumstance penalty with all ranged attack checks, unless his weapon is braced *(see page 375)*. Further, ranged attack checks made against him suffer a -4 circumstance penalty unless the attacker is adjacent, and melee attack checks made against him gain a +4 circumstance bonus. Further, unless he possesses the Jump Up feat *(see page 256)*, he must spend one half action to rise to his feet.

Special Note: When a character is forcibly knocked prone (i.e. as the result of another character's

action rather than willingly lying down), he becomes flat-footed *(see page 354)*.

Staggered: A staggered character may take only one half action each turn and loses his Dexterity modifier to Defense (if positive). Further, at the end of each combat round, the character must succeed with a Fortitude save (DC 15 + the number of rounds he's been staggered) or fall unconscious. Finally, opponents gain a +2 circumstance bonus with attack checks made against a staggered character.

Stunned: A stunned character may take no actions and loses his Dexterity bonus to Defense (if positive).

Damage Reduction and Hardness

Certain gear and abilities allow a target to absorb some or all damage without effect.

Unless otherwise specified, when a character successfully attacks a target with an attack that inflicts normal damage, his damage result is reduced by his combined damage reduction and hardness total (if any). The target's damage reduction and hardness are applied *after* all the character's damage modifiers and multipliers.

Example: Lt. Wilson wears an assault vest, which grants 8 points of damage reduction. When a successful hit inflicts 12 points of normal damage, he only suffers 4.

When a character successfully attacks a target with an attack that inflicts subdual damage, his damage result is reduced by twice his target's combined damage reduction and hardness total (if any). Once again, the target's damage reduction and hardness are applied after all the character's damage modifiers and multipliers.

Example: Lt. Wilson wears an assault vest, which grants 8 points of damage reduction. When a successful hit inflicts 12 points of subdual damage, he suffers no damage.

Damage reduction and hardness reduce all damage a target suffers, even wound damage applied by a critical hit.

Unless otherwise stated, whenever damage reduction reduces damage to 0, it also negates any special effects that accompany the damage.

Example: Lt. Wilson is hit with a poison knife, but his armor's damage reduction reduces the attack's damage to 0. Wilson not only brushes off the damage, but also the effects of the poison.

Bruising

Whenever a character's damage reduction and hardness reduce the damage from any one source of injury to 0 or less points of damage, the character suffers either 1 or 2 points of subdual damage, as follows.

- If the original damage was 2 or higher (before damage reduction and hardness were applied), then the character suffers 2 points of subdual damage.

- If the original damage was 1 (before damage reduction and hardness were applied), then the character suffers 1 point of subdual damage.

This subdual damage is cumulative with all other subdual damage the character has suffered, including subdual damage caused by previously absorbed damage.

For more information about subdual damage, see page 379.

Penetrating Damage

Certain types of damage ignore damage reduction and hardness. Collectively, these types of damage are referred to as penetrating damage. Penetrating damage includes (but is not limited to) falling damage, damage suffered from poison (and anything inhaled or ingested), and damage suffered from touch attacks (such as tasers).

Subdual Damage

Most attacks inflict normal damage *(see page 351)*. Some typically non-lethal attacks (e.g. unarmed attacks and tasers) inflict subdual damage. This type of damage generally incapacitates enemies without killing them.

Subdual damage is not deducted from your vitality or wounds. Instead, it rises as a separate number, tracked in the character sheet's subdual damage box.

Subdual damage may have two effects, as follows.

- When a character's subdual damage equals or exceeds his current vitality points, he becomes staggered *(see above)*.

- When a character's subdual damage equals or exceeds his combined current vitality and wound points, he falls unconscious and becomes helpless *(see page 378)*.

Example: Lt. Wilson inflicts 29 points of subdual damage on a standard NPC. The NPC has 25 vitality points and 12 wound points, so the subdual damage causes him to become staggered, but doesn't knock him unconscious. The NPC's current vitality and points remain at 25 and 12, respectively, and the GM jots down "29" in the subdual box of the NPC's character sheet.

When a character scores a threat with an attack that causes subdual damage, he may spend one action die to compare the damage to his target's current wound points. If the subdual damage exceeds the target's current wound points, the target immediately falls unconscious. Whether the subdual damage exceeds the target's current wound points or not, it's still added to the target's running subdual damage total.]

Example: In the previous example, if Lt. Wilson scored a critical hit, the 29 points of subdual damage would have surpassed the NPC's 12 wounds and the NPC would have fallen unconscious.

Subdual damage heals independently of normal damage (i.e. they heal at the same time). Every time a character heals vitality damage, he also heals the same amount of subdual damage. If a character's vitality points are at maximum, his subdual damage heals at the rate of 1 point per character level per hour of rest. Medical facilities, trained professionals, and healing aids can increase this rate, as described on page 382.

A character may suffer an unlimited amount of subdual damage, and cannot die from taking it (though the coup de grace attack option may be used to kill a character once he's unconscious). It's entirely possible, however, that a character may be laid up for extended periods of time to reduce his subdual damage to a number at which he wakes up.

Example: At 1st level, Lt. Wilson suffers a shocking 60 points of subdual damage. His vitality and wounds are untouched at 36 and 11, respectively. He sleeps for 13 hours before his subdual damage drops below his combined current vitality and wounds (47).

Additional rules for subdual damage follow.

- One or more action dice may be spent to increase subdual damage in the same way that they're spent to increase normal damage (i.e. the action die's result is added to the damage inflicted).

- Damage reduction is twice as effective as usual against subdual damage (e.g. 2 points of damage reduction reduces each instance of subdual damage by 4).

- At any time and with any attack that causes normal damage, a character may voluntarily accept a -4 circumstance penalty with his attack check to inflict subdual damage instead, and vice versa. Damage converted in this fashion is reduced to H (rounded down) before it's applied to the target (e.g. 22 points of subdual damage becomes 11 points of normal damage).

Normal Damage

When a character suffers normal damage, he loses either vitality or wound points.

What are Vitality Points?

Vitality points are a mixture of endurance, luck, and experience, and represent a character's ability to *avoid injury.* Losing vitality points is less a representation of actual physical damage than it is combat fatigue, as it gradually becomes more difficult for the character to avoid being physically injured. As a character's vitality points drop, he's edging closer to exhaustion and the possibility of a nasty wound.

What are Wound Points?

Wound points represent a character's capacity to absorb physical trauma, and his ability to *sustain injury.* As a character's wound points drop, he acquires abrasions, cuts, and eventually broken bones and worse.

Effects of Damage

A character suffers no ill effects from damage unless either his vitality or his wound points drop to 0, or he suffers 50 or more points of vitality or wound damage in a single hit.

- When a character's vitality points are reduced to 0, he becomes fatigued.

- When a character's wound points are reduced to 0, he falls unconscious.

- When a character suffers 50 or more points of damage in a single hit, he must make a Fortitude save (DC 15). With failure, he dies (his wound points immediately drop to -10).

Fatigued (0 Vitality Points)

When a character's vitality points drop to 0, he becomes fatigued. A fatigued character may not run or charge, and his Strength and Dexterity scores are each reduced by 2. Further, the character must make a Fortitude saving throw (DC 10) or become stunned for 1d6 rounds. Finally, when a character possesses no vitality points, all damage is subtracted from his current wound points.

Once a character's vitality points rise above 0, he recovers from being fatigued.

A character's vitality points may never drop below 0.

Unconscious (0 Wound Points)

When a character's wound points drop to 0, he falls unconscious, becomes helpless, and may take no actions.

Once a character's wound points rise above 0, he wakes up and recovers from being helpless.

Dying (-1 to -9 Wound Points)

When a character's wound points drop to between -1 and -9, he falls unconscious, becomes helpless, and may take no actions (if these conditions don't already apply). At the end of each round during which the character's wounds are between -1 and -9, he must roll d%. If the roll is equal to or less than his Constitution score, he stabilizes; otherwise he loses 1 wound point.

With a successful First Aid check (DC 15), a character may stabilize one dying character at his current wound points (e.g. a person at -8 wound points remains at -8 wound points when stabilized). If this First Aid check beats the DC by 10 or more (i.e. if the character succeeds with a DC of 25), the target character is restored to 0 wound points (unconscious).

A character is likewise stabilized when he's healed of even 1 wound point (though the character may not spend any action dice to heal himself during combat).

Once a character's wound points rise above 0, he wakes up and recovers from dying.

Dead (-10 Wound Points or Less)

When a character's wound points drop to -10, he's dead. Without a sarcophagus, death is a one-way trip.

Destroyed (-25 Wound Points or Less)

When a character's wound points drop to -25 or lower, his remains are destroyed, leaving nothing of consequence behind except traces of DNA. Even a sarcophagus cannot bring a destroyed character back from this fate.

Extremely Deadly Situations

When a character finds himself in an extremely perilous situation, such as when he takes a gunshot to the head or falls from an atmospheric transport, the GM may spend one action die to rule that any attack or instance of damage inflicted during an obviously lethal situation is an automatic critical hit, and therefore applied directly to the character's wound points.

Of course, this can work to the character's benefit when the situation is reversed. When one of the character's opponents finds himself in such a situation, the character may – with the GM's approval – spend one action die to activate one successful attack as a critical hit, regardless of his natural roll.

Most extremely deadly situations take place outside of combat. Within combat, the coup de grace action covers most, if not all, such circumstances.

Healing

There are several ways to regain lost vitality and wound points – natural healing, hospital care, and special gear among them. No form of healing may raise your vitality or wound points above their standard maximums, however.

Natural Healing

A character regains 1 vitality point per character level per hour of rest, and 1 wound point per day of rest, so long as he restricts himself to light activities during that time (i.e. no combat).

Example: While resting, a 2nd-level soldier recovers 2 vitality points per hour and 1 wound point per day.

Special Note: Higher-level characters do *not* recover vitality points faster because they actually heal faster – they recover them faster because each vitality point is proportionally less of their total vitality.

Assisted Healing

While a character benefits from long-term care skill checks *(see page 211)*, he regains lost vitality and wound points at double the standard rate.

Gear

Certain gear can assist a character's healing process. A stimulant shot can stabilize a dying character, for instance, and a liquid skin patch can quickly restore some lost vitality points. See specific entries in Chapter 9 for more.

Spending Action Dice to Heal

Outside combat, a character may spend any number of action dice to regain vitality or wound points. For each action die the character spends outside combat, he recovers either a number of vitality points equal to the action die's result or 2 wound points.

During combat, a character must take the refresh action before he may spend action dice to regain vitality or wound points *(see page 376)*.

Healing Limitations

A character may never regain more vitality or wound points than he's lost, and his current vitality and current wound points may never rise higher than their standard maximums.

Action Dice in Combat

A character may call upon inner reserves of luck and experience in the form of action dice. Sometimes, spending an action die at the proper moment can mean the difference between success and failure, or life and death. *A character may spend action dice during or after combat in any of the ways described on page 274.*

Combat Example

SG-1 is investigating a seemingly abandoned series of Goa'uld ruins within a small forest. Teal'c and Colonel O'Neill stand watch at the entrance while Major Carter and Daniel Jackson examine the interior. Moments later, Teal'c and O'Neill spot a Jaffa force as it emerges through the woods from the Stargate's direction. Cut off and outnumbered, they fall back into the ruins to warn the others. Inside, the team plans to ambush the approaching Jaffa, while Jackson searches for another way out...

O'Neill is a 6th-level soldier with the Air Force officer specialty (Str 14, Dex 13, Con 13, Int 10, Wis 12, Cha 13, v/wp 53/13). He wears a tactical deployment vest and a ballistic helmet, which grant him 3 points of damage reduction. His class abilities increase this to 4 points of damage reduction, with a Defense of 14 (+ 2 armor, + 1 Dex, and +1 armor use). O'Neill's initiative bonus is +6, his ranged attack bonus is +6, and he's armed with a standard-issue FN P90 (Dmg 1d10+1, error 1-2, threat 19-20, range 30 ft.). He also possesses the Perfect Stance, Point Blank Shot, and Precise Shot feats.

Major Carter is a 3rd-level pointman/2nd-level scientist with the Airforce officer specialty (Str 11, Dex 14, Con 11, Int 17, Wis 13, Cha 14, vp/w 32/11). She wears no armor, so she benefits from her class bonus to Defense, for a total Defense of 15 (+3 class, +2 Dex). Carter's initiative bonus is +4, her ranged attack bonus is +1, and she's also armed with an FN P90. She possesses the Fortunate feat, providing her with 1 extra action die, and she can share her action dice with her teammates per her generous class ability. She also possesses the Point Blank Shot feat.

Daniel Jackson is a 4th-level scientist with the civilian specialist specialty (Str 10, Dex 10, Con 11, Int 17, Wis 15, Cha 14, v/wp 23/11). He wears no armor, so he benefits from his class bonus to Defense, for a total Defense of 13. Daniel's initiative bonus is +2, his ranged attack bonus is +1, and he's also armed with an FN P90. Where he really shines is skill use – he possesses a +10 skill bonus with Search checks and a +5 skill bonus with Xeno-Languages checks.

Teal'c is a 6th-level guardian with the Serpent Guard species (Str 17, Dex 13, Con 16, Int 10, Wis 13, Cha 9, v/wp 90/18). He wears no armor, so he benefits from his class bonus to Defense, for a total Defense of 15 (+4 class, +1 Dex). Teal'c's initiative bonus is +3, his ranged attack bonus is +6, and he's armed with a staff weapon (Dmg 6d6, error 1-2, threat 18-20, range 75 ft.). He possesses the Point Blank Shot feat.

For the SG-1 team's full statistics, see Appendix 2.

The approaching Jaffa are lead by Adra'c, a 6th-level guardian with the Serpent Guard species (Str 16, Dex 13, Con 16, Int 11, Wis 14, Cha 8, v/wp 85/18). He wears a chain shirt, which grants him 5 points of damage reduction, with a Defense of 11 (+ 1 Dex). Adra'c's initiative bonus is +3, his ranged attack bonus is +5, and he's armed with a staff weapon. He possesses the Stone Cold feat and a total Intimidate skill bonus of +14.

Adra'c's Jaffa squad consists of twelve 2nd-level Goa'uld guards with the Jaffa Serpent Guard species (Str 14, Dex 10, Con 14, Int 10, Wis 11, Cha 8, v/wp 14/14). They wear no armor, so they benefit from their class bonus to Defense, for a total Defense of 11. The Jaffas' initiative bonuses are +1, their ranged attack bonuses are +2, and they're armed with zat guns (Dmg 3d6, error 1-2, threat 20, range 10 ft.). Each also possesses a total Spot skill bonus of +1.

Start of Combat

O'Neill and Carter wait on either side of an archway facing out into a wide corridor. Teal'c hides behind a bit of rubble in the room. As the corridor fills with curious Jaffa, O'Neill whispers, "Now!" and the team springs into action...

All combatants enter combat flat-footed, losing their Dexterity and dodge bonuses to Defense (if positive). Consequent Defense values are: O'Neill 13, Carter 13, Daniel 13, Teal'c 14, Adra'c 10, Jaffa 11.

Each SG-1 character makes an initiative check, with O'Neill's scoring an initiative count of 20, Carter scoring an 18, Daniel scoring a 17, and Teal'c scoring a 12. Daniel needs to quickly find a way out, so he spends 1 action die to increase his initiative. He rolls a natural 4, so the die explodes and he rolls again, scoring a second 4 and then a 3, for a total action die result of 11, boosting his initiative count to 28.

The GM makes an initiative check for Adra'c (who scores a count of 12) and one for his troops (who score a count of 9).

The Jaffa are located 40 ft. from the door. O'Neill makes a Hide check for SG-1's ambush, scoring a 20. The GM makes a Spot check for Adra'c, rolling an 11. Even with his +6 Spot bonus, Adra'c is left surprised (and therefore, so are all the Jaffa troops within his line of sight).

Round 0: Surprise Round

Each SG-1 character gains one half action during the surprise round. Daniel has the highest initiative count (28), and therefore acts first. He uses his half action to regroup, increasing his initiative count by 5 to 33.

O'Neill has the next highest initiative count (20), and uses his Perfect Stance feat to brace and aim as one half action, designating his target as Jaffa #1. His initiative count is increased from 20 to 23 for taking these actions (+2 for aiming and +1 for bracing).

Carter acts third, with an initiative count of 18. She performs a narrow burst attack against Jaffa #2. The Jaffa is between 1 and 2 range increments away, so Carter suffers a -2 penalty for range, plus an additional -3 penalty for the narrow burst. She rolls a 15, which is increased by her attack bonus to 16, then reduced to 11 by her penalties – enough to hit against the Jaffa's Defense of 11. She rolls 1d10+1 for damage, scoring a 7. This reduces the Jaffa's vitality from 14 to 7. Carter's ammunition is reduced from 50 to 47.

Teal'c acts last, with an initiative count of only 10. He fires his staff weapon at Adra'c, who is within the weapon's first range increment (no attack penalty for range). He rolls a 3, which is increased by his attack bonus to 9 and by his Point Blank Shot feat to 10 – just barely a miss. Teal'c's ammunition is reduced from 20 to 19. His initiative count is reduced from 12 to 10 for taking this action (-2 for firing a tactical weapon).

The staccato wail of gunfire mixes with the sizzle of plasma ripping through the air. A muffled boom follows as the plasma blast strikes a pillar at the far end of the hall and dust rains down on the advancing Jaffa. Carter's target is most seriously phased, shaken by a volley of 5.7×28mm bullets sailing all too close over his shoulder...

Round 1

Daniel (initiative count 33): Daniel begins to Search the rear of the room for another exit. The GM determines process will take two full actions, so Daniel will make his skill check at the end of his initiative count during Round 2.

O'Neill (initiative count 23): O'Neill performs two narrow burst attacks against Jaffa #1. The Jaffa is between 1 and 2 range increments away, so O'Neill suffers a -2 penalty for range (and he doesn't benefit from his Point Blank Shot feat), plus an additional -3 penalty for the narrow burst.

O'Neill's first attack roll is a 9, which is increased by his attack bonus to 15 and then to 18 for his aim and brace bonuses, then reduced to 13 by his penalties – enough to hit against the Jaffa's Defense of 11. He rolls 1d10+1 for damage, scoring a 6, which is increased to 8 for the narrow burst. This reduces the Jaffa's vitality from 14 to 6.

His second attack roll is a 12, which is increased by his attack bonus to 18 and then to 21 for his aim and brace bonuses, then reduced to 16 by his penalties – another hit. He rolls 1d10+1 for damage, scoring a 11, which is increased to 13 for the narrow burst. This reduces the Jaffa's vitality from 6 to 0, with the remaining 7 points of damage reducing his wounds from 14 to 7. The Jaffa immediately becomes fatigued – his Strength score is reduced from 14 to 12 and his Dexterity score is reduced from 10 to 8 (which lowers his ranged attack bonus from +2 to +1). The Jaffa must also immediately make a Fortitude save against a DC of 10 or become stunned for 1d6 rounds. He rolls a 3, which is increased to 8 by his total Fort save bonus (including his Constitution bonus and his class Fort bonus) – coming up 2 short. The GM spends 1 of his action dice to increase the roll by the action die's result of 10 (to a Fort save result of 18). The Jaffa is not stunned. Finally, the Jaffa's initiative count is reduced from 9 to 4 (-3 for becoming fatigued and -2 for losing 1 or more wounds).

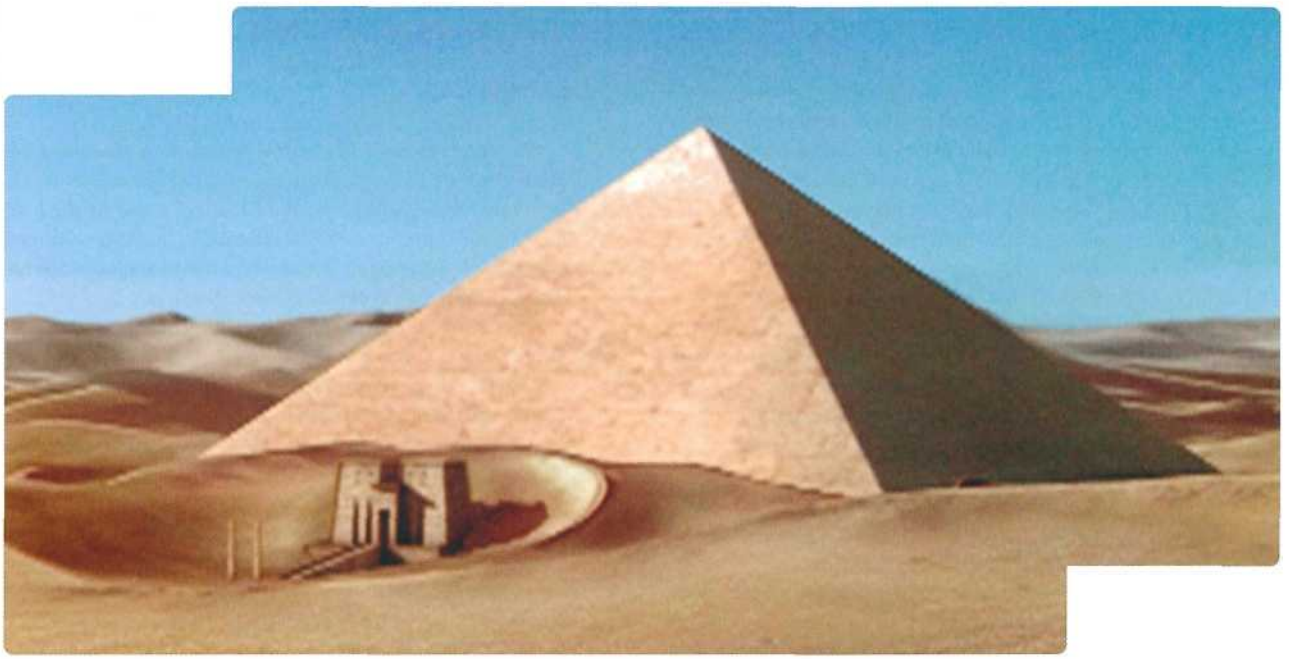
O'Neill's ammunition is reduced from 50 to 44.

Carter (initiative count 18): Carter fires at Jaffa #2 again, this time with two standard half action attacks. The Jaffa is still between 1 and 2 range increments away, so Carter suffers a -2 penalty for range.

Carter's first attack roll is a 3, which is increased by her attack bonus to 4, then reduced to 2 by her penalties – a miss.

Her second attack roll is a 19, a threat. She spends 1 action die to activate the threat as a critical hit, and since the Jaffa is a standard NPC, he's immediately reduced to 0 wounds, and falls unconscious (if he was a special NPC, the attack's damage would have reduced his wound points directly and his initiative count would have been reduced by 5).

Carter's ammunition is reduced from 47 to 45.



Adra'c (initiative count 12): Adra'c uses his bonus 5-ft. step to move behind a pillar in the entry hall, then uses one full action to fire his staff weapon at Teal'c, who is within the weapon's first range increment (no attack penalty for range). Teal'c benefits from one-quarter cover, however, for the rubble behind which he's crouched. This grants Teal'c a +2 cover Defense bonus, boosting his Defense up to 17.

His attack roll is a 13, which is increased by his attack bonus to 18 – enough to hit against Teal'c's increased Defense. He rolls 6d6 for damage, scoring a 6, 6, 4, 4, 4, and 3, for a damage result of 27! This reduces Teal'c's vitality from 90 to 63.

Adra'c's initiative count is reduced from 12 to 10 for firing a tactical weapon, and his ammunition is reduced from 20 to 19.

Teal'c (initiative count 10): Teal'c fires back at Adra'c, who is within the weapon's first range increment (no attack penalty for range). Since Adra'c just moved behind a pillar, however, he benefits from one-half cover, which grants him a +4 cover Defense bonus, boosting his Defense up to 15.

His attack roll is a 10, which is increased by his attack bonus to 16 – enough to hit against Adra'c's increased Defense. He rolls 6d6 for damage, scoring a 6, 6, 5, 4, 4, and 4, for a damage result of 29! Adra'c's 5 points of damage reduction are subtracted from this result, and the remaining 24 points of damage reduces Adra'c's vitality from 85 to 61.

Teal'c's initiative count is reduced from 10 to 8 for firing a tactical weapon, and his ammunition is reduced from 19 to 18.

Jaffa #s 3-6 (initiative count 9): Jaffa #s 3 and 4 take one standard half action move to close the gap with the SG team from 40 ft. to 20 ft. and then take one standard half action attack to fire on them. Jaffa #3 fires on O'Neill and Jaffa #4 fires on Carter. In both cases, the SG team members are between 1 and 2 range increments away, so the Jaffa suffer a -2 penalty for range. Further, both O'Neill and Carter benefit from three-quarters cover behind the archway. This grants each of them a +7 cover Defense bonus, boosting O'Neill's Defense up to 21 and Carter's Defense up to 22.

Jaffa #3's attack roll is a 15, which is increased by his attack bonus to 17, then reduced to 15 by his range penalty – not even close to O'Neill's Defense.

Jaffa #4's attack roll is a 19, which is increased by his attack bonus to 21, then reduced to 19 by his range penalty – close to Carter's Defense, but not enough to hit.

Jaffa #s 3 and 4's ammunitions are each reduced from 50 to 49.

Jaffa #s 5 and 6 use their bonus 5-ft. steps to approach the SG team and then each fires twice on Teal'c, who is also between 3 and 4 range increments away (-6 penalty for range), but who only benefits from one-quarter cover as described earlier.

Jaffa #5's first attack roll is a 17, which is increased by his attack bonus to 19, then reduced to 13 by his range penalty – 4 short of what he needs to his Teal'c. The GM spends 1 action die to increase the Jaffa's attack roll by the die's result of 3 (to 20, for a total attack check result of 16) – still not enough. The GM spends a second action die to increase the attack roll by the die's result of 5 (to 25, for a total attack check result of 21) – a hit. The Jaffa rolls 3d6 for damage, scoring a 6, 3, and 3, for a damage result of 12. This reduces Teal'c's vitality from 63 to 51. Since zats possess the zat takedown quality *(see page 349)*, Teal'c must also immediately make a Fortitude save against a DC of 12 or be knocked prone and become unconscious for 4d10 rounds. He rolls a 15, which is increased to 23 by his total Fort save bonus (including his Constitution bonus and his class Fort bonus) – enough to shrug off the attack.

Jaffa #5's second attack roll is a 16, which is increased by his attack bonus to 18, then reduced to 12 by his range penalty – not enough to hit Teal'c.

Jaffa #6's first attack roll is a 3, which is increased by his attack bonus to 5, then reduced to -1 by his range penalty – another wild shot.

Jaffa #6's second attack roll is a 12, which is increased by his attack bonus to 14, then reduced to 8 by his range penalty – not enough to hit Teal'c.

Jaffa #s 5 and 6's ammunitions are each reduced from 50 to 48.

Jaffa #1 (initiative count 4): Following the other Jaffas' lead (yet a little slow on the uptake since O'Neill's attack on him earlier during this round), Jaffa #1 also takes one standard half action move to approach the SG team and then takes one standard half action attack to fire on O'Neill. The range penalty and cover modifiers described under Jaffa #3-4 apply here as well.

The Jaffa's attack roll is a 4, which is increased by his attack bonus to 16, then reduced to 4 by his range penalty – an extreme miss. The Jaffa is likely still reeling from O'Neill's attack.

Jaffa #1's ammunition is reduced from 50 to 49.

One Jaffa falls to gunfire as Teal'c and the Jaffa commander land near hits that explode into showers of debris and stone fragments, clouding the battlefield! "Now would be a good time to find a cellar or something, Daniel...," O'Neill quips over his shoulder...

Round 2

Daniel (initiative count 33): Daniel completes his Search and makes his skill check, rolling a 9, for a total of 19 – not enough to succeed against the GM's secret DC. Daniel's out of action dice, but Carter is sure that he's missing something, and uses her generous class ability to increase his roll by the die's result of 2 (to 11, for a total skill check result of 21) – enough to beat the GM's secret DC of 20. Daniel spots a ring transportation device carefully concealed in the chamber's floor, surrounded by inscriptions he doesn't immediately recognize. He takes a free action to call out "Get back here, guys! I think I've found our way out."

O'Neill (initiative count 23): O'Neill performs a standard half action attack against Jaffa #1, who is now within 1 range increment, close enough to inflict no range penalty and let O'Neill benefit from his Point Blank Shot feat. His attack roll is a 14, which is increased by his attack bonus to 20 and then to 21 for his Point Blank Shot feat and finally to 24 for his aim and brace bonuses – enough to hit against the Jaffa's Defense of 10. He rolls 1d10+1 for damage, scoring a 9. This reduces the Jaffa's vitality from 7 to -2, causing him to collapse and start dying.

O'Neill then performs a narrow burst attack against Jaffa #3, who is also now within 1 range increment. O'Neill retains his brace bonus (as he hasn't moved or upset his weapon), but loses his aim bonus because he's changed targets. His attack roll is a 13, which is increased by his attack bonus to 19 and then to 20 for his Point Blank Shot feat and finally to 22 for his brace bonus, then reduced to 19 by his narrow burst penalty – enough to hit against the Jaffa's Defense of 10. He rolls 1d10+1 for damage, scoring a 11, which is increased to 13 for the narrow burst and to 14 for Point Blank Shot. This reduces the Jaffa's vitality from 14 to 0. The Jaffa immediately becomes fatigued and suffers the effects described under O'Neill's attacks during Round 1. The Jaffa makes his Fortitude save and rolls a 4, which is increased to 9 by his total Fort save bonus (including his Constitution bonus and his class Fort bonus) – a failure. The GM rolls 1d6 to determine the number of rounds the Jaffa will be stunned and scores a 3.

O'Neill's ammunition is reduced from 44 to 40.

Carter (initiative count 18): Carter uses her bonus 5-ft step to move toward Daniel and the ring transporter. She then targets Adra'c with suppressive fire. As Adra'c already benefits from one-quarter cover, Carter won't receive a single attack against him, but she does inflict a -4 penalty with all attack and skill checks upon the Jaffa commander until the start of her initiative count during the following round.

Carter's ammunition is reduced from 45 to 40.

Adra'c (initiative count 10): Adra'c fires his staff weapon at Teal'c regardless of Carter's suppressive fire. Range and cover are unchanged since Adra'c's attack during Round 1.

His attack roll is a 14, which is increased by his attack bonus to 19, then reduced to 15 by Carter's suppressive fire – 2 shy of Teal'c's increased Defense. Because Adra'c's attack would have hit if not for Teal'c's cover, the attack hits the cover. The GM rules that the rubble has a hardness of 8, but only has 15 wound points. Adra'c rolls 6d6 for damage, scoring a 6, 6, 5, 3, 3, and 1, for a damage result of 24! The rubble's 8 points of hardness are subtracted from this result, and the remaining 16 points of damage reduces the rubble's wound points from 15 to -1, destroying it. Teal'c loses his cover.

Adra'c's initiative count is reduced from 10 to 7 (-2 for firing a tactical weapon and -1 for being targeted by suppressive fire), and his ammunition is reduced from 19 to 18.

Jaffa #s 3-6 (initiative count 9): Jaffa #3 is stunned and loses his chance to act during this round. The number of rounds he's stunned is reduced from 3 to 2.

Jaffa #4 uses his bonus 5-ft. step to crowd into the chamber (any movement deeper into the chamber would force him into melee combat with either O'Neill or Carter). Jaffa #4's new location circumnavigates O'Neill's and Carter's cover, however.

Thereafter, Jaffa #4 performs a standard half action attack against Carter, who is now within 1 range increment, close enough to inflict no range penalty. His attack roll is a 7, which is increased by his attack bonus to 9 – not enough to hit against Carter's Defense of 10 (even without the cover Defense Bonus).

Finally, Jaffa #4 performs a standard half action attack against O'Neill, who is also now within 1 range increment. His attack roll is a 13, which is increased by his attack bonus to 15 – a hit. The GM rolls 3d6 for damage, scoring a 14, and spends his last action die to increase this by the die's result of 7 (for a total damage result of 21). O'Neill's 4 points of damage reduction are subtracted from this result, and the remaining 17 points of damage reduces O'Neill's vitality from 53 to 36. O'Neill must also immediately make a Fortitude save against a DC of 17 or be knocked prone and become unconscious for 4d10 rounds. He rolls a 3, which is increased to 9 by his total Fort save bonus (including his Constitution bonus and his class Fort bonus) – less than he needs. The GM rolls 4d10 and scores an 18 – O'Neill will be unconscious for 18 rounds (just under 2 minutes).

Jaffa #4's ammunition is reduced from 49 to 47.

Jaffa #s 5 and 6 take one standard half action move to approach the chamber, closing to 10 ft. from the team's position. Then Jaffa #5 takes one standard half action attack to fire on Teal'c and Jaffa #6 uses his second half action to fire on Carter. In both cases, the SG team members are now 10 ft. away – within 1 range increment (no penalty for range). Teal'c has lost his cover (Defense 15), but Carter still benefits from three-quarters cover (Defense 18).

Jaffa #5's attack roll is a 12, which is increased by his attack bonus to 14 – not enough to hit Teal'c.

Jaffa #6's attack roll is a 4, which is increased by his attack bonus to 6 – not enough to hit Carter.

Jaffa #s 5 and 6's ammunitions are each reduced from 48 to 47.

Teal'c (initiative count 8): Hoping that he can thin the enemy's ranks to reduce enemy fire as the team makes its escape, Teal'c fires on Jaffa #4, one of 3 Jaffa still standing. The Jaffa is within 1 range increment, close enough to inflict no range penalty.

His attack roll is a 1, however – an error. The GM spends 1 action die to activate the error as a critical miss, and Teal'c's staff weapon fails to fire.

Teal'c's initiative count is reduced from 8 to 6 for firing a tactical weapon, but his ammunition remains at 18 (as no shot was fired).

Jaffa #1 (initiative count 0): At the end of Round 2, Jaffa #1 – who is dying – rolls %, scoring a 74. As this is not equal to or less than his Constitution score, his wound points are reduced from -2 to -3.

Jaffa #s 7-12 (out of combat): The GM rules that the remaining 6 Jaffa arrive at the far end of the hall at the end of this round. Because they're *joining* the combat rather than being *overtaken* by it, they do not enter the combat flat-footed.

Brushing away a concealing layer of sand, Daniel discovers a ring platform. His pulse spikes and he rises to call out, "Get back here, guys! I think I've found our way out." But as the field of battle comes into view over the intervening rubble, his blood runs cold. Col. O'Neill lies still on the chamber floor...

Round 3

The GM makes an initiative count for Jaffa #s 7-12, who score a count of 19.

Daniel (initiative count 33): Knowing that things are getting desperate, and finding the transporter's common activation trigger missing, Daniel presses for 1 extra action, reducing his initiative count from 33 to 13. He uses the extra half action to make the Xeno-Languages check (DC 15) required to read the inscription surrounding the rings. He rolls a 12, which is increased by his skill bonus to 17 – a success. Daniel deciphers the inscription, which explains an alternate trigger method.

O'Neill (initiative count 23): O'Neill is unconscious and loses his chance to act during this round. The number of rounds he's unconscious is reduced from 18 to 17.

Jaffa #s 7-12 (initiative count 19): The newly arrived Jaffa take one standard move action to rush toward the chamber, but their entry past Jaffa #4 is blocked by Carter and Teal'c. Jaffa #s 7-9 each perform one standard half action attack against Teal'c, while Jaffa #s 10-12 each perform one standard half action attack against Carter. In all cases, the targets are within 1 range increment (no range penalty). All their attack check results are below 19 – none high enough to hit Teal'c's increased Defense.

Jaffa #s 7-12's ammunitions are each reduced from 50 to 49.

Carter (initiative count 18): Carter takes one standard move action to pull back from the archway, arriving at Daniel's side, takes a regroup action, increasing her initiative count from 18 to 23.

Daniel (initiative count 13): Jackson takes his standard actions for the round. He spends one full action providing cover fire for Teal'c, granting him a +4 dodge bonus to Defense until the start of initiative count 13 during the following round.

Daniel's ammunition is reduced from 50 to 45.

Jaffa #s 3-6 (initiative count 9): Jaffa #3 is stunned and loses his chance to act during this round. The number of rounds he's stunned is reduced from 2 to 1.

Jaffa #s 4-6 perform two standard half action attacks each, all targeting Teal'c, who is within 1 range increment (no range penalty). All their attack check results are below 19 – none high enough to hit Teal'c's increased Defense – except for one, which scores an attack check of 20. The GM rolls 3d6 for damage, scoring a 12, reducing Teal'c's vitality from 51 to 39. Teal'c immediately makes a Fortitude save (DC 12), rolling a 7, which is increased to 16 by his total Fort save bonus (including his Constitution bonus and his class Fort bonus) – he manages to keep going despite the zat's effects.

Jaffa #s 4-6's ammunitions are each reduced from 47 to 45.

Adra'c (initiative count 7): Despite his troops' presence between he and Teal'c, Adra'c uses his bonus 5-ft step to move out into the corridor and fires on the shol'va. The GM determines that the intervening Jaffa constitute three-quarters cover, which increases Teal'c's Defense from 19 to 26.

His attack roll is a 16, which is increased by his attack bonus to 21 – not enough to hit Teal'c's increased Defense, but within the range required to hit one of his Jaffa troops (19-25). The GM rolls 1d10, ignoring results of 10, to randomly determine which of the Jaffa is hit (#4-12). He rolls a 7, indicating that Jaffa #10 is hit. Adra'c rolls 6d6 for damage, scoring a 6, 6, 6, 6, 4, and 1, for a damage result of 29! This reduces the Jaffa's vitality from 14 to 0, with the remaining 15 points of damage reducing his wounds from 14 to -1, causing him to collapse and start dying.

Adra'c's initiative count is reduced from 7 to 5 for firing a tactical weapon, and his ammunition is reduced from 18 to 17.

Teal'c (initiative count 6): Teal'c drops his malfunctioning staff with one free action, then moves to a square adjacent to O'Neill's with one half action, and finally picks O'Neill up with one half action.

Jaffa #1 (initiative count 0): At the end of Round 3, Jaffa #1 – who is still dying – rolls %, scoring a 9. This is less than his Constitution score, and he stabilizes at -3 wound points (though he remains unconscious).

Daniel's eyes race across the inscription, desperately searching for that key character that will unlock its meaning, and as the gunfire behind him gives way entirely to staff weapon and zat gun blasts... he finds it! He rises once again, raises his weapon, and unleashes a spray of cover fire across the front end of the chamber as Teal'c – casting his weapon aside – slides to O'Neill's side and lifts him over his shoulder...

Round 4

Carter (initiative count 23, Dexterity 14): Carter targets Adra'c with suppressive fire again. Adra'c no longer benefits from one-quarter cover, so Carter will receive a single attack against him unless he gains at least one-quarter cover before the start of her initiative count during the following round.

Carter's ammunition is reduced from 40 to 35.

O'Neill (initiative count 23, Dexterity 13): O'Neill is unconscious and loses his chance to act during this round. The number of rounds he's unconscious is reduced from 17 to 16.

Jaffa #s 7-9 and 11-12 (initiative count 19): No longer blocked from entering the chamber, all these Jaffa take one standard half action move to enter and spread out, #s 7-9 on one side and #s 11-12 on the other. Then Jaffa #7 performs one standard half action attack, targeting Daniel, Jaffa #s 8-9 perform one standard half action attack each, targeting Teal'c, and Jaffa #s 11-12 perform one standard half action attack each, targeting Carter. In all cases, the targets are between 1 and 2 range increments away (-2 range penalty). None of their attack check results are high enough to hit.

Jaffa #s 7-9 and 11-12's ammunitions are each reduced from 49 to 48.

Daniel (initiative count 13): Daniel is ready to activate the rings, but Teal'c isn't there yet, so he takes a delay action to reduce his initiative count by 1. He can delay up to 11 more times.

Daniel (initiative count 12): Daniel reduces his initiative count by 1 (10 delays remaining).

Daniel (initiative count 11): Daniel reduces his initiative count by 1 (9 delays remaining).

Daniel (initiative count 10): Daniel reduces his initiative count by 1 (8 delays remaining).

Daniel (initiative count 9, delay action): Daniel reduces his initiative count by 1 (7 delays remaining).

Jaffa #s 3-6 (initiative count 9): The number of rounds Jaffa #3 is stunned is reduced from 1 to 0. He begins to stir. Next round, he will be able to act (though he must rise from being prone).

Meanwhile, following the others, Jaffa #s 4-6 each take one standard half action move to enter and take up strategic positions within the chamber. Then each performs one standard half action attack, all targeting Teal'c, who is now between 1 and 2 range increments away (-2 range penalty). None of their attack check results are high enough to hit Teal'c's Defense of 15.

Jaffa #s 4-6's ammunitions are each reduced from 45 to 44.

Daniel (initiative count 8): Daniel reduces his initiative count by 1 (6 delays remaining).

Daniel (initiative count 7): Daniel reduces his initiative count by 1 (5 delays remaining).

Daniel (initiative count 6, delay action): Daniel reduces his initiative count by 1 (4 delays remaining).

Teal'c (initiative count 6): Teal'c takes two standard half action moves (each reduced to 20 ft. because he's carrying a heavy load) and enters the ring platform.

Daniel (initiative count 5, delay action): Daniel finally acts – before all others during initiative count 5. He takes one half action to activate the ring transporter, then regroups, increasing his initiative count from 5 to 10.

The rings drop from the ceiling, granting each SG-1 team member one-half cover against attacks made by the Jaffa, and vice-versa. Because of this cover, Carter loses her suppressive fire single attack against Adra'c.

Adra'c (initiative count 5): Adra'c fires at Teal'c one last time. His attack roll is a 17, which is increased by his attack bonus to 22 – not enough to hit Teal'c's increased Defense of 19 (+4 for cover from the rings), but within the range required to hit the rings (20-23). Knowing that even a blast from a staff weapon will be largely ineffective against a ring transporter, the GM rules that the blast is harmlessly absorbed and doesn't bother to roll damage.

Adra'c's initiative count is reduced from 5 to 3 for firing a tactical weapon, and his ammunition is reduced from 17 to 16.

Jaffa #10 (initiative count 0): At the end of Round 4, Jaffa #10 – who is dying – rolls %, scoring a 79. As this is not equal to or less than his Constitution score, his wound points are reduced from -1 to -2.

As Teal'c reaches the platform with O'Neill in tow and Daniel activates the transporter, the corridor clears, its occupants pouring out into the chamber around the SG explorers. With a metallic hum, the rings drop out of the ceiling and the familiar, momentary disorientation sweeps over the team. Through the rings, they spot Adra'c – his line of fire now clear – raising his staff weapon for one last attack.

"You know what they say about the frying pan," Daniel mutters as the staff weapon's plasma blends with the flash of the transporter.

"No," Teal'c replies, his tone characteristically dry. "What does this situation have to do with cooking?"

CHAPTER ELEVEN:
GAMEMASTERING STARGATE

This chapter introduces a number of rules commonly used by the Gamemaster. It contains many ways to exploit the *Stargate* system and add depth to your games.

SETTING DCS

Players often want to perform actions that aren't explicitly listed anywhere in the *Stargate* rules. In such instances, the GM must set a DC for the action. A gauge for a character's success rate with any given action may be calculated by subtracting the character's bonus from the DC and consulting Table 11.1: Odds of Success *(see below)*.

From this base point, the GM can easily modify the chance of success up or down by increasing the DC, usually in 2-point increments *(see Conditional Modifiers, page 394)*.

TABLE 11.1: ODDS OF SUCCESS

DC MINUS BONUS	CHANCE OF SUCCESS	CHANCE OF FAILURE	DIFFICULTY
1 or less	95%	5%	Very Easy
2	90%	10%	
3	85%	15%	
4	80%	20%	
5	75%	25%	Easy
6	70%	30%	
7	65%	35%	
8	60%	40%	
9	55%	45%	
10	50%	50%	Average
11	45%	55%	
12	40%	60%	
13	35%	65%	
14	30%	70%	
15	25%	75%	Hard
16	20%	80%	
17	15%	85%	
18	10%	90%	
19+	5%	95%	Very Hard

Special Checks

The GM manages two special checks that any player character may perform – education checks and inspiration checks – as follows.

Education Checks

A player character knows things that the player controlling him doesn't – things he learned over the course of his military career, academic training, and off-world exploration. When a player wants to call upon information that he feels his character should know based on his background, he may – as a free action – make an education check. This check has no cost.

The GM may always deny an education check, claiming that there is no way the character could know the desired information. If the GM agrees to an education check, he assigns a DC based on the obscurity and complexity of the information desired by the character. Typically, simple and common information generates a DC of 10–15, while complex and hard-to-come-by information generates a DC as high as 30.

The character rolls 1d20 and adds his character level and Intelligence modifier. He may 1 or more spend action dice to increase his die roll per the standard action dice rules *(see page 154)*. If the result equals or exceeds the DC, the education check succeeds and the GM provides the desired information; otherwise, the check fails and the character does not know the desired information.

No education check may be retried, and no character may make more than 1 education check per round.

Special Note: On occasion, the GM may prompt an education check – usually when he feels that he needs to help move the game along.

Inspiration Checks

Sometimes a character needs a sudden flash of insight. When a character's stumped about what to do next, he may – as a free action – spend 1 action die to make an inspiration check. Inspiration checks are the "great equalizer" and can help a GM bring a mission back on track after the players have diverged from the plot. The GM should be ever vigilant to prevent them from becoming a crutch, however.

The GM may always deny an inspiration check, claiming that there is no way the character could gain any insight about his focus or the current situation. If the GM agrees to an inspiration check, he arbitrarily assigns a DC determined by the percentage chance that the character will gain the desired insight *(see Table 11.1 for more about converting percentage chances into DCs)*. Typically, the more the GM needs the character to succeed (usually in order to move the game along), the lower he'll set the DC.

The character rolls 1d20 and adds his character level and Wisdom modifier. He may 1 or more spend action dice to increase his die roll per the standard action dice rules *(see page 154)*. If the result equals or exceeds the DC, the inspiration check succeeds and the GM provides the desired insight; otherwise, the check fails and the character gains no assistance.

Any inspiration check may be retried, with the GM's permission and at a cost of 1 action die per retry. No character may make more than 1 inspiration check per round.

Special Note: On occasion, the GM may prompt an inspiration check – usually when he feels that he needs to help move the game along or when he's aware that a character might know something important to the mission at hand that the player isn't likely to ask about. When this happens, the inspiration check has no action die cost.

Action Dice

The characters aren't the only ones able to bend the *Stargate* system to their will – the GM has his own pool of action dice to spend as well. This section covers how he can use them to slow the characters down and keep things interesting.

GM Action Dice Basics

At the start of each game session, the GM receives a number of d12 action dice equal to the highest number of action dice with which any of the players begins *(See Table 11.2)*, plus an additional number of d12 action dice equal to the number of players at the table (not including the GM himself).

Example: Five players are present at the start of a gaming session. Four of them start with three d4 action dice and one of them starts with four d6 action dice. The GM starts with nine d12 action dice.

The GM receives one bonus action die every time he awards one to a player. Thus it's important for the GM to keep awarding action dice to the players so that he won't run out himself.

As with player action dice, all GM action dice left at the end of a gaming session are lost.

Spending GM Action Dice

The GM may spend his action dice in the following ways. Any of these options may be applied to any NPC, whether the NPC is a villain or not.

1. Increase an NPC Die Roll

Unless specified otherwise, the GM may add the total roll of one or more of his action dice to any die roll made by any NPC (e.g. an attack check, a damage roll, a skill check, a saving throw, etc.).

The GM may declare that he wishes to increase a die roll at any time, even after making the roll. Also, he may spend any number of action dice to increase one die roll, so long as he has action dice left to spend. He may not continue to spend action dice to increase a roll, however, after he describes the outcome of an action associated with it.

Each time the GM spends one action die in this fashion and rolls a natural 12, the die "explodes." In this case, the GM re-rolls the action die, adding the new result to the previous result.

Example: The GM rolls a 12. He re-rolls it, getting a 4. The action die's total is 16.

An action die keeps exploding as long as the GM keeps rolling its maximum value.

Example: The GM rolls a 12. He re-rolls it, getting another 12. He re-rolls it a second time, getting a 5. The action die's total is 29.

Special Note: Some abilities – such as the soldier's core ability, accurate – allow the GM to roll two action dice when he spends one, increasing the target NPC die roll by both action die results. Even if an NPC somehow benefits from more than one such ability, or another combination of abilities and effects that might indicate that the GM should roll more than two action dice when he spends one, he may never roll more than two action dice per single action die spent.

2. Increase an NPC's Defense

At the start of any round, the GM may spend a single action die to increase one NPC's Defense by the action die's result. This action die may explode as described under Option #1: Increasing a Die Roll *(see above)*. The resulting Defense bonus remains until the end of the current round.

The GM may spend any number of action dice to increase any number of NPCs' Defense values, but may spend no more than one action die to increase any one NPC's Defense.

3. Activate NPC Threats and Player Errors

As described in Chapters 6 and 10 *(see pages 182 and 360)*, rolling a natural 20 (i.e. the 20 is showing on the die) usually means that a character's scores a threat. An NPC may sometimes score a threat with a roll lower than 20 (usually because of a weapon, feat, or special ability). Any roll lower than a 20 is not an automatic success or hit, and if the attack or skill check fails because its result doesn't equal or exceed the DC or the target's Defense, then the GM may not activate the threat as a critical hit.

When an NPC scores a threat with any roll other than an attack check, the GM may spend one action die to activate it as a critical success, gaining the benefits described under the ability, feat, or skill description, per his discretion.

Example: A serpent guard rolls a natural 20 when using his Jump skill to follow Capt. Wilson across a pit. The GM spends one action die to activate the threat as a critical success, which in this case means that the serpent guard leaps the maximum possible distance *(see page 216)*.

When an NPC scores a threat with an attack check, the GM may spend one action die to activate it as a critical hit. A critical hit has one of the two following effects, based on the type of character hit *(see page 407 for more about character types)*.

- If the target is a standard NPC, he's immediately reduced to 0 wound points. The attacking character may voluntarily choose to treat the target as a special NPC, in the hopes of reducing his wound points by enough to kill him, though he must declare that he's doing so before he makes his damage roll.

- If the target is a player character or special NPC, the damage is subtracted directly from the target's wound points without affecting his vitality points. Additionally, the target's initiative count drops by 5 *(see page 353)*.

Example: A serpent guard fires his staff weapon at Capt. Donovan, rolling a natural 20. The GM spends one action die to activate the threat and rolls damage, determining that his attack has inflicted 18 points of damage. Capt. Donovan loses 18 wound points instead of 18 vitality.

Player characters and special NPCs are capable of critical hits, but standard characters are not *(see page 407)*.

Special Note: The natural rolls required for a threat are collectively called an NPC's threat range.

When a player rolls a natural 1 (i.e. a 1 is showing on the die), he scores an error.

When a player scores an error with any roll other than an attack check, the GM may spend one action die to activate the error as a critical failure, forcing the player to suffer the effects described under the ability, feat, or skill description, per his discretion.

Example: Lt. Wilson attempts to use his Jump skill to clear a pit, but rolls a 1. The GM spends one action die and Lt. Wilson plummets into the pit, suffering damage accordingly.

In some cases, the GM may be given the option to spend more than one action die to activate one error, usually with increasingly more severe effects.

When a player scores an error with an attack check, the GM may spend *one or more action dice* to force the player to suffer the effects described on Table 11.2: Sample Critical Miss Effects, by Weapon and Fire Mode *(see opposite page)*.

Example: When rolling to see if Lt. Wilson hits a serpent guard with an FN P90 fired in strafe mode, the player rolls a natural 1. The GM spends one action die and a dud round filters into the P90's firing chamber (Lt. Wilson loses all aim and brace bonuses, and must spend one half action to clear the problem).

The GM may spend his action dice to activate any player's critical failures and misses, regardless of their locations or whether they're within any NPCs' lines of sight.

Table 11.2: Sample Critical Miss Effects, By Weapon and Fire Mode

Action Dice Spent	Min. Error Range*	Effect
Character is unarmed...		
1	1	Character trips and falls prone.
2	1	Character is disoriented, becoming stunned until the end of his initiative count during the following round.
3	1–2	Character is knocked against the scenery, suffering 1d6 subdual damage.
4	1–3	Character is knocked against the scenery, suffering 2d6 subdual damage.
Character is attacking with a melee or primitive weapon...		
1	1	Weapon is dropped in character's square and (1 half action required to pick it up).
2	1	Weapon is stuck in scenery (1 full action required to free it).
3	1–2	Weapon breaks (useless until repaired).
4	1–3	Weapon breaks, injuring character (he suffers 1d6 normal damage).
Character is attacking with a hurled weapon...		
1	1	Weapon is dropped in character's square and (1 half action required to pick it up).
2	1	Weapon goes wild (1d6 squares in random direction determined by grenade-like deviation diagram)
3	1–2	Weapon breaks or is a dud (useless until repaired).
4	1–3	Weapon goes wild (hitting random character within 3 'blast increments' from target).
Character is attacking with a firearm or tactical weapon used in single-shot mode...		
1	1	Dud round or misfire (aiming and bracing benefits are lost; requires 1 half action to clear).
2	1	Jam or malfunction (aiming and bracing benefits are lost; requires 1 full action to clear).
3	1–2	Broken firing pin or serious malfunction (weapon useless until repaired).
4	1–3	Chamber or power cell explosion (weapon destroyed; character suffers 2d6 normal damage and must make a Fort save (DC 20) or become blinded for 1d4 rounds.
Character is attacking with a firearm or tactical weapon used in burst mode...		
1	1	Failure to feed or misfire (aiming and bracing benefits are lost; requires 1 half action to clear).
2	1	Jam or malfunction (aiming and bracing benefits are lost; requires 1 full action to clear).
3	1–2	Broken firing pin or serious malfunction (weapon useless until repaired).
4	1–3	Chamber or power cell explosion (weapon destroyed; character suffers 2d6 normal dam age and must make a Fort save (DC 20) or become blinded for 1d4 rounds.
Character is attacking with a firearm or tactical weapon used in strafe mode...		
1	1	Failure to feed or misfire (aiming and bracing benefits are lost; requires 1 half action to clear).
2	1	Jam (aiming and bracing benefits are lost; requires 1 full action to clear).
3	1–2	Runaway gun or power cell purge (weapon discharges all remaining ammunition; a number of random characters equal to ½ the weapon's remaining ammunition must succeed with a Reflex save (DC 20) or suffer the weapon's damage, as if they were hit normally).
4	1–3	Chamber or power cell explosion (weapon destroyed; character suffers 2d6 normal damage and must make a Fort save (DC 20) or become blinded for 1d4 rounds.

* The attack's error range — after all modifiers from gear, feat, and other conditions are applied — must be equal to or worse than this range for the player or GM to activate the critical miss effect. For instance, when a player character with an error range of 1–2 suffers an error, the GM may spend up to two action dice to activate his critical failure, but no more.

4. Heal an NPC

Outside combat, the GM may spend any number of action dice to increase cause one NPC to regain vitality or wound points. For each action die spent the GM spends in this fashion, one NPC recovers either a number of vitality points equal to the action die's result or 2 wound points.

Example: After the serpent guard subdues Lt. Wilson and finds a moment of calm after the combat, the GM spends one action die to heal some vitality. He rolls 1d12, getting an 8. The serpent guard recovers 8 vitality points.

During combat, an NPC must take the refresh action before the GM may spend action dice to regain vitality or wound points *(see page 376 for more about the refresh action).* At the end of a round during which you perform a refresh action, the GM may spend only one action die to recover either a number of vitality points equal to the action die's result or 2 wound points.

If an NPC is the target of even one attack during a round in which he performs a refresh action, he may not spend any action dice to heal, and his actions for the round are forfeit.

Awarding Action Dice

The GM should award one action die to any player who does something particularly clever or amuses the group with an in-game action. On average, he should try to hand out at least one action die every 20 to 30 minutes to keep things interesting. Finally, he should try to spread the action dice he awards amongst all the players – if one player is shy or not as witty as the rest, it's all the more important to reward him when he does something noteworthy. In the end, the most important thing is to reward behavior that the GM wants to see repeated, and ignore behavior that he'd rather not see again.

You Control The Vertical...

Action dice are a tool meant to make the game more enjoyable for everyone. They can enable the players to succeed when it's really important, and can help the GM get a mission back on track if the dice fail him. They also serve as a tangible reward for creative players. However, their effectiveness depends upon how the GM uses them. If the GM spoils a player's big moment of glory, or constantly picks on a single player, it ruins everyone's fun. The GM can make situations more dramatic with a critical failure that leads to a subplot, or make the players work a bit harder for a victory, and they'll thank him for it.

Encounters

When an encounter begins, the GM should immediately determine two critical factors – encounter distance (the distance between two or more converging groups) and awareness (each group's knowledge of the other groups' presence and locations).

Encounter Distance

The starting distance between two groups is determined by the circumstances of the meet and whether the encounter is happening indoors or outdoors, with visibility applying a multiplier to this base distance, as follows.

Condition	Starting Encounter Distance
Encounter happens indoors	Line of sight
Encounter happens outdoors...	
Plains or desert	6d6 × 20 ft.
Scrub	4d6 × 10 ft.
Forest	3d6 × 10 ft.
Jungle, swamp, or hills	2d6 × 10 ft.
Mountains or tundra	6d6 × 5 ft.
Visibility†*	
¼ concealment	× ¾
½ concealment	× ½
¾ concealment	× ⅓
9/10 concealment	× ¼
Total concealment	Starting Distance = 1d6 × 5 ft.

* Apply *only* the modifier for the lowest concealment from which *both* groups benefit.

† All results should be rounded down to the nearest 5-ft. increment (minimum 5 ft.)

An encounter's starting distance should be used to determine range penalties until one or more characters move *(see page 372).*

Awareness

When a character can see, hear, or otherwise sense a potential opponent, he is considered to be aware of that opponent. This is likewise true when an entire group of characters can see, hear, or otherwise sense a potential opponent group. The key word in both of these cases is "opponent." In many cases (e.g. ambushes), one group of characters may not know that another group of characters they can see or hear intends to do them wrong, making them unaware of their opponents' motives – and therefore vulnerable to a surprise attack or action.

Each encounter begins in one of the following ways, based on each group's awareness of its opponents' presence and motives.

No Groups Aware of Each Other

In this type of encounter, two or more opponent groups happen upon one another unexpectedly, offering characters in the group that becomes aware of its enemies first a chance to get the drop on them.

One character within each group is designated its 'leader'. Each leader makes an awareness check using one of two skills, based on the encounter conditions between his group and the nearest opponent group, as follows.

Condition*	Awareness Check Skill
Nearest opponent group is within Listen range (see page 221)	Listen
Nearest opponent group is beyond Listen range	Spot

* Check to see if each of these conditions applies in descending order. If the neatest opponent groups is within Listen range, then the group's leader makes a Listen check; otherwise, he makes a Spot check.

Each leader's awareness check DC is determined by the nearest opponent group's appearance and activities, as well as the encounter conditions, as shown on Table 11.3: Simple Awareness Check DCs *(see below)*.

If one or more leaders' awareness checks are successful, each member of those leaders' groups gains 1 half action to use during a surprise round *(see page 353)*; otherwise, the encounter or combat begins per the standard rules.

Size: Each leader's awareness check DC is increased by 4 per size category the largest character within the nearest opponent group is below Medium. Likewise, each leader's awareness check DC is decreased by 4 per size category the largest character within the nearest opponent group is above Medium.

Contrast: Each leader's awareness check DC is increased by up to 5 when the nearest opponent group blends in with the local scenery (e.g. when they're wearing the appropriate type of camouflage). Likewise, each leader's awareness check DC is decreased when the nearest opponent group stands out against the local scenery (e.g. when they're wearing the wrong type of camouflage or carrying large, brightly colored gear). The GM may choose to increase these modifiers for particularly well-concealed or obvious groups. For more information about camouflage gear, *see Chapter 9*.

Concealment: Each leader's awareness check DC is increased by the best concealment Defense bonus that applies to the nearest opponent group due to lighting and intervening obstructions.

Group Engaged in Distracting Activity: Each leader's awareness check DC is increased by 5 when his group is engaged in a distracting activity, such as making a Search check or moving through any terrain that reduces their speed.

Some Groups Aware of Each Other

In this type of encounter, one or more groups have typically prepared an ambush for their opponents, or happened into a situation that might be manipulated to their advantage.

Each group trying to conceal its presence or a sudden action is referred to as an "acting group." Further, one character within each group is designated its "leader."

All characters make initiative checks per the standard combat rules. Thereafter, but before the first combat round, the leader of the acting group possessing the highest initiative count makes a skill check using one of three skills, based on the encounter conditions. This check is opposed by the leader of each opponent group, using a skill determined by the same conditions, as follows.

Condition*	Acting Group's Skill	Opposing Skill
Acting group suddenly springing into action	Bluff	Sense Motive
Acting group is within Listen range	Move Silently	Listen
Acting group is beyond Listen range	Hide	Spot

* Check to see if each of these conditions applies in descending order. If the acting group attempts to suddenly spring into action, getting the drop on one or more of its opponents, then a Bluff vs. Sense Motive check is made. Otherwise, if the acting group is within at least one opponent group's Listen range, then a Move Silently vs. Listen check is made. Only if neither of these conditions applies is a Hide vs. Spot check made.

Table 11.3: Simple Awareness Check DCs

Condition	DC/DC Modifiers
Nearest opponent group is not trying to hide its presence	20
Nearest opponent group is trying to hide its presence	25
Size of largest character within nearest opponent group*	+/–4 per size category below/above Medium
Nearest opponent group blends or contrasts with scenery*	+/–5 (or more)
Nearest opponent group benefits from concealment*	+ (Concealment Defense Bonus)†
Nearest group consists of 6–10 characters	–2
Nearest group consists of 11–20 characters	–4
Nearest group consists of 21+ characters	–8
Leader's group engaged in distracting activity	+5

* This modifier applies only when the opposed awareness check pits the acting group's Hide vs. its target groups' Spot skills.
† This modifier is reduced by any applicable bonus granted by the target group's gear (see Chapter 9).

Conditional modifiers apply to the acting group's skill check, as shown on Table 11.4: Opposed Awareness Check Modifiers *(see below)*.

If the acting group wins this opposed skill check, each member of that group gains 1 half action to use during a surprise round *(see page 353)*; otherwise, the encounter or combat begins per the standard rules.

Size: When the acting group's leader makes a Hide skill check, he gains a +4 circumstance bonus per size category the largest character within his group is below Medium. Likewise, he suffers a -4 circumstance penalty per size category the largest character within his group is above Medium.

Contrast: When the acting group's leader makes a Hide skill check and the acting group blends in with the local scenery (e.g. when they're wearing the appropriate type of camouflage), its leader gains a circumstance or gear bonus of up to +5. When the acting group stands out against the local scenery (e.g. when they're wearing the wrong type of camouflage or carrying large, brightly colored gear), its leader suffers a circumstance or gear penalty of up to -5. The GM may choose to increase these modifiers for particularly well-concealed or obvious groups. For more information about camouflage gear, see Chapter 9.

Concealment: When the acting group's leader makes a Hide skill check, he gains a circumstance bonus equal to the best concealment Defense that applies to his group due to lighting and intervening obstructions.

Group Engaged in Distracting Activity: The acting group's leader gains a +5 circumstance bonus with the nearest opponent group is engaged in a distracting activity, such as making a Search check or moving through any terrain that reduces their speed.

All Groups Aware of Each Other

In this type of encounter, all opponent groups begin in full view or with full knowledge of their opponents' locations or intentions, and may react normally. No surprise round is possible during this type of encounter – all groups make initiative checks and combat commences per standard rules in Chapter 10.

Partial Group Awareness

In some cases, the GM may determine that only some characters within a group may participate in an awareness check. In this case, any surprise round actions granted to the group are made available only to qualified characters.

Environmental Conditions

Missions can take characters to the most exotic – and inhospitable – places in the universe. The many conditions to which a character may be exposed are easily divided into three categories – environmental dangers, weather dangers, and environmental visibility.

Special Note: Many gear items can alleviate certain environmental conditions *(see Chapter 9 for details)*.

Environmental Dangers

A great many environmental conditions can injure or debilitate a character, as shown on Table 11.20: Environmental Dangers *(see page 432)*. This table contains the following data.

Condition: This column lists all the potential environmental dangers by category.

Challenge Rating (CR): This rating is factored into a scene's encounter level when the environmental condition is in effect for 50% of the scene or more. A scene's encounter level used as a gauge of what the characters can handle without becoming bored or overwhelmed *(see page 406 for more about challenge ratings and encounter levels)*.

Automatic Damage/Effect: A character exposed to a dangerous environment *immediately* suffers the damage or effect listed in this column.

Table 11.4: Opposed Awareness Check Modifiers

Condition	Conceal Check Modifier
Size of largest character within acting group*	+/–4 per size category below/above Medium
Acting group blends or contrasts with scenery*	+/–5 (or more)
Acting group benefits from concealment*	+ (Concealment Defense Bonus)†
Acting group consists of 6–10 characters	–2
Acting group consists of 11–20 characters	–4
Acting group consists of 21+ characters	–8
Nearest opponent group engaged in distracting activity	+5
Contrast*	+/–5 (or more)
Concealment*	+ (Concealment Defense Bonus)†
6+ members in group	–2

Condition	Awareness Check Modifier
Combined opponent groups consist of 6–10 characters	+2
Combined opponent groups consist of 11–20 characters	+4
Combined opponent groups consist of 21+ characters	+8

* This modifier applies only when the opposed awareness check pits the acting group's Hide vs. its target groups' Spot skills.

† This modifier is reduced by any applicable bonus granted by the target group's gear (see Chapter 9).

Exposure Increment: At the end of each time period listed in this column, the character must make a skill check or save as described in the following column. When "None" is listed here, the character must make the skill check or save immediately upon exposure.

Skill Check/Save: Each time a character fails the skill check or save listed in this column, he suffers the damage or effect described in the following column.

Damage/Effect: Every time the character fails the environment's listed skill check or save, he suffers the damage or effect listed here.

Recuperation Time: For each time a character fails an environment's skill check or save, he must rest for the amount of time listed in this column before he may perform any activity more complicated than a free action. The character heals vitality and wound points normally during this time.

Enclosed Spaces

An enclosed space with a 1,000 cubic ft. volume (i.e. 10 ft. × 10 ft. × 10 ft.) contains enough air for 1 Medium-sized character for 360 minutes (6 hours). Each additional Medium-sized character reduces this time period to ½ (rounded up).

Example 1: Two Medium-sized characters are locked in an air-tight 10-ft. square room. The room contains enough air to last them 180 minutes.

Example 2: Three Medium-sized characters are locked in an air-tight 10-ft. square room. The room contains enough air to last them 90 minutes.

Bigger and smaller characters reduce the air time remaining in an enclosed space as follows.

Character Size	Air Time Reduction*
Fine	× 1/32
Diminutive	× 1/16
Tiny	×1/8
Small	× 1/4
Medium	× 1/2
Large	× 1/2 (2 times)
Huge	× 1/2 (3 times)
Gargantuan	× 1/2 (4 times)
Colossal	× 1/2 (5 times)

* All fractions are rounded up.

Example 1: One Medium-sized character and one Diminutive-sized character are locked in an air-tight 10-ft. square room. The room contains enough air to last them 347 minutes.

Example 2: One Medium-sized character and one Large-sized character are locked in an air-tight 10-ft. square room. The room contains enough air to last them 90 minutes.

When characters of multiple sizes occupy the same enclosed space, air time reductions are applied in descending order, from largest to smallest.

Example: One Medium-sized character, one Large-sized character, and one Diminutive-sized character are locked in an air-tight 10-ft. square room. The room contains enough air to last them 6 minutes (360 × ½ × ½ × 1/16, rounded up).

Each sleeping or unconscious character's air time reduction is decreased to ½ standard before it's subtracted from the remaining air time.

Example: In the previous example, if the Large-sized character is sleeping, the room contains enough air to last all three characters 11 minutes (360 × ½ × 1/16, rounded up).

A torch or similar-sized fire is counted as a Medium-sized character when calculating air consumption, with bigger and smaller flames counted as characters of the appropriate size.

When an enclosed space's air runs low (under 10 minutes remaining), each character suffers 1d6 subdual damage every minute until he falls unconscious.

When an enclosed space's air runs out, each character suffers damage as if drowning *(see page 432).*

Weather Dangers

Weather conditions can range from merely annoying to highly lethal, as shown on Table 11.21: Weather Dangers *(see page 434).* This table contains the following data.

Condition: This column lists all the potential weather dangers by category.

Challenge Rating (CR): This rating is factored into a scene's encounter level when the weather condition is in effect for 50% of the scene or more. A scene's encounter level used as a gauge of what the characters can handle without becoming bored or overwhelmed *(see page 406 for more about challenge ratings and encounter levels).*

Random: In most cases, this column lists a random value that may be generated to define the weather (such as inches of rainfall or wind velocity). In some cases, this column lists percentage chances that the weather includes an additional type, along with its listed damage and effects.

Automatic Damage/Effect: A character exposed to dangerous weather *immediately* suffers the damage or effect listed in this column.

Exposure Increment: At the end of each time period listed in this column, the character must make a skill check or save as described in the following column. When "None" is listed here, the character must make the skill check or save immediately upon exposure. When "None/1 round" is listed here, the character must make the skill check or save immediately upon exposure and at the end of every round thereafter.

Skill Check/Save: Each time a character fails the skill check or save listed in this column, he suffers the damage or effect described in the following column.

Damage/Effect: Every time the character fails the environment's listed skill check or save, he suffers the damage or effect listed here.

Recuperation Time: For each time a character fails a weather type's skill check or save, he must rest for the amount of time listed in this column before he may perform any activity more complicated than a free action. The character heals vitality and wound points normally during this time.

Environmental Visibility

There are two primary environments within which visibility is impaired, as follows.

Underwater Visibility: While underwater, a character's visual range is determined by the water's clarity, the character's depth, available surface light, and any light sources the character uses, as shown on Table 11.5: Underwater Visibility *(see below)*.

Three additional rules apply when a character is located underwater, as follows.

- When a character is more than ½ an opponent's visual limit away, that character gains three-quarters concealment against the opponent's attacks. This benefit is negated if the character uses a light source.
- When a character located underwater possesses a visual range is 0 ft. or less, he's considered to be blinded *(see page 378)*.
- When a character dives without eye protection (e.g. a mask or goggles), he suffers a -1 circumstance penalty with all attack and skill checks requiring visual cues.

Table 11.5: Underwater Visibility

Conditions	Visual Range
*Clarity**	*Base Range*
Crystal clear water	100 ft.
Typical lake	80 ft.
Typical ocean or river	60 ft.
Murky water	30 ft.
Disturbed water (e.g. during melee combat or a water vessel's wake)	10 ft.
*Surface Light***	
Day (light rain/snow, up to strong wind)	No modifier
Day (moderate rain/snow, hail/sleet, light fog, severe wind)	–10 ft.
Day (heavy rain/snow, moderate fog, windstorm)	–40 ft.
Day (dense fog, storm, hurricane or tornado winds)	–70 ft.
Night	–100 ft.
Depth	
30–59 ft.	–25 ft.
60–89 ft.	–50 ft.
90–119 ft.	–75 ft.
120+ ft.	–100 ft.
Light source	+ ½ gear's surface range

* No modifiers may increase a character's visual range beyond the lowest applicable base range (determined by water clarity).

** These modifiers apply only when the character is located at a depth of 30 ft. or less.

Example: A character carrying a glowstick is located 10 ft. below a lake's surface as a vessel passes by overhead, disturbing the water. Though the lake's base visual range is 80 ft. and the character's glowstick increases his visual range by 5 ft., his actual visual range is limited to 10 ft. (for disturbed water).

Weather Visibility: During weather, a character's visual range is determined by the time of day, the weather conditions, and any light sources the character uses, as shown on Table 11.6: Weather Visibility *(see below)*.

Table 11.6: Weather Visibility

Conditions	Visual Range*
Weather	*BaSe Range*
Clear skies	Line of sight
Fog, light	20 ft.**
Fog, moderate	10 ft.**
Fog, dense	5 ft.**
Hail	¾ line of sight
Rain/snow, light	¾ line of sight
Rain/snow, moderate	½ line of sight
Rain/snow, heavy	¼ line of sight
Sleet	½ line of sight
Storm, blizzard	10 ft.
Storm, dust storm	15 ft.
Storm, hurricane	10 ft.
Storm, snowstorm	20 ft.
Storm, thunderstorm	15 ft.
Wind, light through strong	Line of sight
Wind, severe	½ line of sight
Wind, windstorm	20 ft.
Wind, *hurricane or tornado*	10 ft.
*Time of Day**	
Day	1 × base visual range
Dawn/Dusk	½ × base visual range
Night	¼ × base visual range
Light source	+ gear's range

* No modifiers may increase a character's visual range beyond the lowest applicable base range (determined by weather).

** These conditions are considered "None" when the character uses infrared gear.

Scenery

Even on other worlds, construction follows certain basic patterns. Though many variations are seen beyond the *Stargate*, a list of common doors, floors, furnishings, and other items is available on Table 11.22: Sample Scenery *(see page 436)*. This table contains the following data.

Scenery: This column lists scenery items by category and hardness.

Challenge Rating (CR): Any scenery that commonly acts as an obstacle between the characters and their mission goals – such as a door, fence, or lock – is given a challenge rating. This rating is factored into a scene's encounter level, which in turn is used as a gauge of what the characters can handle without becoming bored or overwhelmed *(see page 406 for more about challenge ratings and encounter levels)*.

Typical Thickness: The numbers on this table are not entirely derivative of the information on Table 10.6: Object Hardness and Wound Points *(see page 366)*, but rather uses that basic data as a guide to create a number of common scenery items found in the *Stargate* universe. The GM is encouraged to likewise manipulate the numbers to create suitable scenery of his own.

Hardness: Most damage inflicted upon a scenery item is reduced by this number *(see page 352)*.

Wound Points: When a scenery item's wound points are reduced to 0, it's ruined *(see page 365)*.

Break DCs: Any item possessing a Break DC may be broken or forced open with brute force using the strike an object combat action *(see page 364)*. Many items – most notably, doors – possess more than one Break DC, each immediately followed by either "(S)" (for use when the item is stuck) or "(L)" (for use when the item is locked). Scenery items with a Break DC of "-" may not be broken with brute force.

Bypass Skill/DC: When a scenery item (such as a lock) can be bypassed using a skill, the specific skill and DC are listed in this column.

Sensors and Traps

When sneaking into an enemy installation or Goa'uld stronghold, the characters might face a variety of traps and triggering sensors (i.e. security systems).

Sensors

Each sensor is passive, possessing either a skill bonus or a range.

When a character tries to avoid or fool a sensor with a skill bonus, the GM rolls 1d20 and adds the sensor's skill bonus. The result is opposed by a skill check made by the character, as shown on Table 11.23: Sensors *(see page 437)*. If the sensor wins this opposed skill check, it notices the character and issues an alert, activates a trap or weapon, or performs another action as determined when the sensor was installed.

A sensor possessing a range automatically notices its target (i.e. heat, vibration, etc.) within the listed distance.

A list of common sensors is available on Table 11.23: Sensors *(see page 437)*. This table contains the following data.

Sensor: This column lists sensors by category and challenge rating.

Challenge Rating (CR): A sensor's challenge rating is factored into a scene's encounter level, which in turn is used as a gauge of what the characters can handle without becoming bored or overwhelmed *(see page 406 for more about challenge ratings and encounter levels)*.

Target Area: This column lists the area within which a character must attempt to avoid or fool the sensor. When "-" is listed here, the character must usually interact directly with the sensor in order for it to activate.

Sense Skill Bonus/Range: The skill bonus or range listed in this column is used to determine whether the sensor notices anyone who tries to avoid or fool it *(see above)*.

Opposed Skill: A character trying to avoid or fool a sensor opposes the sensor's skill bonus with the skill check listed in this column.

Detect Skill/DC: A character trying to locate a sensor makes the skill check listed in this column. When "Automatic" is listed here, the sensor is obvious within the character's line of sight.

Disable Skill/DC: A character trying to disable a sensor makes the skill check listed in this column.

Special: The error ranges of all skill checks made to disable an improved sensor are increased by 1, and the error ranges of all skill checks made to disable an advanced sensor are increased by 2. If a character suffers a critical failure when disabling a sensor, the device notices the character (at a point determined by the GM), immediately issuing an alert, activating a trap or weapon, or performing another action as determined when the sensor was installed.

Traps

Each trap is active, triggered manually or by a sensor. When triggered, a trap inflicts its listed damage or effect upon all characters within the target area. Each target character may be allowed to make a save to reduce this damage to H (rounded down), or 0, as shown within each trap's table entry.

A list of common traps is available on Table 11.24: Traps *(see page 438)*. This table contains the following data.

Trap: This column lists traps by category and challenge rating.

Challenge Rating (CR): A trap's challenge rating is factored into a scene's encounter level, which in turn is used as a gauge of what the characters can handle without becoming bored or overwhelmed *(see page 406 for more about challenge ratings and encounter levels)*.

Target Area: This column lists the area within which a character suffers the trap's damage or effect.

Damage/Effect: A character within a trap's target area when it's triggered suffers the damage or effect listed in this column.

Save: A character suffering a trap's damage may make the save listed in this column to reduce the damage to ½ (rounded down), or 0, as shown within each trap's table entry. When "None" is listed here, no target characters may make saves to reduce the trap's damage.

Detect Skill/DC: A character trying to locate a trap makes the skill check listed in this column.

Disable Skill/DC: A character trying to disable a trap makes the skill check listed in this column.

Special: The error ranges of all skill checks made to disable an improved sensor are increased by 1, and the error ranges of all skill checks made to disable an advanced sensor are increased by 2. If a character suffers a critical failure when disabling a sensor, the device activates during the process (at a point determined by the GM), immediately inflicting its damage or effect upon the character.

Disease and Poison

Few tactics are as heinous as the use of poison, and few situations hit as close to home as becoming infected with a virulent disease. These rules simulate the danger inherent with contagions by striking directly at a character's abilities.

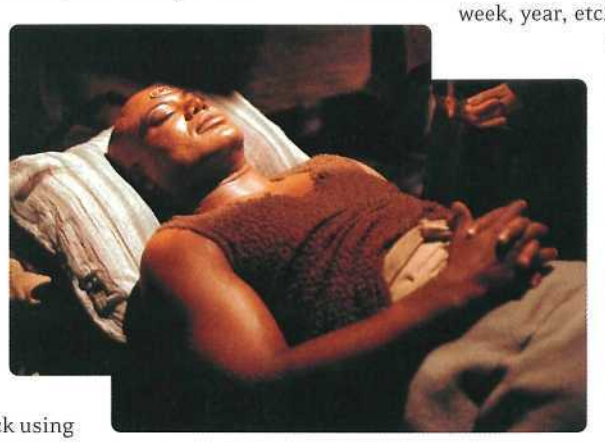
Delivery Methods

The method of delivery must be declared when the contagion is requisitioned or introduced into play. Unless specified otherwise, any disease or poison may be delivered by contact, ingestion, inhalation, or injury, as follows.

Contact: This type of contagion is delivered when a character touches an infected object or person. To deliver it to an unwilling target, a character must succeed with a melee touch attack.

Ingestion: This type of contagion is delivered when a character eats infected food or drinks infected water. To deliver it to an unwilling target, a character must succeed with a melee attack using a prepared syringe that reduces the target's wound points by at least 1 (after damage reduction, hardness, and other effects are applied).

Inhalation: This type of contagion is delivered when a character breathes infected air. A character may only avoid this type of contagion by holding his breath *(see page 432)*.



Injury: This type of contagion is delivered when a character is physically hurt by an attack with an infected weapon or object. To deliver it to an unwilling target, a character must succeed with an attack using a prepared weapon that reduces the target's wound points by at least 1 (after damage reduction, hardness, and other effects are applied).

A character may deliver any type of contagion to a helpless, bound, sleeping, or unconscious target with 1 half action.

Contagious Diseases

Contagious diseases are flagged on Table 11.25: Diseases and Poisons *(see page 440)*. A character is considered to be at risk of contracting a contagious disease during any 24-hour period when either of the following conditions applies, as well as for one 24-hour period following the last time either of the following conditions applies (i.e. the character is still at risk up to 24 hours after the last time he's exposed to the contagion).

- The character comes in physical contact with a person infected with a contact-delivered disease.
- The character is located within 100 ft. of a person infected with an airborne (inhalation-delivered) disease for 10 rounds or more.

At the end of any 24-hour period during which a character is at risk, he must succeed with the disease's primary save or contract the disease.

Even if every infected person to whom the character is exposed recover during a 24-hour period, the character is still considered to be at risk during that period, and must still make a save at its end. Only when all at risk characters *and* all infected persons succeed with their saves (or die) by the end of the 24-hour period following the last at risk exposure is a contagious disease considered to be contained within that group.

Infection and Incubation

Diseases and poisons don't typically affect an infected character immediately, but rather incubate over a number of rounds, minutes, days, weeks, or even years before their effects are felt. Once a character is exposed to a disease or poison (by accident or delivery), the contagion's primary phase onset time begins ticking down, lowering by 1 at the end of each increment (e.g. at the end of each round, day, week, year, etc.). When the primary onset time runs out, the character must succeed with the listed primary phase save or suffer the listed primary phase damage or effect.

Thereafter, the contagion's secondary phase onset time begins ticking down. When that onset time runs out, the character must succeed with the listed secondary phase save or suffer the listed secondary phase damage or effect.

Should the character survive both of a contagion's phases, he's out of the woods and recovers.

Persistent Exposure

Under some rare circumstances – such as when locked in a gas-filled room – a character may suffer prolonged or concentrated exposure to a contagion. Under these circumstances, the GM may rule that the exposure is persistent,

and that the contagion's secondary phase repeats one or more times, or even until the character somehow escapes his predicament. For an example of persistent exposure, see the gas vent trap on page 438.

Healing From Disease and Poison

Use of the First Aid skill can halt a poison's advance for up to 10 rounds or a disease's advance for up to 5 onset time increments (e.g. days, weeks, or years). A critical success with the First Aid skill heals a case of poison or disease.

Further, the GM may rule that a character treated in a hospital gains a circumstance bonus of between +1 and +8 when making saves to avoid poison and disease effects, based on the hospital's location in the world, its resources, and the knowledge of its doctors.

Finally, when a character receives the proper antidote or vaccine, he immediately recovers.

Barring those options, a character must ride out the effects of a poison or disease, hoping that his save results or ability scores are high enough to withstand the contagion's onslaught.

Special Note: When a character suffers temporary ability damage from a disease or poison, the damage heals at the standard rate (1 point per ability per day), even when the character has yet to recover from the contagion.

Creating and Modifying Diseases

Poisons – like much of the material in this book – are left open enough to double for off-world parallels, but diseases are often characterized by their names. We've provided a number of sample Earth diseases on Table 11.25: Diseases and Poisons *(see page 440)*, any one of which might appear under a different name on another world, but an industrious GM may also use the following rules to modify these existing diseases or create his own.

To create a disease, the GM simply chooses from the following options and add up the challenge rating numbers to arrive at the disease's full challenge rating.

Primary Phase Save DC: A disease's primary save DC generally ranges from 10 to 30, as follows.

Primary Save DC	CR
10–11	0
12	1
13–14	2
15–16	3
17–18	4
19–20	5
21–22	6
23–24	7
25–26	8
27–28	9
29–30	10

The GM may expand this range if he wishes to create truly frightening or weakened viruses.

Secondary Phase Save DC: A disease's secondary save DC is based on its primary save DC, as follows.

Secondary Save DC	CR
Up to Primary save DC +1	–1
Primary save DC +2	0
Primary save DC +3 to +4	1
Primary save DC +5 to +6	2
Primary save DC +7 to +8	3
Primary save DC +9 to +10	4

An average disease possesses a secondary phase save DC equal to its primary phase save DC +2, representing its slightly increased virulence late during its incubation.

Primary Phase Damage: A disease's challenge rating is increased by 1 for each ability past the first that's reduced by 1 when a victim fails the disease's primary phase save. No known disease reduces any one ability by more than 1 during its primary phase.

Additionally, a disease's challenge rating is increased by 2 for each permanent ability decrease inflicted during its primary phase.

Secondary Phase Damage: A disease's challenge rating is increased by 1 for each ability past the first that's reduced when a victim fails the disease's secondary phase save. Additionally, its challenge rating is increased by 1 for each half-permanent ability decrease inflicted during its primary phase, and by 2 for each fully permanent ability decrease inflicted during its primary phase *(per the © and ß footnotes on table 11.25, see page 441)*.

Finally, a disease's challenge rating is increased according to the size of the largest single ability decrease, as follows.

Highest Ability Decrease	CR
1 or 1d2	0
1d3	1
1d4	2
1d6	3
2d4 or 1d8	4
1d10	5
2d6 or 1d12	6

Onset Times: Onset times are always chosen to simulate the disease's incubation period, and never affect a disease's challenge rating.

Contagious: If the disease is contagious, its full challenge rating is increased by 1.

Additional Effects: Additionally, if the disease features one or more unusual effects, the GM may increase or decrease its challenge rating by up to 4, accordingly (e.g. the CR of chickenpox is reduced by 1 because it cannot be contracted by the same character twice, and malaria's tendency to crop up again and again increases its CR by 2).

Assigning Ability Damage

Lastly, it's important to tailor each disease's ability damage to its in-game effects, as follows.

Ability	Effect
Strength	Muscle damage, fatigue
Dexterity	Nerve damage, lack of coordination
Constitution	Cellular or genetic damage, generally poor health
Intelligence	Mental disorder(s), loss of knowledge or memory
Wisdom	Dementia, inability to connect memories of knowledge
Charisma	Disfiguring damage, personality-affecting disorder(s)

Using the Stargate

Inevitably, the Stargates become more than simple plot devices. Firefights rage around them. Characters are forced to dial hasty, barely remembered destinations. Someone decides to fire a weapon at or through one. The following rules provide the GM with a way to handle these situations, and more.

Dialing a Stargate Address

There are three ways to dial a Stargate – using a DHD, using an integrated computer system, or dialing manually.

Under ideal conditions, dialing a Stargate requires no skill check. All the options below are to called for when the characters are dialing under less than ideal conditions.

Using a DHD

A DHD is a Dial Home Device. It allows a character to manually operate a gate by 'dialing' a quick succession of symbols, then pushing a central activation button. This is a fast and efficient process. Using a DHD requires either 1 full action or 3 half actions, as follows.

Focused Dialing (1 Full Action): This option requires that the character dedicate his *complete* attention to dialing the Stargate address. When combat rages around the Stargate – as it so often does – a character performing this action must succeed with a Concentration check (DC 15) in order to dial the gate. With failure, the gate is not dialed and the character loses his chance to act during the current round.

Alternately, an experienced combat veteran may simply use his coolness under fire to keep his head. In this case, the character makes the same Concentration check, but gains a circumstance bonus equal to his base attack bonus + his Wisdom modifier. With failure, the character dials the wrong address and nothing happens, though the GM may spend 2 action dice to cause the gate to dial into an alternate world of his choice, or one generated randomly *(see page 402)*.

Distracted Dialing (3 Half Actions): This option is most useful when the character must squeeze off hasty gunfire while slapping in the dialing sequence with his free hand. In this case, the character's first half action dials the address' first three symbols, the second half action dials the address' next three symbols, and the final half action hits the activation button. The character need not perform these half actions in succession, though if he leaves a partially dialed gate untouched for 5 rounds, the gate resets and all progress dialing the current address is lost.

Since the dialing sequence is complicated and often hard to remember, the character must succeed with a Concentration check (DC 15) to correctly complete *each* of these three half actions. Once again, with failure, the character types in the wrong sequence and nothing happens, though the GM may spend 2 action dice to cause the gate to dial into an alternate world of his choice, or one generated randomly *(see page 402)*.

Using an Integrated Computer System

Using an integrated computer system, such as the one employed by the SGC, is highly efficient – an operator merely selects the destination and allows the computer to dial for him. Unfortunately, an integrated computer system is much slower than a DHD. Only two chevrons encode per full round, and as noted below, it takes about half a round for a gate's wormhole to form after an address is dialed, meaning that 4 full rounds are required to open the gate using this option.

No skill check is required to dial a gate address in this manner.

Dialing Manually

Finally, assuming a power source is available, a character may manually dial a Stargate. Manually dialing is difficult, exhausting, and slow – the gate must be rotated by hand to lock in each individual symbol.

When dialing manually, one character must be selected as the primary dialer. This character makes a complex Strength check (DC 40), modified as described within the cooperation rules for each additional person assisting the manual dialing process *(see page 183)*. No more than 3 additional people may assist the primary dialer.

When the primary dialer's complex skill check result equals or exceeds 40, the current chevron locks and encodes, after which a new complex Strength check (DC 40)

must be attempted to lock and encode the next chevron. When all seven chevrons are encoded, the gate opens, requiring 1 additional half action as the wormhole forms *(see below)*.

Because of the time required to complete this process, it's much more difficult to make a mistake. When dialing a gate manually during calm conditions, no Concentration check is required. During combat and other distracting conditions, the primary dialer must succeed with a Concentration check (DC 10 or higher, GM's discretion) as each chevron is locked. With failure, the character locks the wrong chevron and the process must begin again. With a critical failure, the character doesn't notice that the wrong chevon was locked and the process continues. If the inaccurate address is completed, the GM may spend 2 action dice to cause the gate to dial into an alternate world of his choice, or one generated randomly *(see page 402)*.

Opposed Dialing

The following rules are used when a character attempts to dial an address before someone else can dial into his gate.

Different Dialing Methods: If the two dialers use different methods (e.g. one dials with a DHD and another dials with an integrated computer system, as is usually the case when someone tries to dial into the SGC gate), then the dialing processes are resolved and the fastest of the two establishes the one-way wormhole. In the case of the Earth and an off-world DHD, the DHD is always faster unless someone is distracted or misdials *(thus necessitating the use of the SGC's iris – see page 57)*.

If misdials, distraction, or something else causes two wormholes to open during the same half action, then only the wormhole created using the fastest method opens (e.g. if a DHD and a computer are used, then the DHD-dialed wormhole is created).

Same Dialing Methods – DHDs and Computers: In these cases, the dialer with the highest initiative count establishes a wormhole first.

Same Dialing Methods – Manual Dialing: In this case, the dialing process is completed per the standard rules, and the dialer who completes his address first establishes the wormhole from his planet.

Firefights Near The Stargate

Firefights happen quite a bit around Stargates. Each such combat is resolved per the standard combat rules, with a few additional considerations.

When a character tries to dial out during a firefight, he must make Concentration checks *(see Dialing a Stargate Address)*. He is also considered to be flat-footed when dialing manually or when using a DHD to open a gate with 1 full action.

When inactive, the Stargate provides one-half cover to all behind it. When active, the Stargate provides total cover to all behind it.

Weapons fire directed at an active wormhole (a Stargate's front side) travels through the wormhole to the destination without losing velocity or maximum range. Weapons fire directed at a Stargate's back side while the wormhole is open is simply annihilated.

A character may *not* target anyone standing on the other side of an active wormhole.

A character may fire wildly as he leaps through an active Stargate, hoping that his split-second reactions will help him hit an enemy. In this case, all characters targeted in this manner gain the benefits of total concealment. Also, if such an attacker suffers a critical miss, the GM may spend 2 action dice to cause the attack to hit any other person or important scenery within 30 ft. in any direction from the designated target.

The Funnel

A Stargate's wormhole forms over the course of 1 half action, at the start of the dialer's initiative count. Use this timing to determine where everyone is when the wormhole forms.

When a Stargate establishes a wormhole, it creates a funnel that extends out 20 ft. forward of it, destroying all matter in its path, including characters. There is a brief warning when this funnel forms, allowing any character in its path with freedom of movement to make a Reflex save (DC 15) to leap to the nearest safe square. With success, the character enters the safe square and suffers no damage. With failure, he enters the safe square, but also suffers 1d6 normal damage per point by which he missed the DC. With a critical failure, he's struck by the funnel and instantly reduced to -25 wound points (i.e. his body is instantly destroyed).

The Iris

As part of its standard security, the SGC has constructed a retractable iris that can seal off its Stargate when any unauthorized persons attempt to establish a wormhole to Earth. The iris requires 1 half action to open or close. When closed, any character entering a wormhole to Earth is trapped within the event horizon and instantly reduced to -25 wound points (i.e. his body is instantly destroyed).

Travel

Stargate SG-1 features are 3 movement scales – tactical movement (used during combat and for small-scale movement) and overland movement (used during travel and for large-scale movement).

Tactical Movement

This movement scale is used during combat and to track small-scale movement. It is measured in feet traversed per round and is described in detail under Movement *(see page 372)*.

To determine a character's tactical movement at any time, consult Table 11.27: Movement and Distance on Foot *(see page 442)*.

Overland Movement

This movement scale is used during travel and to track large-scale movement. It is measured in miles per hour or miles per day. Normally, 1 day of travel represents 8 hours, but this may vary depending on the characters' method of transportation (per the GM's discretion). A character may

push himself to travel more than 8 hours per day by performing a forced march. For each extra hour he travels, however, he must succeed with a Fortitude save (DC 10 + 1 per extra hour traveled) or suffer 1d6 points of subdual damage. A character who loses 1 or more vitality points in this fashion may not recover any vitality until he's rested for at least 4 hours.

Terrain: Each terrain type affects a character's travel distance, as illustrated on Table 11.27: Terrain and Movement *(see page 442)*.

Special Note: When conducting overland movement on foot, a character may not run for any measurable length of time (i.e. all overland movement must be conducted when walking).

World Creation

The Stargate leads to a myriad of worlds, more than one person could explore in a lifetime – *a hundred lifetimes* – and creating new and interesting worlds is one of the most daunting tasks facing a GM of the *Stargate SG-1* RPG. This section provides the GM with a basic framework upon which to build these worlds.

Each world is comprised of seven elements – **thermosphere**, **atmosphere**, **hydrosphere**, **geosphere**, **biosphere**, **anthrosphere**, and **origin**. These elements interact to define the world's geography, climate, and civilization.

Environmental Conditions: Most world elements provide (or inflict) environmental conditions that apply to all characters at all times when they're located on the planet. Though these rules are designed to affect human and near-human physiologies, they also apply to aliens unless the alien's species or another rules specifies otherwise.

Challenge Ratings: Even though a great many world-based environmental conditions may affect the characters' activities during their visit, only the challenge rating for the highest single environmental condition is factored into each encounter, as shown on each world creation table and Table 11.21: Weather Dangers *(see page 434)*, as appropriate.

Inhospitable Worlds: When "Inhospitable" is listed in *any* column on *any* world creation table, the world cannot support humans and similar lifeforms. Unless otherwise specified, a character who arrives on such a world immediately dies.

Special Note: A Stargate normally opens only to one location on a world. This system generates the conditions of that specific location. It may also provide a general idea of where this location fits into the world's overall environment, but it specifically deals with the area most likely encountered by SG teams. Each of the following steps indicates whether the associated world elements vary elsewhere on the planet, away from the Stargate.

Step 1: Thermosphere

For the purposes of these rules, a world's thermosphere is not a layer of its atmosphere, but rather the world's temperature environment. This is the aspect of a world with the highest potential variance – a world can theoretically have a temperature anywhere from near absolute zero to fusion temperatures. Most worlds linked by the Stargate network once had a typical temperature range, but may have deviated greatly in the past several millennia.

A world's thermosphere is the same everywhere across a planet's surface.

During this step, the GM rolls d% and consults Table 11.29: World Creation Step 1 – Thermosphere *(see page 442)*. This table includes the following data, in addition to challenge rating.

Thermosphere: This column lists potential thermospheres, from coldest to hottest.

Orbit: When "Distant" is listed here, the world is located far from its sun. Likewise, when "Close" is listed here, the world is located near to its sun. Otherwise, the GM determines the world's proximity to its sun.

Base Temperature: This column provides a base temperature for the world, which is used to determine daily temperatures within each season during Step 5 *(see page 403)*.

Step 2: Atmosphere

The Stargates appear to have been built exclusively on earthlike worlds whose atmospheres are rich in nitrogen and oxygen. Those that diverge from this standard have typically suffered some catastrophe since the Stargate was set in place.

During this step, the GM rolls d% and consults Table 11.30: World Creation Step 2 – Atmosphere *(see page 443)*. This table includes the following data, in addition to challenge rating.

Atmosphere: This column lists potential atmospheres, from thinnest to thickest.

Actual Pressure: This column lists the actual pressure exhibited on the world, in atmospheres.

Automatic Damage/Effect: A character exposed to the world's atmosphere *immediately* suffers the damage or effect listed in this column.

Exposure Increment: At the end of each time period listed in this column, the character must make a save as described in the following column. When "None" is listed here, the character must make the save immediately upon exposure. When "None/1 round" is listed here, the character must make the skill check or save immediately upon exposure and at the end of every round thereafter.

Save: Each time a character fails the save listed in this column, he suffers the damage or effect described in the following column.

Damage/Effect: Every time the character fails the world's listed save, he suffers the damage or effect listed here.

Recuperation Time: For each time a character fails a world's save, he must rest for the amount of time listed in this column before he may perform any activity more complicated than a free action. The character heals vitality and wound points normally during this time.

Step 3: Hydrosphere

A planet's hydrosphere represents its rainfall and evaporation cycle, and provides the chance that weather dangers might occur during a mission.

A world's hydrosphere varies widely across a planet's surface. SG teams leaving the region immediately surrounding the Stargate are likely to find very different water tables and weather.

During this step, the GM rolls d% and consults Table 11.31: World Creation Step 3 – Hydrosphere *(see page 444)*.

Special Note: A world with a thermosphere of frigid or colder automatically gains a hydrosphere result of "None" (the air is too cold to support rainfall). When a world possesses a thermosphere of broiling or hotter, the GM generates its hydrosphere normally, but ignores the chance for rainfall, noting the hydrosphere result as the world's humidity.

This table includes the following data.

Hydrosphere: This column lists potential hydrospheres, from driest to wettest.

Annual Rainfall: This column lists the annual rainfall and/or snowfall within the region surrounding the Stargate, in inches.

Daily Weather: The GM should roll d% for weather when the characters arrive on the world and at the start of each 24-hour period thereafter. A weather effect is introduced at a random Earth time (roll 1d12 for hour, roll 1d6 – 1-3 is AM, 4-6 is PM), and lasts for the listed duration, during which time all lesser daily weather results are ignored (per the GM's discretion).

Step 4: Geosphere

A world's geosphere is comprised of two elements – its tectonic activity and its terrain. Tectonic plate movement determines the chance of dangerous volcanic activity and earthquakes, while terrain establishes modifiers for overland movement travel and triggers terrain feats *(see page 442)*.

A world's geosphere varies widely across a planet's surface. SG teams leaving the region immediately surrounding the Stargate are likely to find very different terrain and tectonic plate activity. During this step, the GM first rolls d% and consults Table 11.33: World Creation Step 4 – Geosphere/Tectonic Activity *(see page 444)*. This table includes the following data.

Tectonic Activity: This column lists potential levels of tectonic activity, from most stable to least stable.

Daily Earthquakes: The GM should roll d% for earthquakes when the characters arrive on the world and at the start of each 24-hour period thereafter. When an earthquake result comes up, the GM rolls again to see if a second earthquake result comes up. If a second earthquake result comes up, he rolls for third, and so on, until a number of earthquakes is determined for the current day. Each earthquake is introduced at a random Earth time (roll 1d12 for hour, roll 1d6 – 1-3 is AM, 4-6 is PM).

Volcanoes: The GM should roll d% for volcanoes only once, when the characters arrive on the world. When a volcano result comes up, the GM rolls again to see if a second volcano result comes up. If a second volcano result comes up, he rolls for third, and so on, until a number of volcanoes is determined for the current month. Each volcano is present when the characters arrive on the world, within 1d10 miles of the Stargate. The percentage listed in parentheses after each entry within these columns is the chance that any one volcano is active.

Next, the GM first rolls d% and consults Table 11.32: World Creation Step 4 – Geosphere/Basic Terrain *(see page 445)*. This table includes the following data.

Basic Terrain: This column lists potential basic terrain types, from simplest to most complex. This result merely tells the GM what the underlying earth is like –the world's biosphere determines the actual terrain encountered by visitors.

Special: Many basic terrain types require the GM to roll again to determine surrounding terrain, or provide percentage chances that additional features are present.

Step 5: Biosphere

A world's biosphere is comprised of two elements – its climate-based terrain and its seasons. Climate-based terrain "lays over" the basic terrain established in Step 4 and generates overland movement speeds *(see page 401)*, modifies rain/snowfall and temperature modifiers, and provides an idea of local vegetation and scenery. A world's seasons determine daily temperatures.

A world's biosphere varies widely across a planet's surface. SG teams leaving the region immediately surrounding the Stargate are likely to find very different terrain and seasonal shifts.

During this step, the GM first rolls d% and consults Table 11.34: World Creation Step 5 – Biosphere/Climate-Based Terrain *(see page 446)*.

Special Note: A world with any thermosphere except cold, cool, warm, or hot, or with any atmosphere other than thin, normal, thick, very thick, or extremely thick automat-

ically gains a biosphere result of "None" (the world's conditions cannot support a greater diversity of terrain). When a world possesses a atmosphere of very thin or ultra-thick, the GM applies a -90 modifier to his biosphere roll. When a world possesses either an exotic thermosphere or hydrosphere, the GM should choose an option from Table 11.34 according to his current vision of the planet.

Terrain effects follow at the end of the table, and include the following data.

Biosphere: This column lists potential climate-based terrain features, in alphabetical order, which are laid over the underlying earth generated by the world's geosphere *(see Step 4)*.

Movement: This column lists the type of terrain that most closely resembles the climate-based terrain features, for the purposes of determining overland movement rates using Table 11.28: Terrain and Movement *(see page 442)*.

Temperature: The seasonal modifier listed in this column is applied to every roll made to determine the area's temperature *(see Step 1)*.

Rain/Snow: The seasonal modifier listed in this column is applied to every roll made to determine the area's rain or snow fall *(see Step 3)*.

Vegetation/Natural Scenery: This column lists several types of vegetation and scenery items that visitors can expect to find in this biosphere.

Next, the GM first rolls d% and consults Table 11.34: World Creation Step 5 – Biosphere/Seasons *(see page 446)*. This table includes the following data.

Season Type: This column lists potential season types, from least to most extreme.

Season/Temperature: When an SG team first steps through onto a new world, the GM may determine the current season and temperature by rolling d% and comparing his result to the Summer and Winter columns (only summer and winter are included – autumn and spring are considered to fall within the moderate temperature ranges for summer and winter). Then he can roll the dice listed for the current season to determine the current temperature *(see page 432 for the effects of this environmental condition)*. The season remains for a time period determined during Step 6 *(see above)*, but the GM should roll a new temperature at the start of each 24-hour period during the characters' visit.

Step 6: Anthrosphere

This step establishes the region's human inhabitants and their culture, which consist of five elements – technological development, government, xenophobia, military outlook, and civil rights.

A world's anthrosphere varies widely across a planet's surface. SG teams leaving the region immediately surrounding the Stargate are likely to find very different civilizations and levels of cultural and technological development.

During this step, the GM first rolls d% and consults Table 11.36: World Creation Step 6 – Anthrosphere/Technological Development *(see page 448)*. This table contains the following data.

Technological Development: This column lists potential levels of technological development, from earliest to the most advanced still regularly seen across the universe.

Advancements: This column lists several high-profile advancements recently discovered by the culture, to be used as a gauge of what characters might encounter during a visit.

Weapons and Armor: No weapons or armor more advanced than those listed in this column are found in the culture.

Vehicles: No vehicles more advanced than those listed in this column are found in the culture.

Picks: Each native of the anthrosphere typically carries this number of gear picks' worth of equipment (in addition to what he actually owns, which is left off-screen unless dictated by the story).

RP: Each native of the anthrosphere typically possesses this number of resource points to spend on advanced gear common to his culture, as well as support from his government or superiors.

Second, the GM first rolls d% and consults Table 11.38: World Creation Step 6 – Anthrosphere/Government *(see page 449)*. This table includes the following data.

Government Type: This column lists potential government types, from least to most enlightened.

Rulers: This column describes who commands the anthrosphere's government, and how they retain their power.

Third, the GM first rolls d% and consults Table 11.39: World Creation Step 6 – Anthrosphere/Xenophobia *(see page 449)*. This table includes the following data.

Xenophobia: This column lists potential levels of xenophobia, from most to least hostile toward outsiders.

Disposition Toward Outsiders: Each character native to the anthrosphere automatically gains this starting disposition toward any character he knows to be an outsider. This disposition may be modified by actions taken toward the character *(see The Disposition System, page 420)*.

Disposition Modifiers: When a character is known to be an outsider, the circumstance modifier listed in this column is applied to all his disposition and skill checks made to improve the disposition or opinion of a target native to the anthrosphere.

Fourth, the GM first rolls d% and consults Table 11.37: World Creation Step 6 – Anthrosphere/Military Outlook *(see page 448)*. This table includes the following data.

Military Outlook: This column lists potential military outlooks, from least to most aggressive.

Armed Forces: This column lists the average number of soldiers the anthrosphere retains on active duty, as a proportion of its populace.

Squad Size: This column lists the average squad size of standard NPCs employed by the anthrosphere's armed forces.

Combat Condition: This column lists the conditions under which natives of the anthrosphere will enter a fight.

Finally, the GM first rolls d% and consults Table 11.40: World Creation Step 6 – Anthrosphere/Civil Rights *(see page 449)*. This table includes the following data.

Civil Rights: This column lists potential civil rights doctrines, from least to most progressive.

Subjugation: This column lists the anthrosphere's views and laws about slavery, as well as the frequency and severity of slavery when it happens.

Genocide: This column lists the anthrosphere's views and laws about genocide, as well as the frequency of genocidal acts.

Step 7: Origins

The final important piece of information about a world is the origin of each of its cultures. All human and near human species can trace their origins back to Earth at some point, and knowing what culture they came from can help define their society, architecture, and religion.

An anthrosphere's origin is generally the same everywhere across a planet's surface (though the Gm may determine that two anthrospheres with the same origin were transplanted by different System Lords or at different times in their development, resulting in similar yet varied cultures.

During this step, the GM rolls two d% for each of the world's anthrospheres and consults Tables 11.41: World Creation Step 7 – Origin/Culture Age and 11.42: World Creation Step 7 – Origin/Culture Roots *(see page 450)*. This table contains the following data.

Deviations

The preceding world creation rules are intended only to generate the region of a planet surrounding its Stargate, and facilitate the standard mission model in which the characters arrive, perform a mission within that localized territory, and leave. When the GM needs to expand on this regional information, however, he can use the following rules to determine the climate elsewhere on the world.

Thermosphere

Each world features four main regions. From hottest to coldest, they are equatorial, lower, upper, and arctic. The GM may learn the region where the Stargate is located by rolling 1d20, as follows.

Roll	Stargate's Location
1–5	Arctic Region
6–10	Upper Region
11–15	Lower Region
16–20	Equatorial Region

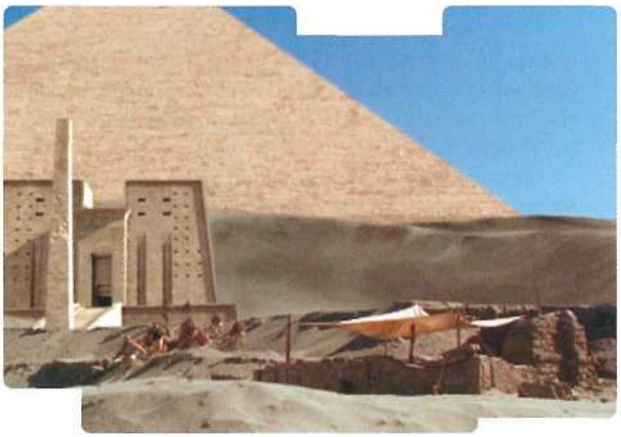
Within each region higher on this scale (i.e. closer to the artic region), the hydrosphere is one grade cooler. Likewise, within each region lower on this scale (i.e. closer to the equatorial region), the hydrosphere is one grade warmer.

If as a result of this any region is determined to be frigid, all regions closer to the artic region are also considered to be frigid. Likewise, if any region is determined to be broiling, all regions closer to the artic region are also considered to be broiling.

Special Note: Absolute cold, deathly cold, furnace temperature, and fusion temperature are all world-spanning thermospheres. If they exist in one region of a world, they exist everywhere on that world.

Hydrosphere

If the region surrounding the Stargate has any hydrosphere other than "None" or "Exotic," then the GM should roll a new hydrosphere within each region (treating subsequent "None" and "Exotic" results as a large body of water, such as an ocean).



Geosphere

When the characters venture out of the region within which the Stargate is located, the GM rolls 1d20 to determine the new region's geosphere, as follows.

Roll	New Region's Geosphere
1–5	One degree more stable than previous region
6–15	Same as previous region
16–20	One degree less stable than previous region

At most, each world features three degrees of geosphere. Therefore, if the first three regions are feature different geospheres, the fourth region must feature a geosphere already present in another region on the world (determined randomly).

Biosphere

Biospheres vary over much shorter distances than thermospheres and geospheres, and the GM should therefore roll a new biosphere when he thinks the characters have traveled far enough to see new conditions. As a rule of thumb, the GM should roll for a new biosphere every 10 miles.

Mission Design

This section covers the design of missions (adventures), including standard mission types, balancing encounters, and assigning experience (XP).

Mission Options

As described in Chapter 2 *(see pages 57-61)*, the SGC typically sends its teams on a wide variety of missions which generally fall into eight categories – defense, diplomacy, emergency aid, exploration, intelligence, military operations, scientific operations, and trade. These categories are further broken into many mission types, or "details," as shown on Table 11.7: Mission Options.

Balancing Encounters

Missions are planned to occur in scenes, with each scene usually (though not always) including one encounter. In some cases, one scene will include two or more encounters (e.g. a scene involving combat followed by a brief, but tense, negotiation with an enemy force).

Every encounter possesses an encounter level (EL) that is used to determine the expected difficulty a character team will face therein. To calculate an encounter level, gather all the challenge ratings (CRs) featured in the encounter and consult Table 11.45: Encounter Levels *(see page 455)*.

Most of the time, the GM should pit a team of 4 characters against an encounter level equal to the average character level between them.

Example: A 4-character team's character levels are 2, 3, 3, and 4, which produces an average character level of 3 ((2 + 3 + 3 + 3) divided by 4). This team should generally face encounter levels of 3. Looking over Table 11.45, we find that this translates to one CR of 3 or 4, two CRs of 1 or 2, three CRs of 1, four CRs of H or 1, five or six CRs of H, seven to nine CRs of N, ten to twelve CRs of G, or a mixed pair of CRs 2 and 1.

Teams larger than 4 characters can usually handle a slightly higher encounter level – the GM should increase the EL by 1 for every 2 additional characters beyond 4 within the same team.

Example: The team mentioned in the previous example is now composed of 6 characters (still possessing an average character level of 3). They should generally face encounter levels of 4.

Assuming a team of 4 characters faces an EL equal to their average character level, the GM can roughly expect a 20% loss of resources per encounter (e.g. wp, class ability uses, resources, etc.). This translates to approximately 4-5 such encounters before the team must recuperate and regain resources.

A team can generally face up to 2× as many encounters with ELs equal to its average character level -2, or up to 2× as many encounters with ELs equal to its average character level -4, and so on.

Example: In the first example above, the 4-character team should be able to handle up between 4 and 5 encounters with ELs of 3, or between 8 and 10 encounters with ELs of 1.

When a team faces ELs lower than its average character level, however, each character receives fewer XP as a result *(see page 455)*.

Typically, the GM should design missions to include a variety of ELs, both to vary the difficulty throughout and spice up the game. A good rule of thumb when composing encounters for a mission follows.

% of Mission	Encounter	Description
10%	Easy	EL lower than team level
20%	Easy if handled properly	Special (see below)
50%	Challenging	EL equal to team level
15%	Very difficult	EL 1–4 higher than team level
0–5%	Overpowering	EL 5+ higher than team level

An encounter is considered to be "easy if handled properly" when factors affecting its encounter level can be circumvented with the right preparation (e.g. weather obstacles for which there's a reasonable expectation that the characters will possess countering gear).

Table 11.7: Mission Options

Mission Profile	Mission Details	Operations
Defense	Escort detail, Patrol detail, Security detail	Arrest, Bodyguard, Capture, Distract, Guard, Hunt, Oversee
Diplomacy	Arbitration detail, Envoy detail, First Contact detail	Advise, Mediate, Negotiate, Oversee
Emergency Aid	Aid detail, Evacuation detail, Liberation detail	Disaster Support, Oversee, Recover, Rescue
Exploration	Scouting detail	Oversee, Scout, Search
Intelligence	Intelligence detail, Counter-Intelligence detail, Insertion detail	Infiltrate, Investigate, Oversee, Surveillance
Military Operations	Assault detail, Sabotage detail, Tactical Operation detail	Defend, Destroy, Hijack, Neutralize*, Oversee, Raid, Recover
Scientific Operations	Cultural detail, Survey detail	Oversee, Puzzle, Repair, Research, Test
Trade	Trade detail	Deliver Message, Oversee, Transport

* In practice, this operation often becomes an assassination.

See page 452 for a quick method of generating operations within these parameters

The GM should not include overpowering encounters unless the characters have gotten in over their heads or the encounter is used as a dramatic device.

Example: When designing a 10-encounter mission for a team of characters with an average character level of 3, the GM should consider designing 5 challenging encounters (EL 3), 2 encounters that are easy if handled properly (EL below 3, with elements that make it more difficult), 2 very difficult encounters (EL 4-8), and 1 easy encounter (EL below 3).

Finally, the GM should always keep an eye on his team's development – both in terms of level progression and the players' ability to design characters and use (and abuse) the system. When it becomes clear that the players are optimizing their characters and playing to defeat expected encounters, the GM is advised to design encounters as if the team's average character level is 1 or 2 higher.

Assigning Experience (XP)

The *Stargate* RPG is geared to advance a character approximately 1 character level per mission, assuming that most teams are looking for shorter campaigns with faster character growth and immediate gratification. Using this scheme, each mission grants 110-120% of the XP needed to gain 1 level, based on the team's average character level. To see how this operates in practice, consult Table 11.46: Assigning XP *(see page 455)*.

This XP is divided between scenes and mission objectives throughout a Stargate mission, roughly in proportion to each scene and mission objective's EL.

Example: The GM designs a 10-encounter mission for a team possessing an average character level of 3. The mission features two ELs of 4, five ELs of 3, and three ELs of 2. The GM is advised to hand out between 3,300 and 3,600 XP per character over the course of the mission, and decides to divide 3,400 XP between the 10 encounters as follows: 600 XP in each of the EL 4 encounters, 400 XP in one of the EL 3 encounters, 300 XP in each of remaining EL 3 encounters, and 200 XP in each of the EL 2 encounters.

The GM should divide the XP he's assigned to each encounter/scene between its mission objectives, favoring the most important objectives.

Example: The GM has assigned 600 XP per character to the climax encounter during the previous example. He divides it up as follows: Recovering the stolen alien relic (the mission's primary objective) – 300 XP, eliminating the First Prime guarding the relic (a pleasant bonus for the SGC) – 200 XP, and solving a puzzle involving the relic (which wasn't considered all that critical) – 100 XP.

When a mission objective allows for partial failure, the GM may prepare a reduced XP reward for the same task.

Example: Following the previous example, the GM might determine that capturing the First Prime garners the full 200 XP, while simply killing him garners only 100 XP.

XP is awarded at the end of each scene (never during a scene). The GM may choose to award XP only at the end of each mission instead, to ease bookkeeping. Regardless, a character may *never* gain more than 1 level per mission.

Finally, when a character is awarded an action die, he also gains 25 XP × his current character level *(see page 274)*. If the character gains a level at the end of the mission, his action die reward XP is calculated *before* he applies the new level.

Other Awards

Besides XP, the GM may wish to hand out other kinds of rewards that translate to in-game benefits rather than metagame mechanics. For example, when the team's NPC commander is killed in the field and one of the characters steps up to the plate and takes charge, the GM might decide that the SGC rewards him with command of the team, a medal awarded during a private ceremony, and perhaps even a special resource for his team during one or two upcoming missions.

NPCs

This section is dedicated to populating the GM's universe and creating foes he can use to challenge his players. It introduces non-player character (NPC) archetypes, and all the rules for creating and interacting with them.

Npc Types

Regardless of their affiliation and whether they work for or against the characters, each NPCs broken into two categories – standard NPCs and special NPCs.

Standard NPCs consist of the rank and file of armies, the faceless hordes pitched at SG teams by the System Lords, and the general unnamed characters encountered during a mission to little or no consequence. When a standard NPC suffers a critical hit, he's immediately reduced to 0 wound points, becoming unconscious. Further, the GM may not activate any threat scored by a standard NPC, as standard NPCs are incapable of critical hits (though they still gain the benefits of any threats they score).

Special NPCs consist of named personalities within the GM's world and characters critical to one or more missions, such as enemy lieutenants, commanding officers, and established long-term informants. A special NPC operates in all ways like a player character, and can both score and suffer critical hits normally.

Additionally, an NPC – whether standard or special – might be designated a foil. Foils are 'wild cards' – the characters (and even the GM!) are unsure of their motives until a moment of truth. *For more information about foils, page 423.*

Creating an NPC

The following rules apply when creating an NPC of any type.

NPC Type: All *Stargate* NPCs are one of two types – standard or special *(see page 407)*. Some NPCs are also foils *(see page 423)*.

Challenge Rating (CR): In general, any special NPC possesses a challenge rating equal to his character level. If the NPC was created with 1 or more NPC classes (instead of base and prestige classes), his challenge rating is reduced by 1. Any standard NPC possesses a challenge rating equal to his character level -2 (-3 if he was created with one or more NPC classes).

Ability Scores: Roll 3d6 for each ability score, re-rolling if you are unsatisfied with the results. Alternately, NPC ability scores may simply be assigned. A standard NPC *never* gains ability score increases as his character level rises. A special NPC, on the other hand, *does* gain ability score increases as his character level rises.

Species/Specialty: Any NPC may gain a species or specialty *(see page 139)*, following the same rules and restrictions as a player character. Unlike a player character, an NPC may be – and frequently is – created without a species or specialty.

Classes: An NPC may gain levels in any base or prestige class, and may multi-class like a player character *(see page 155)*. Additionally, NPCs may gain levels in NPC classes *(see the next column)*.

Skills: An NPC gains and may spend skill points as a player character or according to the rules for any NPC class in which he possesses 1 or more levels. An NPC's ability modifiers – whether positive or negative – are applied to his skill bonuses.

Feats: An NPC gains and may use feats as a player character or according to the rules for any NPC class in which he possesses 1 or more levels. The GM may determine that a standard NPC is limited to 3 or less feats, in order to curtail the NPC's ability, make him less of a challenge, and allow for more 'copies' of the NPC to face off against the characters during the same encounter. A standard NPC *never* gains open feat slots as his character level rises. A special NPC, on the other hand, *does* gain open feat slots as his character level rises.

Saving Throws: An NPC's saving throws are calculated and used per the standard rules *(see page 353)*. An NPC's Constitution modifier is applied to his Fortitude save bonus, his Dexterity modifier is applied to his Reflex save bonus, and his Wisdom modifier is applied to his Will save bonus (whether his modifiers are positive or negative).

Action Dice: The GM spends his action dice to assist NPCs *(see page 389)*. The GM has only one pool for action dice for all NPCs (and for all his other action die uses).

Gear: An NPC does *not* gain gear as player characters; instead, each NPC gains 1 gear pick per 2 character levels he possesses to spend on operation gear. The gear picks of multiple NPCs may *not* be pooled together to requisition more expensive items. An NPC's personal belongings are decided by the GM as needed, and area always considered to be 'off-screen' when not in use. An NPC does *not* gain resource points except through class abilities, feats, and other character options.

Vitality/Wound Points: An NPC gains and may spend skill points as a player character or according to the rules for any NPC class in which he possesses 1 or more levels. An NPC's Constitution modifier – whether positive or negative – is applied to the vitality he gains with each level increase.

NPC Advancement: An NPC generally only gains experience and advances in level at the GM's discretion. This may reflect a trusted ally gaining skill and experience as a campaign progresses (or even from campaign to campaign).

Multi-Class Abbreviations

Like any player character, a multi-classed NPC does *not* gain several 1st-level benefits of his second or later classes (i.e. he does not gain maximum vitality points, quadruple skill points, personal budget, or core abilities). For this reason, it's important to keep track of an NPC's first class (the one that *does* offer him all these benefits). NPC statistics are frequently presented in abbreviated form, and all published *Stargate* material assumes that the class listed first under any NPC is the class in which he started his career (regardless of the NPC's levels in that class).

NPC Classes

The following abbreviated classes offer the GM a way to populate his world with types of characters that are different from the player characters. Because NPC classes are inherently weaker than base and prestige classes, the challenge rating of an NPC possessing 1 or more levels in 1 or more NPC classes is always reduced by 1.

Special Note: Player characters (i.e. characters controlled by a player) may *never* gain levels in any NPC class.

NPC Class Descriptions

After a general summary of each NPC class are several pieces of rule information.

Class Skills: NPC class skills are designated either full skills or half skills:

- Full Skills: An NPC with 1 or more levels in this class possesses a number of ranks in each of these skills equal to his class level.

- Half Skills: An NPC with 1 or more levels in this class possesses a number of ranks in each of these skills equal to H his class level (rounded up).

These ranks may be modified by the NPC's class abilities.

When an NPC possesses 1 or more levels in any NPC classes in addition to 1 or more levels in any base or prestige classes, all full and half skill ranks granted by his NPC classes are added to skill ranks granted by his base and prestige classes.

When an NPC with a positive Intelligence modifier possesses levels only in NPC classes, he gains a number of additional skill points equal to his Intelligence modifier × his character level. All full and half skills granted by an NPC class are considered class skills when he spends these points.

Feats: An NPC may gain bonus feats from an NPC class. When a bonus feat granted by an NPC class is specific (i.e. it's identified by name), then the NPC need not meet its prerequisites, such as minimum character level, ability scores, and other feats. When a bonus feat granted by an NPC class is left open to be chosen by the GM (i.e. it's identified by feat tree), then the NPC must meet all the feat's prerequisites, per the standard feat rules.

Class Abilities: As with any base or prestige class, each NPC class features a variety of special abilities. Due to the much lower level of training (and challenge) in most NPCs' daily lives, however, an NPC class gains these abilities much more slowly than a base or prestige class of comparable level.

Vitality: Each NPC class grants a total number of vitality points based on the NPC's class level. This number is precalculated by multiplying the average result gained from the NPC class's vitality die by the character's class level. In all cases, this vitality is added to any vitality gained from base and prestige classes, and other NPC classes.

Academic

It's not unusual for characters to encounter (or seek out) NPCs from studious walks of life. Researchers, historians, students, and scientists can all easily become swept up in the action, providing characters with vital knowledge they require to defeat a specialized foe.

Full Skills

The academic's full skills and key abilities are:

Full Skill	Key Ability
Computers	Int
Concentration	Wis
Knowledge (any one)	Int
Knowledge (any one)	Int
Any one other skill	Varies

Half Skills

The academic's half skills and key abilities are:

Half Skill	Key Ability
Bureaucracy	Cha
Drive	Dex
Knowledge (any one)	Int
Languages	Int
Profession	Wis
Any one other skill	Varies

Class Features

All of the following are class features of the academic.

Starting Feats: The academic begins play with the following feats.

Armor Group Proficiency (Light)

Weapon Group Proficiency (Melee)

Specialty: At 1st level, one of the academic's Knowledge skills is increased by 3 ranks.

Scholarly: At 2nd level, the academic gains the Scholarly feat *(see page 261)*.

Advanced Skill Mastery: At 6th level, the academic gains the Advanced Skill Mastery feat linked to his Scholarly feat *(see page 261)*.

Grand Skill Mastery: At 10th level, the academic gains the Grand Skill Mastery feat linked to his Scholarly feat *(see page 261)*.

Advanced Team Member

Advanced team members are the SGC's advanced troops, slipping through enemy lines and returning alive with vital intelligence.

Full Skills

The advanced team member's full skills and key abilities are:

Full Skill	Key Ability
Hide	Dex
Listen or Spot	Wis
Move Silently	Dex
Survival	Wis

Half Skills

The advanced team member's half skills and key abilities are:

Half Skill	Key Ability
Climb	Str
First Aid	Wis
Jump	Str
Search	Int
Swim	Str
Any one other skill	Varies

Class Features

The following are class features of the advanced team member.

Starting Feats: The advanced team member begins play with the following feats.

Armor Group Proficiency (Light)

Armor Group Proficiency (Medium)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Handgun)

Weapon Group Proficiency (Rifle)

Stealthy: At 1st level, the scout gains the Stealthy feat.

Track: At 2nd level, the advanced team member gains the Track feat *(see page 269)*.

Sneak Attack: At 4th level, the of the advanced team member's blows causes additional damage. The advanced team member gains a +1d6 sneak attack bonus to damage when either flanking a target *(see page 369)* or attacking a target who is currently denied his Dexterity bonus to Defense (including a target who is flat-footed or immobilized). This bonus increases by an additional +1d6 at 8th level.

This bonus is only applied to ranged attacks when the target is within 1 range increment. Beyond that, the accuracy needed to hit the target's vitals cannot be managed.

The advanced team member may make a sneak attack with any weapon (or unarmed attack) – even a weapon that deals subdual damage. However, he cannot use a weapon that deals normal damage to inflict subdual damage during a sneak attack, even by accepting the standard -4 circumstance penalty to do so *(see page 379)*.

Further, the advanced team member's effectiveness with autofire and strafe attack actions is limited when making a sneak attack *(see pages 362 and 364)*.

Finally, the advanced team member may not sneak attack targets who are immune to critical hits, who have total concealment, or whose vitals are out of reach.

Traceless: At 6th level, the advanced team member gains the Traceless feat *(see page 257)*.

Hidden Run: At 10th level, the advanced team member gains the Hidden Run feat *(see page 255)*.

Diplomat

Once relations with a culture are established, the diplomats begin their job, negotiating treaties, improving relations, and generally smoothing ruffled feathers. Diplomats are common specialist allies for any SG team dealing with difficult species.

Full Skills

The diplomat's full skills and key abilities are:

Full Skill	Key Ability
Bluff	Cha
Diplomacy	Cha
Sense Motive	Wis

Table 11.8: The Academic

Lvl	Vitality Pts	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	4	+0	+0	+0	+2	+1	+1	Specialty
2	6	+1	+0	+0	+3	+2	+1	Scholarly
3	9	+1	+1	+1	+3	+3	+2	
4	11	+2	+1	+1	+4	+3	+2	
5	14	+2	+1	+1	+4	+4	+3	
6	16	+3	+2	+2	+5	+5	+4	Advanced Skill Mastery
7	19	+3	+2	+2	+5	+6	+4	
8	21	+4	+2	+2	+6	+6	+5	
9	24	+4	+3	+3	+6	+7	+5	
10	26	+5	+3	+3	+7	+8	+6	Grand Skill Mastery

Table 11.9: The Advanced Team Member

Lvl	Vitality Pts	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	8	+0	+1	+2	+1	+0	+0	Stealthy
2	12	+1	+2	+3	+2	+1	+1	Track
3	17	+2	+2	+3	+2	+1	+1	
4	21	+3	+2	+4	+2	+2	+2	Sneak Attack +1d6
5	26	+3	+3	+4	+3	+2	+2	
6	30	+4	+3	+5	+3	+2	+2	Traceless
7	35	+5	+4	+5	+4	+3	+3	
8	39	+6	+4	+6	+4	+3	+3	Sneak Attack +2d6
9	44	+6	+4	+6	+4	+4	+4	
10	48	+7	+5	+7	+5	+4	+4	Hidden Run

Table 11.10: The Diplomat

Lvl	Vitality Pts	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	6	+0	+0	+0	+2	+1	+0	Persuasive
2	9	+1	+0	+0	+3	+1	+1	
3	13	+2	+1	+1	+3	+2	+1	Charmer
4	16	+3	+1	+1	+4	+2	+2	
5	20	+3	+1	+1	+4	+3	+2	
6	23	+4	+2	+2	+5	+4	+2	Increased Charisma
7	27	+5	+2	+2	+5	+4	+3	
8	30	+6	+2	+2	+6	+5	+3	
9	34	+6	+3	+3	+6	+5	+4	
10	37	+7	+3	+3	+7	+6	+4	Linguist

Half Skills

The diplomat's half skills and key abilities are:

Half Skill	Key Ability
Cultures	Wis
Gather Information	Cha
Bureaucracy	Cha
Innuendo	Wis
Languages	Int
Profession (Diplomat)	Wis
Any one other skill	Varies

Class Features

All of the following are class features of the diplomat.

Starting Feats: The diplomat begins play with the following feats.

Armor Group Proficiency (Light)

Weapon Group Proficiency (Handgun)

Persuasive: At 1st level, the diplomat gains the Persuasive feat *(see page 260)*.

Charmer: At 3rd level, the diplomat gains the Charmer feat *(see page 266)*.

Increased Charisma: At 6th level, the diplomat's Charisma score is increased by 2.

Linguist: At 10th level, the diplomat learns two bonus homeworld or alien languages with which he is considered to be a native speaker *(see page 218)*. Also, when speaking a foreign homeworld or alien language, the diplomat is always considered to be a native speaker and his accent is indistinguishable from that of a person raised to speak the language.

Goa'uld Guard

This Jaffa killing machine is incredibly powerful and fanatically loyal, trusted to guard even the System Lords' most prized prisoners and strategic acquisitions.

Full Skills

The Goa'uld guard's half skills and key abilities are:

Full Skill	Key Ability
None	—

Half Skills

The Goa'uld guard's half skills and key abilities are:

Half Skill	Key Ability
Demolitions	Int
Intimidate	Str or Cha
Listen	Wis
Sense Motive	Wis
Spot	Wis
Survival	Wis
Any one other skill	Varies

Class Features

All of the following are class features of the Goa'uld guard.

Starting Feats: *The Goa'uld guard begins play with the* following feats.

Armor Group Proficiency (Light)

Armor Group Proficiency (Medium)

Armor Group Proficiency (Heavy)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Hurled)

Jaffa Warrior: At 1st level, the Goa'uld guard gains all the special talents listed for the Jaffa macro-species, as well as those listed for any one Jaffa sub-specialty except Shol'va Rebel *(see page 148)*.

Symbiote: At 1st level, the Goa'uld guard gains the Symbiote feat *(see page 265)*. The Goa'uld guard gains the Symbiote feat one additional time at 4th level and for every 4 levels gained thereafter (i.e. a second time at 4th level and a third time at 8th level).

Specialty: At 2nd level, the Goa'uld guard's Intimidate skill is increased by 3 ranks.

Table 11.11: The Goa'uld Guard

Lvl	Vitality Pts	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	8	+1	+2	+0	+1	+1	+0	Jaffa warrior, Symbiote
2	12	+2	+3	+0	+2	+1	+1	Specialty
3	17	+3	+3	+1	+2	+2	+1	
4	21	+4	+4	+1	+2	+2	+2	Symbiote
5	26	+5	+4	+1	+3	+3	+2	
6	30	+6	+5	+2	+3	+4	+2	Damage reduction –1/–
7	35	+7	+5	+2	+4	+4	+3	
8	39	+8	+6	+2	+4	+5	+3	Symbiote
9	44	+9	+6	+3	+4	+5	+4	
10	48	+10	+7	+3	+5	+6	+4	Damage reduction –2/–

Damage Reduction: Starting at 2nd level, the Goa'uld guard can easily shrug off most minor damage, gaining 1 point of damage reduction *(see page 252)*.

At 10th level, the Goa'uld guard's damage reduction increases to 2 points.

These points follow all the standard rules for damage reduction *(see page 252)*, and stack with points of damage reduction gained from armor, other class abilities, and other character options.

Native Off-Worlder

These farmers, herders, and craftsmen populate primitive worlds like Abydos.

Full Skills

The native off-worlder's full skills and key abilities are:

Special Note: An NPC may only gain levels in this class when it's his first class (i.e. when his 1st-level class is native off-worlder).

Full Skill	Key Ability
Craft or Profession	Int or Wis
Listen or Spot	Wis
Search	Int
Survival	Wis

Half Skills

The native off-worlder's half skills and key abilities are:

Half Skill	Key Ability
Climb	Str
Craft or Profession	Int or Wis
Any two other skills	Varies

Class Features

The following are class features of the native off-worlder.

Starting Feats: The native off-worlder begins play with the following feats.

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)

Primitive: At 1st level, the native off-worlder has no grasp of even the most basic modern equipment, suffering a -4 penalty with all attack and skill checks made to use any item developed after the Bronze Age. Further, the native off-worlder is illiterate with all languages when brought into play.

Ordinary Past: At 1st level, the native off-worlder gains the Ordinary Past feat *(see page 260)*.

Advanced Skill Mastery: At 5th level, the native off-worlder gains the Advanced Skill Mastery feat linked to his Ordinary Past feat *(see page 261)*.

Grand Skill Mastery: At 10th level, the native off-worlder gains the Grand Skill Mastery feat linked to his Ordinary Past feat *(see page 261)*.

Table 11.12: The Native Off-Worlder

Lvl	Vitality Pts	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	6	+0	+2	+1	+1	+0	+0	Primitive, Ordinary Past
2	9	+1	+3	+2	+2	+1	+1	
3	13	+2	+3	+2	+2	+1	+1	
4	16	+3	+4	+2	+2	+2	+2	
5	20	+3	+4	+3	+3	+2	+2	Advanced Skill Mastery
6	23	+4	+5	+3	+3	+2	+2	
7	27	+5	+5	+4	+4	+3	+3	
8	30	+6	+6	+4	+4	+3	+3	
9	34	+6	+6	+4	+4	+4	+4	
10	37	+7	+7	+5	+5	+4	+4	Grand Skill Mastery

Table 11.13: The Professional

Lvl	Vitality Pts	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	4	+0	+0	+2	+1	+1	+1	Specialty
2	6	+1	+0	+3	+2	+1	+2	Ordinary Past
3	9	+1	+1	+3	+2	+2	+3	
4	11	+2	+1	+4	+2	+2	+3	Specialty
5	14	+2	+1	+4	+3	+3	+4	
6	16	+3	+2	+5	+3	+4	+5	Advanced Skill Mastery
7	19	+3	+2	+5	+4	+4	+6	
8	21	+4	+2	+6	+4	+5	+6	Specialty
9	24	+4	+3	+6	+4	+5	+7	
10	26	+5	+3	+7	+5	+6	+8	Grand Skill Mastery

Professional

Ordinary craftsmen, workers, and doctors all have skills to offer an SG team – or its enemies.

Full Skills

The professional's full skills and key abilities are:

Full Skill	Key Ability
Craft (any one)	Int
Hobby (any one)	Wis
Profession (any one)	Wis
Any two other skills	Varies

Half Skills

The professional's half skills and key abilities are:

Half Skill	Key Ability
Concentration	Wis
Diplomacy	Cha
Drive	Dex
Profession (any one)	Wis
Spot	Wis
Any one other skill	Varies

Class Features

All of the following are class features of the professional.

Starting Feats: The professional begins play with the following feats.

Armor Group Proficiency (Light)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Handgun)

Specialty: A 1st level, one of the professional's full skills is increased by 3 ranks.

At 8th level, a second of the professional's full skills is increased by 3 ranks

The professional may not choose the same skill to receive both of these increases.

Ordinary Past: At 2nd level, the professional gains the Ordinary Past feat *(see page 260)*.

Advanced Skill Mastery: At 6th level, the professional gains the Advanced Skill Mastery feat linked to his Ordinary Past feat *(see page 261)*.

Grand Skill Mastery: At 10th level, the professional gains the Grand Skill Mastery feat linked to his Ordinary Past feat *(see page 261)*.

SGC Marine

SGC Marines are well-trained, well-equipped and dedicated servants of the SGC, the United States, and the Earth. These are the SGC's "go-to" troops, ready to fight anywhere, anytime.

Full Skills

The SGC Marine's full skills and key abilities are:

Full Skill	Key Ability
None	–

Half Skills

The SGC Marine's half skills and key abilities are:

Half Skill	Key Ability
Balance	Dex
Demolitions	Int
Intimidate	Str or Cha
Jump	Str
Sport	Str or Dex
Spot	Wis
Survival	Wis
Any one other skill	Varies

Class Features

The following are class features of the SGC Marine.

Starting Feats: The SGC Marine begins play with the following feats.

Armor Group Proficiency (Light)

Armor Group Proficiency (Medium)

Armor Group Proficiency (Heavy)

Weapon Group Proficiency (Handgun)

Weapon Group Proficiency (Rifle)

Push-ups Make You Bulletproof: The SGC Marine gains 4 bonus vitality points at 1st level and 1 additional bonus vitality point per class level gained thereafter (these bonus vitality points are already figured into Table 11.14: The SGC Marine).

Weapon Focus: At 2nd level, the SGC Marine gains the Weapon Focus feat *(see page 244)*.

Semper Fi: At 4th level, the SGC Marine gains a +4 bonus with all morale checks and Will saves made during combat.

Table 11.14: The SGC Marine

Lvl	Vitality Pts	Base Att Bon	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Special
1	14	+1	+1	+0	+2	+0	+1	Push-ups make you bulletproof
2	20	+2	+2	+0	+3	+1	+1	Weapon Focus
3	27	+3	+2	+1	+3	+1	+2	
4	33	+4	+2	+1	+4	+2	+2	Semper fi
5	40	+5	+3	+1	+4	+2	+3	
6	46	+6	+3	+2	+5	+2	+4	Coordinate Fire
7	52	+7	+4	+2	+5	+3	+4	
8	59	+8	+4	+2	+6	+3	+5	Weapon specialization
9	65	+9	+4	+3	+6	+4	+5	
10	72	+10	+5	+3	+7	+4	+6	Controlled Burst

Coordinate Fire: At 6th level, the SGC Marine gains the Coordinate Fire feat *(see page 248)*.

Weapon Specialization: At 8th level, the SGC Marine chooses one weapon category with which he's proficient (e.g. "barehanded," "dagger," "grapple," "shotgun," etc.). He is considered to specialize with this weapon category, inflicting 2 additional points of damage with each successful hit using any included weapon. If the soldier's choice is a ranged weapon category, the bonus damage applies only when the target is within 1 range increment.

Controlled Burst: At 10th level, the SGC Marine gains the Controlled Burst feat *(see page 248)*.

The System Lords

Since the first mission through the Stargate, the ever-present threat of the Goa'uld – also known as the System Lords – has hovered over the SGC and its allies. The Goa'uld are the single most pressing threat facing Earth, dating back thousands of years as a species, to a time when the System Lords held the lands of ancient Egypt enslaved. So invasive was the Goa'uld's influence that the names of their worst overlords have become woven into the fabric of Earth's mythology – names like Cronus, Set, Anubis, and Tiamat. Given the lengthy lifespan of the species, many of these overlords live on today.

The Creation of a Nemesis

The Goa'uld are far less numerous than the races they enslave. As such, each Goa'uld introduced to a *Stargate* campaign should be a unique and dangerous individual.

All Goa'uld are special NPCs, and the GM should follow the standard rules for creating a special NPC when designing one of these creatures *(see page 407)*. In addition to the standard character options available to any special NPC, a Goa'uld have their own macro-species *(see page 414)* and their own class, the ashrak *(see page 416)*.

Not Goa'uld rise (or desire to rise) to the rank of overlord – many hold less domineering positions within the System Lords' domains, becoming ministers, commanders, spies, and assassins. With this in mind, the following notes may help the GM when he creates Goa'uld using the base classes presented in Chapter 5.

Explorer: This is not a common class among Goa'uld, and those who indulge in 1 or more levels as an explorer tend to act as spies and gatherers of lost lore or wind up as rogues, unaligned to the System Lords. Goa'uld explorers are often quite knowledgeable about ancient technologies.

Guardian: Goa'uld guardians tend to be mystical warriors and students of the oldest known fighting traditions. They are also likely to bond more closely with their Jaffa servants due to their willingness to join the fray alongside their subordinates.

Pointman: Goa'uld pointmen are commonly overlords and trusted advisors due to the class's leadership abilities and ease of customization. While quite capable on their own, these NPCs are at their finest when backed by their hordes of slaves.

Scientist: Goa'uld scientists maintain the System Lords' technology and study the activities of the System Lords' Goa'uld. Some overlords gain 1 or more levels as a scientist to improve their personal knowledge of the arsenals at their command.

Scout: Goa'uld scouts are the rarest of the base classes. They are usually encountered as spies who specialize in infiltration and manipulating terrain to their advantage.

Soldier: Some Goa'uld become modern weapon masters, skilled with the armor and armaments fielded by their legions. These soldiers often possess special standing with their Jaffa generals, and may even hold the rank of Prime within an inclined System Lord's house.

Goa'uld (Macro-Species)

With their tremendously long lifespans and ability to periodically take on new bodies, Goa'uld amass considerable skills and mental abilities. The following specialties are a small sample of the complex culture possessed by the System Lords. Further NPC options and background information will be explored in the forthcoming System Lords sourcebook.

Shared Species Talents

- Parasite: Without a host, a Goa'uld is a tiny but dangerous worm-like creature *(see Goa'uld Larva, right, for statistics while without a host)*.
- Abilities: Without a host, a Goa'uld possesses the statistics of a Goa'uld larva *(see page 415)*.
- Long Life: The Goa'uld is effectively immortal, ignoring the effects of aging.
- Immunity to Disease: The Goa'uld is completely immune to all forms of natural and synthetic disease, except for contagions specially engineered to affect Goa'uld.
- Radiation Resistance: The Goa'uld gains a +2 species bonus with Fortitude saves made to resist the effects of radiation. This bonus increases by an additional +1 at 2nd level and for every 2 character levels gained thereafter.
- Inherited Memory: The Goa'uld gains 4 additional skill points at 1st level, and 1 additional skill point for each level gained thereafter. (This species bonus differs from the Tok'ra's inherited memory, representing the Goa'ulds' advanced experience with tapping the collected knowledge of countless hosts.

- Dominated Body: The Goa'uld allows no input from his host. Only on rare occasions is it possible for the host to momentarily impede the parasite's will –each time the Goa'uld suffers an error, an opposing player character may spend 1 action die to force the Goa'uld to lose his next half action as the host momentarily struggles against its enslavement.

- Species Feats: The Goa'uld may choose level-based feats from the species feat tree *(see page 264)*. Normally, a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.

- Bonus Feat: Naquadah Sense. All prerequisites for this feat – including minimum skill ranks – are waived for this NPC.

- Languages: Goa'uld is a native language for the NPC.

Goa'uld Noble

Only the craftiest competitor can survive within the System Lords' complex political arena. Members of the Lords' court shift allegiances in an instant, and betray the weak without hesitation. While each noble's specific agenda and abilities varies, the thirst for power is omnipresent. When they're not securing their current status, they always keep an eye on the prize – becoming an overlord themselves...

Special Talents

- +2 Charisma.

- Bluff and Innuendo are always class skills for the Goa'uld. Further, the noble's threat range with these skills is increased by 1 (e.g. a threat range of 19-20 becomes 18-20). This bonus increases by 1 at 5th level and for every 5 levels gained thereafter.

- Bonus Feat: Persuasive. All prerequisites for this feat – including minimum skill ranks – are waived for this NPC.

Goa'uld Spy

Goa'uld spies master a different sort of subtlety – the power to go unseen and unrecognized, even in the camp of hated enemies. Cunning servants and crucial informants, these agents of the System Lords rarely rise to the ultimate seat of power except by the most savage and unexpected of coups, but many are perfectly content to remain the power behind the throne.

Special Talents

- +2 Wisdom.

- Disguise and Xeno-Cultures are always class skills for this Goa'uld. Further, the spy's threat range with these skills is increased by 1 (e.g. a threat range of 19-20 becomes 18-20). This bonus increases by 1 at 5th level and for every 5 levels gained thereafter.

- Bonus Feat: Stealthy. All prerequisites for this feat – including minimum skill ranks – are waived for this NPC.

Goa'uld Warmaster

The Goa'uld prize strength through domination, but those who thrive master the complexities of strategy as well. Warmasters are the generals of System Lords' great courts, who rise to become overlords themselves through conquest of their master's enemies, or betrayal.

Special Talents

- +2 Intelligence.

- +1 species bonus to damage rolls. This bonus increases by +1 at 5th level and for every 5 levels gained thereafter.

- Bonus Feat: Surge of Speed.

Goa'uld Larva

Separated from its hosts, even a mature Goa'uld is referred to as a "larva," due to its worm-like shape and slime-covered "incomplete" appearance.

A larva cannot live for long without a host, and must make a Constitution check (DC 10 + 1 per previous check) once each minute while outside a human body. With failure, the larva's vitality points are immediately reduced to 0. At the end of the following round, the larva's wound points are reduced to 0. Thereafter, the larva's wound points are reduced by 1 at the end of each round during which it has not acquired a new host. When the larva's wound points reach -10, it dies. A heavily oxygenated body of water reduces the frequency of these checks to once per hour.

While without a host, a Goa'uld larva possesses the following statistics.

Goa'uld Larva, CR (per NPC): SZ Tiny; v/wp: 6/(per NPC); Init +4 (+2 species, +2 Dex); Speed 20 ft. (Swim 15 ft.); Def 14 (+2 size, +2 Dex); Atk grapple +4 (only); Face 1 square; Reach same square; SA possession (see below); SQ constrictor (see below); SV Fort +3, Ref +4, Will (per NPC); Str 12, Dex 15, Con 12, Int (per NPC), Wis (per NPC), Cha (per NPC); Skills: (per NPC) + Balance +8, if not greater as the NPC. Feats: as character.

Constrictor: The Goa'uld larva is experienced at wrapping around an opponent to facilitate its entry into his mouth. It makes grapple checks as if he is Medium-sized.

Possession: When a Goa'uld larva pins an opponent, it may attempt to possess him *(see below)*.

Possession

The Goa'uld are a form of omni-parasite, beings able to enter, adapt to, and seize control of nearly any other species. In order to possess a person, a larval Goa'uld must enter the target's body. If the target is helpless or willing, this requires only 1 half action; otherwise, one of the following conditions must be met in order for the larva to enter its target.

- When the larva benefits from a surprise round *(see page 355)*, it may enter any adjacent and flat-footed target with 1 half action.

- When the larva successfully pins a target during a grapple *(see page 364)*, it may enter any adjacent and flat-footed target with 1 half action.

Once inside a target, the larva spends 1 full action searching for a suitable position from which to seize control of the nervous system, inflicting 1d4 normal damage directly to the target's wounds in the process. This process is painful, and immediately wakes the target if he's sleeping.

Once in a suitable position, the larva spends 1 full action trying to subvert the target's control of his own body and overwhelm the target's mind. At the end of the round, the target must make a Will save (DC 15 + the Goa'uld's character level). With success, the target retains control for the round, though he is considered to be staggered and must make another check at the end of the following round unless he somehow removes the parasite. With failure, the parasite seizes control of the target's body.

Once in control of the target, the larva manipulates the host's biological systems, healing the wound points lost during its invasion at the rate of 1 per round. During this period, the larva also releases minute quantities of naquadah into the host's bloodstream, granting the host the Goa'uld species' radiation resistance for the duration of the parasite's stay and permanently marking the host as a Goa'uld host.

A blended Goa'uld possesses the host's physical abilities (Strength, Dexterity, and Constitution), as well as the target's speed, size, and physical species benefits. It also possesses the Goa'uld's mental abilities (Intelligence, Wisdom, Charisma), as well as its own species bonuses, feats, saves, and skill ranks (which are modified by the host's physical ability modifiers when appropriate).

The Goa'uld has the means to kill its host at any time by releasing a fatal quantity of its naquadah-laced blood into the host's body. This requires 1 half action, after which the host's Constitution is immediately reduced by 2. The host's Constitution is reduced by an additional 2 at the end of each round until he dies or the parasite chooses to reverse the process (whichever comes first). This process also begins when a parasite is crushed within a human's body. The parasite can intentionally heal Constitution damage inflicted in this manner at the rate of 1 point per hour.

A Goa'uld larva may only be removed using certain advanced alien sciences – even Asgard medical knowledge is not sufficient to perform this procedure. A risky proposition is to reduce a host's wound points to -9 (at which point the larva flees), then stabilize the host before he dies.

Traditionally, Goa'uld view hosts with the same sort of casual possessiveness with which humans view clothes. With two exceptions, they don't go out of their way to acquire particularly outstanding hosts, feeling that their minds – not their shells – give them true power. The first exception – humans, particularly from Earth, who are considered slightly more desirable as hosts for the same reason that humans prefer silk to cotton – they're more comfortable to wear. The second exception – Goa'uld are deeply disgusted with the idea of possessing a Jaffa.

Ashrak

The ashrak are renowned as among the deadliest assassins in the universe. Trained as precision killers of the highest order and devoted to carrying out the will of the System Lords, ashrak are feared by the Goa'uld's enemies and allies alike. Unlike other assassins, ashrak make use of special Goa'uld technology in the form of the *kara kesh* – a small ribbon-like weapon worn over the hand and across the fingers – to execute and torment their targets *(see page 419 for more about this device)*.

Abilities: Dexterity and Wisdom are the ashrak's two most useful abilities, the former to facilitate the frequent ranged attacks required by the kara kesh and the latter to support many skills required to effectively hunt targets.

Vitality: 1d10 plus Con modifier per level.

Requirements

To become an ashrak, a character must meet all of the following requirements:

Species: Goa'uld. This class is normally restricted to Goa'uld NPCs, though an inventive player may convince his GM that his player character concept warrants another species being trained in the class.

Character Level: 5+.
Wisdom: 13+.
Base Attack Bonus: +4 or greater.
Bluff: 4+ ranks.
Search: 8+ ranks.
Feats: Track.

Class Skills

The ashrak's class skills and key abilities are:

Class Skill	Key Ability
Balance	Dex
Bluff	Cha
Climb	Str
Concentration	Wis
Craft	Int
Cultures	Wis
Disguise	Cha
Escape Artist	Dex
Gather Information	Cha
Hide	Dex
Intimidate	Str or Cha
Listen	Wis
Move Silently	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Sleight of Hand	Dex
Spot	Wis
Survival	Wis
Swim	Str

Skill Points at 1st Level: (6 + Int modifier) × 4.
Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

The following are class features of the ashrak.

Starting Feats: The ashrak gains the following feats at 1st level.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Hurled)

Slayer: Whenever the ashrak spends one action die to increase an attack check made during the first round of combat, he may add the result of that action die to the attack's damage roll as well. This is the ashrak's core ability.

Hand of Shadow: The ashrak's primary weapon is the kara kesh *(see page 419).*

At 1st level, the ashrak gains one kara kesh as part of his personal belongings.

Further, while armed with the kara kesh, the ashrak may designate one character with 10 ft. at the start of each round, against whom he gains a +2 gear bonus with Bluff checks for the duration of the current round.

At 5th level, this bonus increases to +6, and at 10th level, this bonus increases to +10.

Imperceptible: The ashrak is a master at blending in with any group or society in order to get closer to his assigned target. At 2nd level, once per session as a free action, he may designate one skill check opposing one of his Bluff or Disguise checks. He must designate this skill check *before* the target character makes the skill check. The designated skill check's error range is increased by the ashrak's class level. Further, if the opposing check results in an error, the ashrak may activate the error as a critical failure without spending an action die.

At 7th level, the ashrak may use this ability up to twice per session.

The Chosen: The ashrak is never given more than one target to pursue, and is expected to hound that target until the System Lords' sentence against him is carried out. Beginning at 3rd level, at the start of each session, the ashrak may designate one named character as his chosen victim. The ashrak gains a +1 competence bonus with all attack and Intimidate checks – as well as all uses of the Track feat – targeting his designated victim.

This bonus increases by an additional +1 at 5th level and for every 2 class levels gained thereafter (to a total bonus of +3 at 7th level and to +4 at 9th level).

Bonus Feat: At 4th level, the ashrak gains one bonus basic or unarmed combat feat. He must meet all the feat's prerequisites before choosing it.

At 8th level, the ashrak gains one additional basic or unarmed combat feat, with the same restrictions.

Detect Symbiote: At 4th level, the ashrak learns to use the power of the kara kesh to detect the presence of Goa'uld or Tok'ra symbiotes. With a successful ranged touch attack using the weapon, the ashrak learns definitively whether or not the target character hosts a Goa'uld larva or symbiote. This use of the kara kesh has a range increment of 5 ft., and may be used over a maximum number of range increments equal to the ashrak's class level.

Mantle of Fear: At 6th level, the ashrak cultivates a reputation as a highly dangerous hunter, such that other beings are unnerved by his very presence. He gains a competence bonus with all skill checks made as part of a threaten combat action equal to his class level, and the durations of all effects inflicted by a successful threaten action are doubled. *For more about the threaten combat action, see page 377.*

Shroud of Night: At 8th level, the ashrak may use a kara kesh to render targets unconscious. Whenever the ashrak successfully reduces a target's wounds using a kara kesh, he may choose to immediately render the target unconscious for 1d6 rounds.

Further, the Asrak may target an already unconscious character, forcing that character to remain unconscious even when physically shaken or exposed to loud noises (but not actual damage) for up to 1 hour, as designated by the ashrak when he uses this ability.

Spirit Wrack: At 10th level, the ashrak becomes adept at advanced interrogation techniques. He may make a melee touch attack using the kara kesh that requires 1 full minute

Table 11.15: The Ashrak

Lvl	Base Att	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Pts	Special
1	+1	+1	+1	+0	+1	+1	0	0	Hand of shadow, slayer*
2	+2	+2	+2	+0	+1	+2	0	1	Imperceptible (1/day)
3	+3	+2	+2	+1	+2	+3	1	1	The chosen +1
4	+4	+2	+2	+1	+2	+3	1	2	Bonus feat, detect symbiote
5	+5	+3	+3	+1	+3	+4	1	2	Hand of shadow (cloud), the chosen +2
6	+6	+3	+3	+2	+4	+5	2	3	Mantle of fear
7	+7	+4	+4	+2	+4	+6	2	3	Imperceptible (2/day), the chosen +3
8	+8	+4	+4	+2	+5	+6	2	4	Bonus feat, shroud of night
9	+9	+4	+4	+3	+5	+7	3	4	Hand of shadow (stun), the chosen +4
10	+10	+5	+5	+3	+6	+8	3	5	Spirit wrack

* Core Ability — A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

of uninterrupted concentration. With success, the target must succeed with a Will save (DC 20) or truthfully answer one question posed by the ashrak. If the target succeeds with this Will save against the same question three times in a row, he becomes permanently immune to this ability.

Legacy of Ages

The Goa'uld are generally poor technicians, choosing to capture technology rather than develop their own (a philosophy that mirrors their biology). Over the centuries, they have amassed a huge technological edge over most races, such that they can even challenge the mighty Asgard in a limited fashion. The following is a list of some technologies commonly seen in their hands.

Special Note: A curious by-product of the Goa'uld's naquadah-laced biochemistry is their ability to act as the power source for many of their devices. A Goa'uld may power any one Goa'uld device with the battery-operated quality at the cost of 1 vitality point per full hour of use, or any one Goa'uld device with the powered quality at the cost of 1 wound point per full hour of use.

Blood of Sokar: The Blood of Sokar is a powerful hallucinogenic, similar to nish'ta *(see below)*. The name is something of a misnomer, however – this substance is not the actual blood of Sokar or any other Goa'uld, but a synthetic compound in liquid form, administered orally. Its effects are swift and difficult to resist; even a Goa'uld symbiote cannot provide much protection against the Blood.

The Blood makes its victim experience incredibly realistic hallucinations, complete with auditory and visual sensations. While under the influence, the victim becomes highly susceptible to suggestion, his subconscious mind incorporating the hallucination and suggestions into his typical train of thought.

Mechanics: To deliver the Blood of Sokar to an unwilling target, a character must succeed with a melee attack using a prepared syringe that reduces the target's wound points by at least 1 (after damage reduction, hardness, and other effects are applied). Once the Blood is successfully delivered, its victim must make a Fortitude save (DC 25). With failure, the victim's Wisdom score is reduced by 10 for 2d6+3 minutes (and thus his Will save bonus and Wisdom-based skill bonuses are reduced as well). Even with success, the victim's Wisdom score is reduced by 4 for 1d6+1 minutes.

Eyes of the Gods: Mythical devices of great power, the Eyes of the Gods were said to possess the awesome might to destroy entire worlds. In truth, the Eyes are part of a secret mega-weapon developed by the Ancients, the Stargates network's original creators. After the Ancients withdrew from our galaxy, the Goa'uld plundered several worlds, discovering the secret technology and adapting to their own vile ends. Of the six Eyes believed to have been created, only three are currently accounted for – the Eyes of Ra, Osiris, and Tiamat.

Mechanics: The full power of each Eye is unknown even to its controlling System Lord. Each Eye's simplest function, however, powers all naquadah-powered devices within 50 ft.

Miniature Naquadah Bomb: Originally employed by the Goa'uld Nirrti *(see page 126)*, this devastating explosive device may be lodged within the body of an unknowing victim, its naquadah supply violently interacting with a small amount of potassium to generate a powerful chain reaction. No larger than a penny, a miniature naquadah bomb can easily destroy several Earth city blocks, and is armed by Stargate use, a thin layer of fatty tissue between the naquadah and the potassium acting as its fuse. The fat slowly breaks down until the reaction takes place.

Mechanics: This device triggers 3d12 hours after the victim passes through a Stargate, inflicting 5d10 + 40 normal damage with a 100-ft. blast increment. Should any square touched by this blast contain at least 1 gallon of naquadah (or a solid equivalent, such as a Stargate), the explosion's damage is tripled and its blast increment is increased to 1 mile (calculated from its original ground zero).

Detecting a naquadah bomb requires a successful First Aid check (DC 18) using a sensor capable of scanning the victim's internal organs (e.g. an ultrasound, an X-ray, etc.). Removing it requires a second successful First Aid check (DC 15). Disarming it thereafter requires a successful Demolitions check (DC 10).

Nish'ta: This inhaled chemical is favored by the Goa'uld to make subjects susceptible to suggestion. Its range is limited, but its effects have a marked impact on the subject's opinion toward the chemical's user. A victim affected by nish'ta willingly follows all commands given to him, even an order that countermands his basic instincts.

Mechanics: A character exposed to nish'ta fumes must make one Fortitude save (DC 18), plus an additional save at the end of each round during the following 1d4+1 rounds. If any of these saves results in a failure, the character's disposition towards the chemical's user shifts to friendly for 1d4 hours *(see page 421)*. This effect does not change the character's personality or mannerisms – it simply makes him extremely willing to do as the user suggests.

If a character under the influence of nish'ta suffers an electrical shock that inflicts at least 1 point of normal damage (before damage reduction and hardness are applied), he may immediately make a Will save (DC 12) to regain control of his actions and return his disposition to normal. A taser or zat gun attack may provide this electrical shock.

Ribbon Device (Kara Kesh): This multifunction device is the trademark of all powerful Goa'uld and System Lords. Its name is gained from its ornate appearance and ribbon-like design, though it actually consists of a thin metal, frequently stylized in gold or silver with jewels. Like most Goa'uld devices, the ribbon device is activated through mental control and the channeling of naquadah through the larva's host. Thus, only a Goa'uld or previous Goa'uld host may use one.

Mechanics: A Goa'uld character or a character who has previously hosted a symbiote or Goa'uld larva (e.g. a Tok'ra or any character possessing the Symbiote feat) may perform any of the following actions.

Energy Conduit (Full Action): The character may power any one naquadah-powered device within 25 ft.

Kinetic Blast (Half Action): The wearer makes a ranged attack with a range increment of 5 ft. and a maximum range of 5 increments. With a successful hit, the target suffers 2d6 normal damage and 2d6 subdual damage. He must also make a Reflex save (DC 10 + the normal damage inflicted). With failure, the target is knocked prone.

Kinetic Shield (Full Action): The wearer gains 2 points of damage reduction against damage inflicted by hurled weapons, and 10 points of damage reduction against damage inflicted by firearms until the start of his initiative count during the following round. This has no effect on damage inflicted by melee and unarmed attacks.

Nerve Rip (Half Action): The wearer makes an unarmed touch attack. With a successful hit, the target suffers 1 point of temporary Dexterity damage. If this reduces the target's Dexterity score to 0, the target becomes paralyzed. This damage is recovered at the rate of 1 point per minute once the target is at least 25 ft. away from the wearer. The wearer may toggle a paralyzed target's ability to speak as a free action.

Additionally, an ashrak may use this device to greater effect *(see page 416)*.

Rod of Anguish: A frequent Goa'uld torture and disciplinary tool, this weapon inflicts terrible pain with few side effects and no permanent damage, sending a bio-electric charge through its victim and causing his synaptic nerve endings to flare. The rod has no lasting effects, but prolonged exposure can cause various physical side effects, such as torn muscles, rupturing, and even seizures.

Mechanics: The wielder may use the rod to make a melee attack. With a successful hit, he inflicts either 1d6, 2d6, or 3d6 points of subdual damage (his choice). Further, the target must succeed with a Fortitude save (DC 15) or suffer muscle fatigue for 1d4 rounds, during which time he is considered to be entangled *(see page 378)*.

Sarcophagus: A sarcophagus appears to be a stone coffin, often bearing sculpture, carvings, or inscriptions of the interred deceased and their accomplishments. To the Goa'uld, however, it is a device of magnificent power, defying scientific explanation to reform and restore life to the dead. The precise limits of a sarcophagus' restorative properties are unknown, but the SGC believes that the sarcophagus can restore any fully intact subject to perfect health.

Use of a sarcophagus is not without its dangers, however. Each time a person uses one, it steals a little of his soul. The device also increases a subject's adrenaline, endorphin, and other hormone levels, making them feel better but also addicting them as well. Prolonged use by humans eventually leads to reduced reasoning, almost like a drug. Goa'uld host rarely display these symptoms, and it's assumed that their symbiotes eliminate these effects.

Nearly every Goa'uld overlord possesses a sarcophagus, which he typically keeps near to him at all times - just in case.

Mechanics: The sarcophagus may be used to restore any corpse (i.e. any character whose current wound points are between -10 and -24). The process requires a number of minutes equal to the character's negative wound total (e.g. a character whose current wounds are -14 recovers in 14 minutes). After this tim period elapses, the character is resurrected and his wound points are returned to maximum.

The process is not without cost – unless the character currently hosts a symbiote, he permanently loses 1,000 XP each time he is resurrected in this fashion.

Transportation Rings: This Goa'uld device works on a similar principle to that of the Stargate, converting matter into an energy stream that can be transported and reintegrated at a prearranged destination. Transport rings have a much shorter range than a Stargate, ranging from several thousand miles (e.g. the rings running between a Goa'uld mothership and a temple) to only a few yards (e.g. the rings found on a teltac vessel).

Transportation rings are activated by a handheld control or control panel. Every ring system features a transmitter that automatically detects a matching destination ring platform, allowing easy transport between two spots without the need to dial or know the other location.

A ring transporter's matter stream can be intercepted mid-transmission by a transportation ring-enabled vessel that moves into the stream's path during the transfer. This is extremely dangerous, however, and requires absolute concentration and perfect timing.

Mechanics: Activating the transportation rings requires 1 half action. The rings drop immediately, providing each character standing on the platform one-half cover from all attacks made outside the platform, and vice-versa. The rings deploy over the following round, completing their transmission and rising from around the transported characters at the their destination at the start of the activating character's initiative count during the following round. During this time, there is a 50% any attack that each attack on any character being transported misses (even if the attack check is successful).

The Disposition System

This quick and easy system is used to determine an NPC's reaction to a character and his actions. Each NPC's opinion toward each character is categorized into one of seven dispositions, ranging from bitter hatred to staunch support. Each category presents some basic notes intended to help the GM run the NPC at the table as well as for situational modifiers for certain skill checks made in social settings.

Special Note: If the GM wishes to simplify things, he can assign each NPC one disposition toward an entire group (such as the character team). In this case, the GM should modify the NPC's disposition per the standard rules whenever he determines that a disposition check, character ability, feat, or other rule warrants a shift in the NPC's opinion about the bulk of the group.

The Dispositions

There are seven basic dispositions – ally, helpful, friendly, neutral, unfriendly, hostile, and adversary – as follows.

Ally: The NPC is strongly committed to the character's cause and well-being, and risks combat and even potentially life-threatening situations to aid him. An ally expects to be treated fairly, but tolerates bargains and exchanges that clearly favor the character with the understanding that the character will "make good" with the ally at a later time. An ally speaks on behalf of the character (without being asked to) and generally relays the best possible impression of the character and his activities to others. If present during a fight, an ally leaps to the character's defense and sorts out the whys and wherefores afterward. *Examples:* Champions of the SGC's cause, family members, long-time friends.

Helpful: The NPC favors the character and his goals, and risks injury (but not death) to aid him. A helpful NPC accepts bargains and deals that slightly favor the character, believing it contributes to the greater good. He usually volunteers a good opinion of the character, and when in the vicinity of a fight involving the character, tries to offer indirect aid (shouting advice, up to and including information about the enemy's location). The NPC may join the fighting if he's absolutely certain of the character's cause. *Examples:* Co-workers, allies from other organizations, distant family members, good friends.

Friendly: The NPC is mildly disposed in the character's favor, and provides minor aid if it doesn't otherwise impair his own efforts. A friendly NPC is unwilling to risk personal injury unless it's clear that his own circumstances will worsen if he doesn't. He's open to negotiation with the character and accepts most bargains of equivalent value to both parties. If asked, a friendly NPC cheerfully offers up knowledge he possesses of the character (when appropriate to do so), emphasizing the good, while not necessarily concealing the bad. If nearby when combat breaks out, a friendly NPC often remains to help out afterward, and may become involved in the final rounds if it's absolutely clear the character will win. *Examples:* Members of related military branches, staff of loosely allied groups, estranged family, casual acquaintances.

Neutral: The NPC has no stake in the character's activities. He takes direction from the character only when it's clearly in his best interests, or when such action is supported by a reward or an effective threat. When a neutral NPC is willing to negotiate at all, he seeks a slight advantage or declines the offer. When questioned about the character, he offers a disinterested opinion, then returns to ignoring the character. A neutral NPC rarely engages in the character's fights –when fighting breaks out, he either removes himself from the area (often alerting the authorities) or returns after the fighting ends to survey the scene (and perhaps loot the fallen if his ethics are flawed).

Unfriendly: This NPC possesses a mild dislike for the character – it may be impersonal, an aversion to the character's nationality, ethnicity, or a group or agency to which the character appears to be affiliated. When it's personal, the NPC commonly has some bad history with the character. An unfriendly NPC goes out of his way not to assist the character in any way. He's unwilling to negotiate with the character unless provided highly favorable terms, and even then he tries to twist the bargain or renege if he believes he can get away with it. The NPC presents a poor impression of the character and may even volunteer (or fabricate) negative commentary. When the character engages in combat nearby, the NPC likely withdraws, and may even provide token assistance to the character's enemies or summon the authorities if doing do increases his own safety or troubles the character. Despite all this, most abuse heaped upon the character by an unfriendly NPC is petty rather than dangerous. *Examples:* Poorly paid and unmotivated subordinates, rivals and members of rival organizations, anyone the character deliberately antagonizes.

Hostile: The NPC considers himself the character's enemy, but most highly regards his own well being. He may start a fight with the character if he believes he'll win quickly or escape punishment; otherwise he limits himself to abusive behavior, attempting to ruin the character's reputation. A hostile NPC is unwilling to negotiate unless forced or promised everything what he wants at little or no

cost (and even then, the NPC is likely to bend or discard the terms of the agreement if he can). The NPC joins any ongoing combat against the character - even at the risk of personal injury. When the fight appears to be life threatening, the NPC may instead try to offer assistance to the character's opponents. *Examples:* Well-paid and highly motivated subordinates, professional combatants committed to opposing the character or his superiors, members of organizations actively at war with the character's superiors, violently adversarial family members.

Adversary: The NPC is the character's fervent enemy, using all opportunities to bring the character harm and risking criminal behavior and injury in the process. An adversary only bargains when forced, and attempts to offer as little (and gain as much) as possible in the exchange. The NPC cheats the character at every turn unless his own sense of honor prevents him from doing so (and even then he may be able to rationalize it). An adversary is completely untrusting of the character's motives and goals, and cheerfully seizes any opportunity to smear his reputation and joins any combat against him. *Examples:* Any individuals with strong, abiding, and long-term reasons for despising the character (or what he represents), fanatical zealots, obsessed rivals, true sociopaths, most Goa'uld.

Disposition Effects

An NPC's starting disposition is determined by the mission or the GM.

Each player character declares his disposition toward an NPC or another character the first time it's needed to calculate disposition effects. Thereafter, the player character may only revise his declared disposition toward the same character at the start of each subsequent scene (i.e. he may not revise his disposition during a scene).

An NPC's disposition toward a character dramatically influences the effectiveness of many of the character's skills when they're used to target the NPC, and vice-versa. When either the character or the NPC targets the other with any of the skills listed here, he applies the largest negative modifier between them. If neither character's disposition generates a negative modifier, he applies the largest positive modifier between them.

Example: Lt. Wilson disposition toward Tar'a the Jaffa is unfriendly. The Jaffa's disposition toward Lt. Donovan is hostile. When Lt. Wilson makes a Gather Information check targeting the Jaffa, he suffers a -2 circumstance penalty.

Disposition	Circumstance Modifier
Ally	+1 with Sense Motive +2 with Diplomacy +4 with Gather Information
Helpful	+1 with Diplomacy and Sense Motive +2 with Gather Information
Friendly	+1 with Gather Information and Intimidate
Neutral	+2 with Intimidate
Unfriendly	+1 with Intimidate –1 with Diplomacy and Gather Information
Hostile	–1 with Bluff and Diplomacy –2 with Gather Information
Adversary	–1 with Bluff –2 with Diplomacy –4 with Gather Information

Influencing Disposition

An NPC's disposition toward the character may be modified in two ways, as follows.

- The first time a character interacts with the NPC outside of combat, he must make a disposition check. He rolls 1d20, adds his Charisma modifier, and compares the result to Table 11.16: Influencing Disposition *(see below).*

- A character may also take some time to improve (or worsen) an NPC's disposition toward him. After spending 1 full minute in conversation with the NPC outside of combat, the character may make a disposition check. He rolls 1d20, adds his Charisma modifier, and compares the result to Table 11.16: Influencing Disposition *(see below).*

If the character possesses 8 or more ranks in Cultures, he gains a +2 synergy bonus modifier with his disposition check. If the character speaks in a language the NPC doesn't understand, however, he suffers a -2 circumstance penalty with his disposition check.

The cooperate rules may not be used in either of these cases, even when the GM determines that the NPC has only one disposition toward an entire group.

Table 11.16: Influencing Disposition

	Adversary	Hostile	Unfriendly	Neutral	Friendly	Helpful	Ally
Adversary	1–20	21+	*	—	—	—	—
Hostile	1–9	10–23	24+	*	—	—	—
Unfriendly	**	1–7	8–22	23+	*	—	—
Neutral	—	**	1–5	6–21	22+	*	—
Friendly	—	—	**	1–3	4–20	21+	*
Helpful	—	—	—	**	1	2–19	20+
Ally	—	—	—	—	**	1–3	4+

* This result is only possible if the character's result is high enough to improve the target's disposition *and* he scores a critical success.
** This result is only possible if the character's result is low enough to worsen the target's disposition *and* he scores a critical failure.

"You WOULDN'T THINK jagged bone digging into RAW NERVES would hurt, but it DOES."

–Col. Jack O'Neill

In most cases, it's difficult for a character to antagonize an NPC whose disposition is already favorable toward him, yet relatively easy to offend an NPC with a less favorable disposition (since the latter is looking for any justification to dislike the character). Further, in most cases, it's only possible to shift an NPC's disposition by 1 grade in either direction (though a critical success or failure shifts the NPC's disposition by 2 grades).

Morale

During combat – and especially during fire combat – few combatants regularly fight to the last man. The point at which a group or individual starts looking for a way out is dependent upon the morale of the NPC in question and his superior's leadership ability.

Each condition under which the GM must check morale for an NPC is called a **trigger event**. At the start of each round during which a trigger event applies to a special NPC, the GM makes a Will save against the listed DC. The GM should group standard NPCs together for simplicity's sake, generally according to proximity. A list of common trigger events is shown on Table 11.17: Morale Triggers *(see right)*, though the GM may decide upon many more during play.

When making a morale check, the GM applies all the modifiers listed on Table 11.18: Morale Modifiers *(see right)*, as well as the Charisma modifier of the NPC's superior, if any. Lone NPCs (including leaders with no one left to command) do not gain the benefit of a Charisma modifier.

The GM may choose to have any NPC fail a morale check at any time.

The difference between each NPC's morale check result and his DC is compared to Table 11.19: Morale Effects *(see right)*, with the following effects.

Withdrawal: The NPC(s) attempt to break contact with their opponents in an organized fashion. Each NPC uses his bonus 5-ft. step to move away from the focus of any combat, taking a withdrawal or other move action instead if required. Each NPC moves to the nearest position that offers at least one-half cover or concealment, provides cover fire for teammates and allies, and then re-engages (in that order). A withdrawing NPC always attempts to bring along any wounded or slain teammate or ally within 30 ft.

Retreat: The NPC(s) attempt to break contact with their opponents in a disorganized fashion. Each NPC takes only move actions until he is at least his speed in feet away from all opponents (if in melee combat), or out of all opponents' lines of sight (if in ranged combat), and then re-engages (in that order). A retreating NPC only provides cover fire for teammates and allies within 30 ft. and never attempts to bring along any wounded or slain teammates or allies.

Surrender: The NPC(s) stop fighting and attempt to surrender to their opponents. If the enemy refuses to give quarter, the NPC(s) rout *(see next)*.

Rout: The NPC(s) attempt to break contact with their opponents in a fractured fashion. Each NPC takes only move actions until he arrives at the nearest position that offers total cover or concealment. A routing NPC never provides cover fire for or attempts to bring along any wounded or slain teammates or allies.

Rallying the Troops

An NPC's leader may attempt to rally his troops at any time to alter the results of a failed morale check. A leader suffering from a morale effect may not rally his troops (though he may rally himself).

Rallying troops requires 1 full action, at the end of which any NPC(s) under the leader's command may make a Will save against the same DC and with the same modifiers as their last morale check. If the new morale effect is worse than the effect applied by the previous morale check made by the NPC(s), it's ignored; otherwise, the new morale effect is applied immediately.

Table 11.17: Morale Triggers

Trigger Event	Morale Check DC
NPC(s) targeted by automatic fire from 2 or more opponents	10
NPC(s) outnumbered by less than 2 to 1	10
When 1/4 of NPC's group is incapacitated (rounded down)	10
NPC(s) targeted by automatic fire from 4 or more opponents	15
NPC(s) outnumbered by 2 to 1	15
When 1/2 of NPC's group is incapacitated (rounded down)	15
Opponent group using 1 tactical weapons	15
NPC(s) targeted by automatic fire from 8 or more opponents	20
NPC(s) outnumbered by more than 2 to 1	20
When 3/4 of NPC's group is incapacitated (rounded down)	20
When NPC's superior is incapacitated	25
When NPC's superior gives a suicidal order (see page 424)	25
Opponent group using 2 or more tactical weapons	25
NPC(s) surrounded or situation appears hopeless	30

Table 11.18: Morale Modifiers

Condition	Morale Modifier
NPC'S Disposiiton Toward Leader	
Ally	+4
Helpful	+2
Friendly	+1
Neutral	+0
Unfriendly	–1
Hostile	–2
Adversary	–4
NPC'S Most Recent Morale Check Result	
Success	+2
Withdrawal	+0
Retreat	–2
Surrender	–4
Rout	–6
Surrounding Terrain	
NPC benefits from total cover or concealment	+8
NPC benefits from 9/10 cover or concealment	+6
NPC benefits from 3/4 cover or concealment	+4
NPC benefits from 1/2 cover or concealment	+2
NPC on higher ground than nearest opponents	+2
NPC benefits from 1/4 cover or concealment	+1
NPC benefits from no cover or concealment	–4

Table 11.19: Morale Effects

Morale Check Result	Effect
Success	None
Up to 5 less than DC	Withdrawal
6–10 less than DC	Retreat
11–15 less than DC	Surrender
More than 15 less than DC	Rout

Turning an Enemy

A character can score a significant accomplishment by turning a key member of the opposition to his side (as with Teal'c's defection in the TV show's pilot episode). This is often managed through sheer personal magnetism, and supported by a cunning combination of flattery and reason. While attempts to turn an enemy are often aimed at members of the opposite sex (it's just easier), powerful appeals to a same-gender character's greed, patriotism, ideals, or dreams can have the same effect, at least for a time.

When a character attempts to turn an enemy, his goal is to shift an NPC's disposition from unfriendly or worse to helpful (or even ally, if the character's really convincing). The process of turning an enemy involves three steps, as follows.

1. An Innuendo check to subtly make an initial offer, planting the seeds of dissent.

2. A Sense Motive check to carefully read the target's reaction and work out how best to proceed.

3. A Bluff check to make an irresistible offer to the target.

During each of these steps, the character must spend at least 1 day ingratiating himself with the target, during which time the character must spend at least 5 minutes conversing with the target outside combat. The steps do not have to happen during one encounter – in fact, it's quite common to let a target mull over an offer for some time before sweetening the pot. The GM determines when the character has provided enough impetus to make a skill check and potentially move on to the next step.

When the GM determines that the character has provided enough impetus, the character makes the skill check listed for the current step (i.e. Innuendo, Sense Motive, or Bluff). His DC is determined by the NPC's current disposition toward him (DC 15 for neutral, DC 20 for unfriendly, DC 25 for hostile, and DC 30 for adversary), and is increased or decreased by one of target's ability modifiers, as follows.

Step	Ability Modifier
Step 1	Intelligence
Step 2	Charisma
Step 3	Wisdom

With success, the character moves on to the next step. With failure, the target refuses the character's offer, his disposition toward the character is permanently reduced by 1 grade, and the character may not try to turn him again during the current mission. With a critical failure, the NPC's disposition toward the character is permanently reduced to adversary and the character may not try to turn him again – *ever*.

When a character's Bluff check is successful (i.e. all three of his checks are successful), the target's disposition toward the character secretly shifts to helpful. If one or more of the rolls produced a critical success, the target's disposition secretly shifts to ally instead.

A turned NPC actively tries to help the character, so long as he continues to believe in the character's sincerity. Each time the character seeks aid or assistance from a turned character, he must make another Bluff check (DC 15 + the target's Wisdom modifier). With success, the NPC agrees to the character's request. With failure or a critical failure, however, the character suffers the effects described above.

Foils

Foils are NPCs whose loyalty is not immediately evident at the start of a mission – even to the GM. They're the classic 'wild cards' whose decisions shock the audience during the final segment, and a way for the GM to inject an unforeseen element into his game setting, something exotic and unexpected.

A foil is always a special NPC. Typically, a foil is a charming and likeable obstacle that the characters must overcome, or a potential plot hook upon which the GM may build more complex and intriguing stories. The GM should put some extra effort into making the foil shine in both his eyes and his players' eyes. Memorable and compelling are the buzzwords of the day here.

There's one exception – the GM should always leave room for a foil to fall in with the player characters or their enemies (or perhaps even an as-yet-unseen third faction).

Each foil possesses a loyalty rank. At a point chosen by the GM when he scripted the mission, the GM rolls 1d20 for each foil seen in the mission. If the roll is higher than the foil's loyalty rank, then the foil sides with the characters. If the roll is lower than the foil's loyalty rank, then the foil sides with the characters' enemies. Otherwise, the foil decides to stay out of the struggle and bows out of the mission, or remains to watch without getting any more deeply involved.

Chain of Command

A key element of military discipline is a clear chain of command, in which every character knows precisely to whom he answers, and who answers to him. Each SG team has a designated leader, who is almost invariably its highest-ranking officer. The team's chain of command then descends by rank through the officers, then through the enlisted soldiers, and finally through the civilian specialists, each from highest rank to lowest.

A team's leader reports directly to the SGC Commander (General Hammond). While the customs and courtesies of the Air Force require that proper respect be given to all members of the military, as befits their rank, only individuals in a character's chain of command may issue orders to that character.

Example: A sergeant in SG-7 salutes a captain from SG-9, and most likely attempts to carry out any task requested by that captain if it doesn't conflict with his current duties, but he cannot be ordered to do anything by that captain.

The SGC Commander makes temporary assignments as he sees fit (e.g. he might place all SG teams SG-1's command, in which case they would all answer to Col. O'Neill).

A team leader may exert additional control and power over his team, but only because he's ultimately responsible for them, their actions, and their successes and failures. This is particularly true when a team member is injured or killed. While SG teams are provided great latitude to carry out their missions, a team leader can expect to be scrutinized very carefully when things go poorly under his watch...

In practice, SGC operatives defer to the person with the most experience on any team/assignment/site (e.g. the commander of one team generally follows the instructions of the commander of another team if that person is of higher rank or has more experience with the current situation). Likewise, good team leaders know to let the specialists on their team carry out their tasks with minimal interference.

Playing in a Military Unit

At the beginning of each mission, the GM chooses one character to be the team leader. He should generally choose the highest-ranking officer in the team, though he may choose another character when circumstances warrant. A team's leader doesn't generally change from mission to mission, but promotions, temporary re-assignments, and death may force the issue.

Occasionally, the GM may assign an NPC as the team leader, though the GM is encouraged not to abuse this option. Most gaming groups are used to sharing authority for their actions, and outsiders – especially outsiders in charge – are likely to rustle some characters' feathers.

Within a military group, each character may control his own actions up to the point when one of his actions violates an order issued by the team leader or another superior *(see next)*.

Giving an Order

Once per session, a team leader may issue an order as if he possesses the pointman's tactics class ability *(see page 160)*. The bonus granted to his teammates is equal to ⅕ his character level (rounded up).

There is a downside to leadership, however. Whenever any character on a team commanded by the leader suffers an XP penalty, the leader suffers twice that XP penalty.

Special Note: Team leaders should *aggressively* avoid micro-managing the actions of other characters. It's wasteful, and creates hard feelings that go beyond the boundaries of the game.

Violating an Order

When a character chooses to *ignore* an order issued by his team leader *(see previous)*, he suffers a -2 morale penalty with all action die rolls until he's released from the orders or until the end of the current session (whichever comes first). When a character performs an action in *direct opposition* to an order issued by his team leader, he suffers a -1 morale penalty with all attack checks, skill checks, and saves until he's released from the orders or until the end of the current session (whichever comes first).

Special Note: This action die penalty does not affect the chance that the characters' action dice explodes *(see page 274)*.

Inter-Species Relations

Most intelligent alien races encountered by SG teams are humanoid (at least outwardly), and many are actually distant cousins of the human race. Despite these roots, however, difficulties arise during first contact, and biases have grown from regular communication. A character of any common Stargate species may suffer a circumstance penalty with Bureaucracy and Sense Motive or Disguise and First Aid skill checks made targeting an alien character, as shown on Table 11.43: Inter-Species Relations *(see page 451)*.

Running Stargate

This section covers how to run campaigns and missions (adventures) set in the *Stargate SG-1* universe.

The Genres of Sci-Fi

There are many different takes on sci-fi and sci-fi storytelling. Some people prefer to bring the science to the front, making it the central aspect of the plot. Others like to move

it into the background, using it to create a rich background, but centering the story on character and adventure. The *Stargate SG-1* television series is positioned wonderfully in the center, allowing a GM to approach his game from any angle.

Hard Sci-Fi

The litmus test for hard sci-fi is simple – can the story still be told if the science is taken out of the fiction? In a hard sci-fi story, the science *is* the story. Traditionally, hard sci-fi explores the impacts of new technologies on society, but over time, the genre has grown to encompass any story in which the science plays a central role. For the purposes of creating *Stargate* campaigns and missions, if a story could be told as a fantasy, spy epic, or something else and still hold much the same tone, then it *isn't* hard sci-fi.

Hard sci-fi isn't for everyone. In a hard sci-fi campaign, the characters must explore the science – perhaps in the form of a scientific puzzle or the fallout from a scientific misadventure. The GM must generate *interest* in this kind of exploration for the campaign to come together successfully. If even one of the players loses interest, then division and discontent within the party will quickly mount.

Finally, within a hard sci-fi campaign, the science must be true – that is, it must have a basis in sound, fundamental scientific principle. Immaculate attention to scientific detail is key here, lest the slightest error cause the players to cry "foul." This isn't to say that hard sci-fi can't be exciting, or that it can't feature interesting characters, but hard sci-fi campaigns must create these features from hard theories and true specific technologies.

Space Opera

Unlike hard sci-fi, the space opera genre generally ignores science altogether. It might draw upon science to build a setting and generate the gadgets, but the story, the action, and the interaction between the characters are paramount here. Science should never interfere with space opera, wherein the GM should always try to keep the hard gritty details to the barest minimum necessary to maintain the player's suspension of disbelief.

The goal of a space opera plot is to *meet* the player's expectations, but not work too hard to *exceed* them. If the players expect sound in space, the GM should give them sound. If they don't, he should keep things silent and move on. The science is the yeast of the space opera loaf. It makes the setting rise, but no one wants to think about it unless it's time to hand out goodies.

In this void left without true science, something must step to the forefront. When it's character, then the GM must make certain that that his stories are compelling and well-motivated. When it's action, the GM must be sure that his chase and fight scenes really *pop*. Space operas should move quickly, pausing only for witty quips and glorious explosions.

Story takes center stage here, though the plot could take place in a fantasy or modern game all the same. In a space opera, the setting becomes merely the icing on the cake – it provides the story with its backdrop and flavor, but doesn't constitute its *raison d'etre*. Most of the time, it's just scenery flashing by during an exciting sequence.

Middle Ground

Stargate is probably best suited for the middle ground. In this type of campaign, the science and the characters or the action meet halfway, sometimes with an uneasy truce. The best way to achieve this careful blend is to pay attention to all aspects of every mission. The science is important, and should always be as real as possible, but it can remain in the background. If the science catches the players by surprise and they learn something they didn't know or they realize something they'd never considered, then so much the better. The important thing – the science needn't spend a lot of time center stage.

The characters and the action must be considered as well. In a middle ground campaign, both these facets of mission design should become the impetus to move the plot forward. They should be real and vivid, not just superfluous details thrown together at the last minute.

Shifting Genre

In a *Stargate* campaign, a campaign's genre can change from one mission to the next. Many ideas can be tackled from different angles. For instance, a scientist might invent a device that inadvertently becomes a doomsday device.

- In a hard sci-fi game, the device is probably activated right away, leaving the characters to find a way to turn it off. In this case, the device becomes the puzzle – the characters' main opposition.

- In a middle campaign, the conditions of the device might remain, but the scientist might not believe can destroy the universe, leaving the characters to work their way through him before they can get to and deactivate the device. The scientist might also be crazy and/or possess the ability to detonate the device early, leaving the characters to slowly talk him down or outwit his subordinates in order to reach him. Only after these more operatic obstacles are overcome can the characters deal with the device (the hard science).

- In a space opera campaign, the action might center around the scientist, or even his cadre of guards. Only after they're eliminated, through emotional reasoning, investigation, or out-and-out fighting (or all three) may the characters step in and stop the implosion. The science never really enters play at all here, except to justify the basic plot.

A well-constructed campaign can easily switch back and forth between genres. One mission might involve scientific exploration, and the next might explode into a full-bore brawl. The GM's primary goal when shifting genres is to find what the players like most and give it to them in ways that are both appealing (to keep them interested) and varied (to keep them from growing bored).

Getting Started

Stargate's structure is uniquely suited for tabletop roleplaying. Most every mission features the same basic format: the team is gathered and briefed on their mission, then sent through the gate to a faraway world. The mission is often either much like they expect or radically different, and there are always a few twists along to way to keep everyone guessing. Finally, the team comes home.

Working from this premise, we provide the following brief list of ways to begin any mission.

Business as Usual

More often than not, the characters begin with a mission briefing or resume an operation already in progress. This is a perfectly legitimate approach that captures the feel of many episodes of the show. It's well suited for groups who are comfortable with the established routine and who enjoy roleplaying the everyday lives of SG operatives. Even within the comfort of this safety blanket, however, the GM should always remember that variety is the spice of life. Just because a mission begins in an ordinary fashion doesn't mean that it must continue that way.

Grim Reality

Beginning a game with a tragedy that strikes close to home can shift the tone from heroic action to serious determination and periodic doses of grim reality can considerably heighten the opportunity for high roleplay – so long as the method isn't overused.

A mission beginning with a grim event should be constructed to support the tone throughout, never letting up for comedy or other elements that might blunt the mission's impact. The GM should reserve such missions for important turning points in the campaign and the characters' careers – they're major episodes in the players' TV series, the events that define the path and nature of their unique plot.

Player's Choice

Allowing the players to decide how a mission starts is a wonderful creative exercise. The GM simply lets the players to describe their activities *in media res*, usually as the characters are enjoying some much-needed vacation time. The GM should encourage the players to create situations in which their characters shine, and to develop their characters' backgrounds and lifestyles, rewarding interesting and funny results with bonus action dice. Then, once everyone's into the groove, he can let loose with the beepers and cell phones to call everyone in for a briefing...

Starting with a Bang!

Thrusting the characters into an explosive situation is very effective with groups whose attention tends to wander. It does raise the bar for action during the mission, however, and the GM should maintain a high level of excitement throughout to avoid losing the players' attention. Explosive gunfights and careful ambushes are the order of the day after this opening.

Working With The Players

One of the most important things a GM must do is work with the players. Ultimately, this boils down to entertaining them, keeping their trust, and treating them with respect. The GM should never speak down to the players, or treat them like they're dense for not figuring out his puzzles. He should never make them feel like his job at the table is more important than theirs. In fact, he should do just the opposite: he should make the players feel like they're the all-important center of the action at all times.

This is not as difficult as it sounds. Ultimately, a roleplaying game revolves around the players. It's a simple step for the GM to assume the mindset that everything he does – every decision he makes, every encounter he creates, and every twist he includes in the plot – is there to entertain them. He could release the reins to a degree, and let the players take charge when they want to. He might give them the responsibility for part of the game world, the part they create and use the most – the supporting cast of NPCs with whom they interact, their friends and family, their day-to-day lives. After this, the GM might soon find that a lot of the work involved in running the game is suddenly in the players' hands, and they're happy to do it.

Another of the GM's primary jobs is interpreting the rules. His call must be the last word when a rules question comes up, but disputes should remain friendly. The GM should always avoid becoming a dictator, and prevent rules disputes from turning into open debates at the table. It's often best for the GM to give a little in such a situation – to rule in the characters' favor if he can't find a reason not to – and let the players know that he'll discuss the final ruling at a later time, after the session's over. That way, he avoids harsh feelings, and diffuses any possible resentment. Of course, he should also stand firm when he feels that his interpretation of a rule is right, or in situations where he desires a certain feel for the game. The GM shouldn't allow

the players to bully him into rulings that make the game less fun. He may even wish to change the rules if he feels it will make the game more enjoyable, though he should always inform the players when he does, preferably before the session begins.

The best way for a GM to keep his players' trust is to take their input. Constantly. He should never assume that he's doing what they want. The fact that they show up and roll dice isn't a guarantee that they're happy. He should regularly ask for feedback. The players may no longer enjoy what they did a month ago. Maybe they just saw a movie and have a few new ideas they'd like to share, or maybe they've grown to dislike a part of the game over time. Maybe they just feel like experimenting.

Also, when the GM asks the players what they like to see their characters doing, he opens the doorway for greater interaction between the players and their game environment (which is, after all, half of what roleplaying is all about). The team egghead might want to tinker with a particular mythology or two. The soldier might prefers tactical situations or blow-'em-up action, or crave a certain type of enemy. All these are easily accommodated, and in each case would increase the fun factor at the table one hundred percent.

One of the best ways the GM can make sure the players feel important is with rewards. For example, a character designed to sneak around might lurk through a minor encounter and roll a threat while climbing an ordinary fence. The GM could spend an action die and trip him up in the barbed wire along the fence just as the building's guards pass by, but that would penalize the player for doing what he's supposed to do. A GM who's a stickler for honoring the characters' random foibles could satisfy everyone's needs simply by offering up a moment of tension as the character tumbles over the fence and the guards sweep flashlights toward him. After making the player sweat for a moment, the guards move on and everyone wins. Again, the stickler might ask for a Hide skill check – if he fails that check, too, then there might be reason enough to run him through some more challenging paces...

Oftentimes, the GM can circumvent rules foibles by simply not asking for skill checks to make it through trivially easy situations. When a character's doing something with which he's supposed to be great (or at least professional) – and it's not a critical part of the scene – the GM might tell the player to put away his dice and describe his success. It's a bit radical, and the GM must be mindful of the players who just want to roll their dice and watch their characters sail across the fence flawlessly, but it's a powerful tool the rest of the time. The GM should seriously consider this option when a team works together – making things difficult for a team that spends time and effort considering its options and building what it considers the best plan for a situation is a great way to convince the players never to do so again.

There are of course exceptions to this guideline. One of the most significant is dealing with problem players who undercut their teammates. *Stargate* is about mission *teams*. Loners who threaten the enjoyment of others at the table are threats to the trust that the GM's built with the other players. They should be carefully reminded that they're not playing nice. Should they persist in making the game less fun for others, then a more heavy-handed approach is required. The GM should consider treating the character in question a little more firmly, making him roll for everything, and becoming less forgiving when he fails. If the player continues to be a problem, a few words outside the game may be needed, or the GM may have to focus less on him for a while.

This is one of two instances where a firm hand is warranted. The other is during those critical moments of the game that simulate the last segment of the episode, when the bomb is counting down and the bullets are flying. It's important for the GM to know when players want him to be strict in his interpretation of the rules, when they're excited to see where the chips fall, and to accommodate them. Most players won't respect a GM who wimps out in the last moments of the game any more than they will a tyrant who refuses to let them have fun getting there.

If the GM knows his moments, and respects the players' moments, then he's well on his way to running a first-rate game.

Keeping Things on Track

Inevitably, players devise plans that can shatter the GM's well-constructed, extensively planned mission. When his mission depends on them allying with one group in a dispute, they'll naturally choose the other. The players don't *mean* to make the GM's life difficult –it just works out that way sometimes. But the GM does have options to salvage his plans for the evening.

He can redirect, gently guiding the players back to his prepared material. Using the example above, the characters might discover brutal behavior in their allies, and during a scouting mission gain an opportunity to save someone from the other side. When using this method, the GM should be careful not to push too hard, or he'll make the players feel forced, detracting from their critical sense of empowerment.

He can improvise, going with the flow and whipping up a few plotlines in line with the mission's new direction. Using the example above, the GM might give the players some time to fall in with their new allies before they realize the error of their ways. This might make allying with the true good guys more interesting later, especially if the players have acted against them. It takes a little work on the GM's part to pull this method off, but the rewards of players who feel they're ultimately in charge of their own destiny are unmatched.

Disseminating Clues and Props

As the person most in tune with his group, the GM is the best judge of what they can (and want to) handle. If the players like intense problem solving, he should give them complicated puzzles to mull over. If they obsess over the villains' plans, he should give them clues to piece together in order to counter the mission's plot. And if they quickly tire of the game when the GM puts a prop in front of them, he should focus more on the action.

Challenge, Don't Condemn

The best way for a GM to maintain his players' interest in the game is to challenge their characters in interesting and meaningful ways. He should make sure to script his missions so that each character plays an important role at some point in each mission. He should maintain the players' interest by keeping them active and challenged. Condemning the soldier to stand guard duty until the assault at the very end of the session bores that player, and boredom leads to distraction. By giving everyone something worthwhile to do, the GM invests them in his story.

Saying "No"

Sometimes the simplest way to keep players on track is to prevent them from wandering off the plot-path in the first place. When they decide to strike off on a wild tangent and request the necessary equipment to make it happen, the GM might offer them a reasonable explanation for the gear not being available. Or he could determine that Command simply vetoes the plan. This is usually a very clear signal to the players that another avenue might be more productive, though it does involve a certain degree of risk that the players will feel railroaded.

On occasion, players become frustrated and discouraged when they can't decipher the clues provided by the GM, and when each proposed course of action deviates farther and farther from the GM's obviously intended mission. Finally, when a player blurts out, "I don't think we're on the right track," it might be best for the GM to respond simply, "No, you're not. Maybe you should reconsider the clues you've been given." This may be out of character, but if it gets everyone back on the same page and back into enjoying the game, then it's well worth the momentary lapse.

Player Gratification

Players need to feel a sense of accomplishment. They need to feel that they're achieving the goals they set for their characters in order to develop a sense of ownership in the game. By including opportunities for characters to achieve their goals during the course of a mission, the GM offers them something to attend to consistently throughout each session. This may require some extra work on the GM's part, but it provides for an extremely satisfying and enjoyable experience for all involved.

Handling Action

There's always a place for action in *Stargate:* forest ambushes, desperate rescues, gate gunfights... Action is integral to roleplaying, and each GM should strive to develop his own style when presenting action scenes at the table. In time, the players get to know when they should reach for their pistols, and perhaps more importantly, when they shouldn't.

Sci-Fi Physics

Two of the first things the GM should consider when deciding on the game's action are the capabilities of the characters and their opposition. Is the game rooted in hard science, or is it populated by characters who regularly defy the laws of physics? Is there a happy medium?

When the GM determines how closely he adhere to real world physics, he gives the characters boundaries, and lets them know what they can get away with. Take a look at the episode *Tangents,* during which the X-301 is recalled to Apothes. Despite drastically understating the speed at which the X-301 has traveled, this episode is firmly rooted in the logistics of stopping a vehicle with a ballistic trajectory. The science is hard, unforgiving, and the primary enemy throughout the episode. It isn't dismissed with a wave of technobabble, but clearly presented, confronted, and overcome.

Another example is *Absolute Power,* during which Daniel is given an ultimate weapon he can use to defeat the Goa'uld. Though the episode revolves around the weapon's creation, the episode is ultimately about the characters. The science was a pleasant background to the interaction between Daniel and his friends, and could have easily been replaced with any other "godlike" power.

While the overall tone of science should be consistent throughout a campaign, the focus of each mission can (and should) change from session to session.

Other Considerations

Beyond the physical limitations that affect game action, the GM should decide the frequency and intensity of such action. Is he looking for a frantic, slam-bang free-for-all every time he and the players gather, or does he want the action to be unpredictable and explosively violent? Subdued? Chaotic? The GM should carefully consider his options, and season his missions to match his findings.

Getting it Across

Once the GM determines the nature of the action in his game, he needs to clearly relate it to the players. Of course, the best way to do this is to simply include them in the decision to begin with. By listening to the players' requests and trying to build a happy medium that suits everyone (including himself), the GM hits the highest campaign construction mark – collaboration. When players are excluded from the decision, or want the GM to define the world for them, one of the easiest ways to get the nature of the action across is to name a *Stargate SG-1* episode during which its illustrated. This can help solidify the action style in their minds, and foster some character concepts as well.

Just as important as the GM *telling* the players what he expects of them is to *show them* what he expects. When he runs a game in which the incredible is rare, he should avoid exaggerated villain action and keep the world around the characters on an even keel. When the action is Saturday morning cartoon fare, however, NPCs should regularly boast and bluster, begging to be brought down a peg or ten.

Segues and Scene Styles

As the GM becomes comfortable with his role at the table, he may want to attempt more complex storytelling techniques. Several follow.

Flashbacks

Flashbacks add a sense of depth and history to the campaign. Typically, flashbacks should be brief, revolving around (for instance) the villain's tale of how he escaped death last time he encountered the team, or a character recalling the first time he encountered a trusted contact.

Flashbacks may be *grand* in scale. When the characters a are tasked with reclaiming a Goa'uld-occupied planet, the GM might dedicate an entire session to the rebellion that destroyed the System Lord who ruled there hundreds of years before. In this scenario, and given the long lifespans of most Goa'uld, the characters might actually encounter some familiar faces during the flashback.

The most important thing to remember about flashbacks is to remain consistent with the future. If a character is alive today, he obviously didn't die 20 years ago. This doesn't mean that the GM can't throw the team a curve ball. Perhaps a character dies during a flashback and later returns, informing the team that he's actually the flashback character's son.

When running a flashback, the GM should consider allowing the players to use their modern-day character s with new names, backgrounds, and motives appropriate to the new time period and setting. This gives the players an anchor within an otherwise alien environment. If the GM pursues this option, he should decide up front whether the modern-day characters gain full XP, ½ XP (rounded down), or no XP for participating in the flashback, and inform the players of his decision.

"Meanwhile . . ."

Important events often occur away from the characters, and it often helps to fill them in using a first- or third-person perspective. This provides the players with a better sense of the ongoing story, and also offers proof they don't exist in a vacuum.

The greatest danger with this type of scene is boredom, since the characters can't interact with anything. Thus, the GM should keep it short and snappy, and mention the team often (the more the characters are mentioned, the more interested the players will be). Also, the GM might want to describe the scene through a TV, radio, or other communications device, allowing the characters to react in character while they observe the events.

Parallel Scenes

When something interesting happens in two places at once, the GM can often interweave them. If, for example, team members are being interrogated separately, he might cut from one character to another between questions. It keeps all of the players involved, and gives them the sense that their captors are testing the consistency of their stories. It's important that the GM not get in over his head, though – combats in two places often overwhelm and frustrate the players.

Ending Things

All good things must come to an end, even missions. This offers a sense of closure and "resets" the players for their next adventure. Ending things on a sour note, however, can bring an otherwise successful campaign to a screeching halt, and it's the GM's responsibility to make sure each mission comes to a satisfactory close, regardless of the characters' success.

Staying True to the Mission

Whenever possible, a mission's conclusion should mirror its theme. A mission that begins with the death of a loved one or another character shouldn't close with a parade any more than a mission to save the world should end with a funeral (except when showcasing a sacrifice made for the greater good). Swapping these closing scenes, however, offers each mission a lasting image for characters to remember, and gives the players a chance to deal with any baggage they've acquired about the mission's events.

It's best for the GM to have at least two different endings in mind for every mission – one to use if the characters are successful and one to use if the characters fail. Also, he should give the players time to contend with their emotions about each mission before diving into something new. Like any experience, a mission requires closure before the participants can move on (be it cheering in the living room or the quiet drive home).

"The THINGS I do for these PEOPLE..."

–Gen. George Hammond

Consequences

Roleplaying games are a form of escapism, and they include many fantastic elements that depart from reality. But the characters don't exist in a vacuum. People, places, and things they encounter shouldn't cease to exist simply because the characters move on. There should always be consequences for the characters' choices and actions.

The events of a mission often have permanent effects on the characters and the setting. While the players are responsible for *roleplaying* these changes, the GM must *determine* them, and remain true to those changes during future sessions. If the characters have defy Command and create a rift between the SGC and one of their allies, that rift should be included in future missions whenever appropriate.

Also, the GM should consider whether any change warrants mechanical changes, including (but not limited to) ability score adjustments, the loss of equipment, and the loss or gain of backgrounds.

Character Death

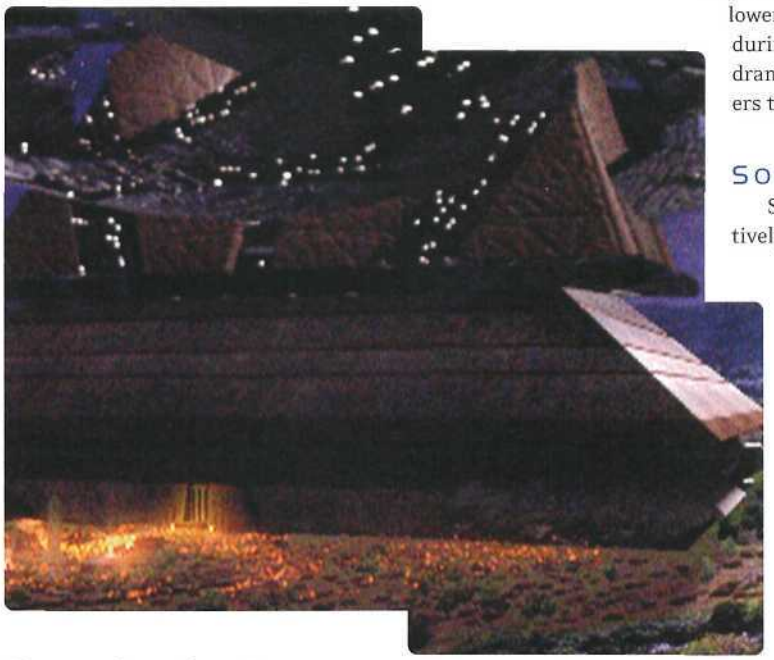
A character's death can be an integral part of the overarcing campaign or simply the random result of a die roll. Each option has its own benefits and drawbacks, as follows.

Intentional Death: The scripted death of a hero can be a powerful storytelling tool, but it shouldn't be included lightly. The GM should always discuss the possibility with the character's player beforehand, and make certain that he agrees with the intent of the character's death (and has

another character waiting in the wings). The ascension of Daniel Jackson at the end of Season 5 is a good parallel on the television series, and the addition of Jonas Quinn to the SG-1 team is a perfect example of how such a scenario might unfold.

Random Roll of the Dice: Death can come at the most unexpected times. Players recognize this possibility, but not all of them are ready for it. The GM should be watchful for situations where characters are likely to die, and handle them carefully. He must strike a careful balance between keeping the characters from dying needlessly and sending his players the message that they're immortal. He should try to place characters in mortal jeopardy only as part of critical, climactic scenes and turning points in the story. He should also strive to give them ways out of situations in which they might die from bad die rolls – if they refuse such opportunities, then he can feel justified in whatever the dice demand.

Ultimately, character death is calculated risk, but a player should always feel that his character's death was worth the risk.



Setting the Stage

Atmosphere is an important element in any campaign. During good television, your pulse pounds and your hands sweat. You ache for the character's plight. You're *involved.* This is only partly because you're invested in the characters. The rest is movie magic – music, lighting, camera angles, and direction. Some of these elements can easily be simulated at the table with just a little preparation.

Props

Let's say the team finds a series of ancient Babylonian cuniform. There are two ways the GM might handle this. First, he could tell them, "The inscription is in strange, yet familiar-looking writing," and let them make the appropriate skill checks.

Alternately, he could hand them a facsimile of the inscription that they can examine for themselves. Obviously, they players probably can't read Babylonian cuniform (unless the group is very well cultured), but they might be able to determine clues from its appearance, such as it's age and markings that relate to modern-day puzzles. Such physical handouts are called props, after the movie-making term for bits of scenery the characters cart around.

Props instantly draw the players into the action and offer a unique approach to puzzles posed in the game. In the previous example, an industrious GM might lay a clue in the fact that there's no erosion in the stone; all the cuts are smooth and new. If the characters are under the impression that this world has been abandoned for millennia, this might be a rewarding surprise.

Lighting

Lighting can have a subtle effect on a game's mood. In fact, it probably already does. Usually, we play games in well-lit rooms with very few shadows. We're comfortable that way. Besides, we need to be able to read our dice. But lowering the lights – or even playing by candlelight – during a critical or moody moment can increase the drama and tension, or send a clear message to the players that they're in an important location.

Sound

Sound is perhaps the most difficult prop to use effectively, but handled well, it can be the most versatile weapon in a GM's arsenal. The most important rule here is not to overwhelm the narration. If the players can't hear the GM, nor he them, the music's too loud. Just as easily, however, the music can be too soft. If the players are straining to hear the tune, they aren't paying attention to the game.

A soundtrack is well used in most games to enhance the pace or mood of a scene. If the players are involved in a running gunfight or wild space battle, faster tempo music is demanded than if they're trying to shadow a dangerous enemy soldier.

In general, lyrics should be avoided. They're distracting, not to mention confusing. Movie and television soundtracks are most effective, but other forms of instrumental music can be evocative as well.

With a little effort, the GM might score a few sound FX collections. These are perfect when he wants to spring an ambush on your players, cuing "machine gun fire" and jacking the volume at just the right moment...

A Final Word

The most important considerations in all of these stage-setting guidelines are *safety* and *comfort.* First, no one should *ever* bring weapons to the table. Second, if any of the players become uncomfortable, everyone should back off. No one should ask for a reason, they shouldn't have to explain. The game is about fun, not explaining oneself.

Setting a Sci-Fi Tone

A sci-fi story is not inherently an action film. It might feature action – it might even feature a lot of action – but ultimately, there's much more to sci-fi than just shooting up the bad guys. Follow.

Sense of Wonder

The most important aspect of sci-fi is a sense of wonder. The characters shouldn't spend a lot of time having shoot-outs in Earth malls or finding cultures that look oddly like modern America. They should experience exotic locations and cultures. They should see wonderful and terrible things. They should be wowed... or at least intrigued by the things they find beyond the gate. Keeping the game original is one of the best ways to maintain the player's interest. The GM should always strive to challenge basic preconceptions about Earth – its history, its ethics, its "known" truths... When the GM can make the players consider something they've never thought of before, then he's more than done his job.

Social Commentary

Sci-fi is often an avenue for social commentary. The GM shouldn't be afraid to paint moral lessons about society along the edges (or even straight through) the tapestry of his stories. Likewise, he shouldn't be afraid to examine cultures that have evolved into something very different from what exists, or existed, here on earth. Social commentary is an old and well-established cornerstone of the genre, as is commentary on the future of man. Both are solid grist for RPG missions.

Exploration of Ourselves

Sci-fi can be used to explore ourselves as much as the great beyond. Alien races and cultures are often presented as mirrors to reveal some unseen or unexpected aspect of the human condition. Well-built sci-fi holds reflects reality and closely examines what it means to be *human,* often through the most *inhuman* of characters. Though not the most accurate example, Teal'c illustrates these tendencies. He grapples with what is human in himself and struggles to deal with the difference between he and his teammates, and as we watch his journey, we wonder about our own condition.

History Repeated

Sci-fi often explores our past by examining our future. *Stargate,* with its many near-human alien cultures, is a perfect venue for this type of exploration. It's hard to romanticize the Middle Ages when you've walked through a real medieval village on the other side of the gate. It's hard to vilify the Roman Empire is you've sat with its ruling council, forging new concepts of individual rights on the floor of the Senate. While characters in *Stargate* can't go back in time (at least not often), they can still explore these concepts in the cultures they meet through the gate.

Ethics of Discovery

If you could go back and stop the invention the nuclear bomb, would you? How would you weigh the loss of life against the proposed invasion of Japan? Sci-fi regularly explores these issues, and *Stargate* is no exception, offering characters the opportunity to make these sorts of choices for real, with palpable long-lasting effects... today.

Man vs. Machine

The differences between man and machine are explored closely and frequently in sci-fi. From cybernetics to artificial intelligence to cloning, sophisticated technological creations beg the question whether we're evolving or simply drifting away from our roots. And still the human creator stands amidst his many wild dreams made real, succumbed by the limitations of flesh and bone. What is he in all of this? Creator? Vessel? God? Accident?

The Replicators – one of the most persistently deadly threats the SGC has ever faced – were originally created as *toys.* This morbid truth is one of the most provocative elements of the *Stargate* setting, casting a harsh light on the human condition and its relation to the future that's being forged with technology – with the characters trapped in the middle.

Evolution of the Intellect

What comes next? Where do we go from here? Does our journey take us to new and interesting vistas of discovery, or do we keep building bigger and bigger bomb? Are we creating a Sword of Damocles so great that no string can hold it aloft? Sci-fi explores the next step in human discovery and asks, "Are we happy with our current path?" and more importantly, "Can we do anything about it?"

Bringing it All Together

Obviously, you can't explore all these paths in every mission, but a good GM should be aware of them and try to slip them in when appropriate. When their players harbor preconceived notions, the GM should challenge them. Sci-fi presents a unique opportunity for self-examination and growth, giving the GM and each player far more to do than leap into a simple shoot-'em-up. With a little vision, the *Stargate* universe can offer everyone to that most elusive of roleplaying experiences – a good conversation.

Table 11.20: Environmental Dangers

Condition	CR	Automatic Damage/ Effect Increment	Exposure	Skill Check/Save**	Damage/Effect	Recuperation Time
*Cold Dangers**						
Extreme cold (1° to 30° F)	0	None	1 hour per previous save)	Fort (DC 15 +1	1d6 normal damage	1 round
Extreme cold (–49° to 0° F)	0	None	10 minutes per previous save)	Fort (DC 15 +1	1d6 normal damage	2 rounds
Extreme cold (–50° F and below)	1	1d6 normal damage, fatigued	5 minutes previous save)	Fort (DC 15 +1 per	1d6 normal damage	4 rounds
Cold liquid (40° to 60° F)	0	None	1 minute previous save)	Fort (DC 10 +1 per (exposure)	1d6 normal damage	None
	2	None	1 minute previous save)	Fort (DC 10 +1 per (immersion)	5d6 normal damage	None
Freezing liquid (39° F and below)	2	None	1 round	Fort (DC 20 +1 per previous save)	1d6 normal damage (exposure)	2 rounds
	4	None	1 round	Fort (DC 20 +1 per previous save)	10d6 normal damage (immersion)	4 rounds
Ice	1	–2 circumstance penalty with Balance checks	None	Fort (DC 20 +1 per previous save)	None	None
*Heat Dangers**						
Extreme heat (90° to 109° F)	0	None	1 hour	Fort (DC 15 +1 per previous save)†‡	1d4 normal damage, fatigued	1 round
Extreme heat (110° to 139° F)	0	None	10 minutes	Fort (DC 15 +1 per previous save)†‡	1d4 normal damage, fatigued	2 rounds
Extreme heat (140° F and above)	1	1d6 normal damage per minute of exposure	5 minutes	Fort (DC 15 +1 per previous save)‡	1d4 normal damage, fatigued	4 rounds
Hot liquid (110° to 200° F)	0	None	1 minute	Fort (DC 10 +1 per previous save)	1d6 normal damage (exposure)	None
	2	None	1 minute	Fort (DC 10 +1 per previous save)	5d6 normal damage (immersion)	None
Boiling liquid (201° F and above)	2	None	1 round	Fort (DC 20 +1 per previous save)	1d6 normal damage (exposure)	2 rounds
	4	None	1 round	Fort (DC 20 +1 per previous save)	10d6 normal damage (immersion)	4 rounds
Lava	2	None	1 round	Fort (DC 25 +1 per previous save)	2d6 normal damage (exposure)	8 rounds/ round of exposure
	6	None	1 round	Fort (DC 25 +1 per previous save)	20d6 normal damage (immersion)♣	16 rounds/ round of exposure
Fire	1	None	1 round	Ref (DC 15) or immersion in water†♣♦♥	1d6 normal damage	None
Smoke inhalation	1	None	1 round	Fort (DC 15 +1 per previous save)‡	lose chance to act during next round, 1d6 normal damage (2nd and later failures)	None
*Water Dangers**						
Underwater	1	Special (see below)	None	None	None	None
The Bends	2	Special (see below)	1 round	Will (DC 15 +1 per previous save)	1d6 normal damage, stunned	2 rounds
Euphoria	1	Special (see below)	None	None	None	None
Holding one's breath	0	Special (see below)	1 round	Con (DC 10 +1 per previous check)	Drowning – vitality drops to 0 (1st round)	None
					Drowning – wounds drop to 0 (2nd round)	None
					Drowning – 1 normal damage (3rd and later rounds)	None
Pressure damage	1	None	1 minute	Fort (DC 15 +1 per previous save) below 60 ft. trigger depthΔ	1d6 subdual damage + 1d6 subdual damage per 30 ft.	4 rounds
Rough waters	0	1d4 subdual damage/ 1d6 subdual damage (if rocky)	None	None	None	None
Other Dangers						
Acid, corrosive	2	1d6 normal damage	1 round	None	1d6 normal damage (exposure)	None
	4	1d6 normal damage	1 round	None	10d6 normal damage (immersion)	None
Acid, corrosive fumes	1	None	1 minute	Fort (DC 10 +1 per previous save)	1d4 temporary Con damage	None
Earthquake, minorΣ	0	(duration 1d4 rounds) –2 circumstance penalty with attack and Dex-based skill checks	1 round	Reflex save (DC 10 + 1 per previous save)	Knocked prone, 1d4 subdual damage	None
Earthquake, moderateΣ	1	(duration 1d8 rounds) –4 Dex	1 round	Reflex save (DC 15 + 1 per previous save)	Knocked prone, 1d6 subdual damage	None
Earthquake, majorΣ	2	(duration 1d12 rounds) –8 Dex	1 round	Reflex save (DC 20 + 1 per previous save)	Knocked prone, 1d8 subdual damage	None
Falling character (toward ground)	1	1d6 normal damage per 10 ft. fallen + special (see below)Φ	None	None	None	None

Condition	CR	Automatic Damage/ Effect Increment	Exposure	Skill Check/Save*	Damage/Effect	Recuperation Time
Falling object (onto character)	1	1d6 normal damage per 10 ft. fallen (200+ lbs.)Φ	None	None	None	None
	1	1d6 normal damage per 20 ft. fallen (101–200 lbs.)Φ	None	None	None	None
	1	1d6 normal damage per 30 ft. fallen (51–100 lbs.)Φ	None	None	None	None
	0	1d6 normal damage per 40 ft. fallen (31–50 lbs.)Φ	None	None	None	None
	0	1d6 normal damage per 50 ft. fallen (11–30 lbs.)Φ	None	None	None	None
	0	1d6 normal damage per 60 ft. fallen (6–10 lbs.)Φ	None	None	None	None
	0	1d4 normal damage (up to 5 lbs.)Φ	None	None	None	None
High altitude/low oxygen	0	None	1 hour	Fort (DC 15 +1 per previous save)	1d4 subdual damage	None
Landslide/avalanche	3	Special (see below)	None	None	None	None
Planetary bombardment	8	Speed × ¾ (rounded down)	1 minute previous save)	Ref (DC 10 + 1 per of 2 squares (success)	10d6 damage/blast increment 20d6 damage/blast increment of 2 squares (failure)	None
Starvation	1	None	3 days/1 dayξ	Fort (DC 10 +1 per previous save)	1d6 normal damage, fatigued	None
Thirst	1	None	1 day + (Con in hours)/ 1 hourψ	Fort (DC 10 +1 per previous save)	1d6 normal damage, fatigued	None
Volcano, SmallΘ	6	(eruption) lava (see above), one-quarter concealment within first ¼ mile, volcanic bombs (see below)	None	(within 1/2 mile) Fort (DC 15)	Deafened for 1d4 rounds	None
Volcano, MediumΘ	8	(eruption) lava (see above), one-half concealment within first ¼ mile, one-quarter *concealment within second* quarter mile, volcanic bombs (see below)	None	(within 1 mile) Fort (DC 20)	Deafened for 1d6 rounds	None
Volcano, LargeΘ	10	(eruption) lava (see above), three-quarters concealment within first ¼ mile, one-half concealment within second quarter mile, one-quarter concealment within third ¼ mile, volcanic bombs (see below)	None	(within 2 miles) Fort (DC 25)	Deafened for 1d8 rounds	None

Special Rules

Underwater: A character possessing 4 or less ranks in Swim suffers a –4 circumstance penalty with all attack checks, Reflex saves, and skill checks (except Swim and Sport (Scuba Diving). A character possessing 5 or more ranks in Swim suffers a –2 circumstance penalty with all attack checks, Reflex saves, and skill checks (except Swim and Sport (Scuba Diving). Further, only unarmed attacks, melee weapons, primitive melee weapons, and explosives may be used to attack underwater, as follows.

- Unarmed Attacks: Per standard unarmed attack rules.
- Melee and Primitive Melee Weapons: The damage of all melee weapons that benefit from the wielder's Strength modifier are reduced to ½ (rounded up). The error ranges of all melee weapons are increased by 2.
- Explosives: The blast increments of all explosives are doubled and the error ranges of all explosives are increased by 2.

Weapons that are designed for underwater use ignore these restrictions and penalties.

The Bends: A character who remains underwater for more than 1 hour and dives below 100 ft. must surface slowly, a process that requires 5 minutes per 50 ft. he submerged. Otherwise, he becomes stunned and suffers 1d6 normal damage every round until he's placed in a pressure tank and decompressed over the same time period.

Euphoria: A character who remains underwater for more than 1 hour and dives below 50 ft. automatically suffers a –4 circumstance penalty with all Int- and Wis-based skill checks until the end of his euphoria recuperation time.

Holding One's Breath: A character may hold his breath for a number of round equal to twice his Constitution score, after which he must make Con checks as described above.

Falling Damage: Three special rules apply to falling damage.

- Damage reduction and hardness do not reduce falling damage.
- Further, when a character falls onto a soft, yielding surface, the damage is decreased by 1d6.
- When a character falls into water with a depth of 10 ft. or more, he suffers 1d4 subdual damage per 10 ft. fallen after the first 20 ft. With a successful Swim or Tumble check (DC 15 + 5 per 50 ft.), a character may dive into water, suffering no damage, but only when the water has a minimum depth of 10 ft. per 30 ft. the character dives.

Landslide/Avalanche: A character may be caught in one of two landslide/avalanche zones — the bury zone (directly in the path of falling debris), and the slide zone (the area across which the debris spreads out). A characters caught in the bury zone is pinned and suffers 8d6 normal damage (reduced to ½, rounded down, with a successful Ref save (DC 15)). A character caught in the slide zone suffers 3d6 normal damage (reduced to 0 with a successful Ref save (DC 15)). If a character caught in a slide zone fails his Ref save, he becomes pinned. A character pinned by a landslide or avalanche suffers 1d6 subdual damage per minute until he falls unconscious, after which he must succeed with a Fort save (DC 15) every minute or suffer 1d6 normal damage. This continues until the character is freed or dies. An unconscious, pinned character may spend 1 action die to automatically succeed with required Fort saves for 1 hour.

Volcanic Bombs: When a character suffers an error within ¼ mile of a Small volcano, the GM may spend 1 action die to inflict the die's result as normal damage upon the character. When a character suffers an error within ½ mile of a Medium volcano, the GM may spend up to 2 action die to inflict the dice's combined result as normal damage upon the character. When a character suffers an error within 1 mile of a Large volcano, the GM may spend up to 3 action die to inflict the dice's combined result as normal damage upon the character. No GM action dice spent to inflict volcanic bomb damage explode.

* Unless otherwise specified, creatures native to this environment ignore all listed damage and effects.

** The character automatically fails this skill check or save when unconscious.

† The character need only make this skill check or save when exerting himself (e.g. during combat and when he moves through any terrain that reduces his speed).

‡ The character suffers a –2 circumstance penalty with this save if he wears armor of any kind, as well as an additional -2 circumstance penalty if he carries a medium load or a –4 circumstance penalty if he carries a heavy load.

♣ The character must also make this save for each flammable item on his person; with failure, the item catches fire and suffers 1d6 normal damage per round until the fire is put out.

♦ The character gains a +4 circumstance bonus when he forfeits all other actions to spend the round dropping and rolling.

♥ The character automatically fails this save when immersed in fire (e.g. in a bonfire).

♠ The character suffers ½ this damage at the end of each round after the exposure, until 1d4 rounds have elapsed.

ξ The character must make a Fort save once per day after going without nourishment for 3 days, until he consumes 1 MRE or a minimum of 2,000 calories (if female) or 3,000 calories (if male).

ψ The character must make a Fort save once per hour after going without fluids for 1 day + a number of hours equal to his Constitution, until he drinks 1 gallon of fluids. This requirement is increased to 2 gallons in any extreme heat.

Δ The character need only make this save when he dives below 60 ft.

Φ The maximum possible damage from this condition is 20d6.

Σ A minor earthquake inflicts 2d6 normal damage on scenery, while a moderate earthquake inflicts 4d6 normal damage on scenery, and a major earthquake inflicts 8d6 normal damage on scenery. The damage rolled is applied to every scenery item separately. If two or more walls supporting a roof under which 1 or more characters are located collapses, the characters suffers the effects of being caught in a landslide's bury zone (see above).

Θ There is a non-cumulative 5% chance per month that any active volcano may erupt. Should a volcano not erupt for one full year, there's a 10% cumulative chance that the volcano goes dormant.

Table 11.21: Weather Dangers

Condition	CR	Random	Automatic Damage	Exposure /Effect	Size Increment	Skill Check/ Save*	Damage/Effect	Recuperation Time
Floods								
Flash flood (up to 10 MPH)	1	1d10 MPH	1d4 subdual damage	None/1 round	F through L H G through C	Ref (DC 12) Ref (DC 12) Ref (DC 12)	Swept Away Pummeled Checked	2 rounds 1 round None
Flash flood (11–20 MPH)	3	1d10+10 MPH	1d8 subdual damage	None/1 round	F through H G C	Ref (DC 15) Ref (DC 15) Ref (DC 18)	Swept Away Pummeled Checked	2 rounds 1 round None
Flash flood (21+ MPH)	5	1d10+20 MPH	1d12 subdual damage	None/1 round	F through G C	Ref (DC 18) Ref (DC 18)	Swept Away Pummeled	2 rounds 1 round
Rain and Snow								
Hail	1	1d6+4 in. per day	per strong wind, –4 circumstance penalty with Listen checks	per strong wind	per strong wind	per strong wind	per strong wind	per strong wind
Rain, light (1–4 in. per day)	0	1d4 in. per day	–2 circumstance penalty with Spot and Search checks	None	None	None	None	None
Rain, moderate (5–10 in. per day)	0	1d6+4 in. per day	per severe wind, –4 circumstance penalty with Spot and Search checks	per severe wind	per severe wind	per severe wind	per severe wind	per severe wind
Rain, heavy (11+ in. per day)	1	1d10+10 in. per day	per severe wind, –8 circumstance penalty with Spot and Search checks	per severe wind	per severe wind	per severe wind	per severe wind	per severe wind
Sleet	0	1d6+4 in. per day	per severe wind (except that the chance to extinguish flames is 75%), –4 circumstance penalty with Spot and Search checks	per severe wind	per severe wind	per severe wind	per severe wind	per severe wind
Snow, light (1–6 in. per day)	0	1d6 in. per day	–2 circumstance penalty with Spot and Search checks	None	None	None	None	None
Snow, moderate (7–18 in. per day)	0	1d12+6 in.	per moderate wind, –4 circumstance penalty with Spot and Search checks	per moderate wind	per moderate wind	per moderate wind	per moderate wind	per moderate wind
Snow, heavy (19+ in. per day)	1	1d20+18 in.	per strong wind, –8 circumstance penalty with Spot and Search checks	per strong wind	per strong wind	per strong wind	per strong wind	per moderate wind
Storms								
Blizzard	1	Strong wind (75%) or severe wind (25%)	per strong wind or severe wind, per extreme cold (1° to 30° F), –8 circumstance penalty with Spot and Search checks	per wind type	per wind type	per wind type	per wind type	per wind type
Dust storm	0	Lesser dust storm (90%)	Special (see below)					
	1	Greater dust storm (10%)	Special (see below)					
Hurricane	3	Flash flood (25%)	per hurricane wind, –8 circumstance penalty with Spot and Search checks	per hurricane wind	per hurricane wind	per hurricane wind	per hurricane wind	per hurricane wind
Snowstorm	0	Moderate snow (75%)	per moderate snow or heavy snow	per wind type	per wind type	per wind type	per wind type	per wind type
	1	Heavy snow (25%)	per moderate snow or heavy snow	per wind type	per wind type	per wind type	per wind type	per wind type

Condition	CR	Random	Automatic Damage	Exposure /Effect	Size Increment	Skill Check/ Save*	Damage/Effect	Recuperation Time
Thunderstorm	1	Common storm (90%)	per windstorm (common storm) or *tornado wind (tornado)*, roll d% three times — if all three rolls are natural 1s, then 1 random character is hit by lightning, suffering 1d10 × 1d8 normal damage	per wind type	per wind type	per wind type	per wind type	per wind type
	3	Tornado (10%)	per windstorm (common per wind type storm) or tornado wind (tornado), roll d% three times — if all three rolls are natural 1s, then 1 random character is hit by lightning, suffering *1d10 × 1d8 normal damage*	per wind type	per wind type	per wind type	per wind type	
Wind								
Wind, light (0–10 MPH)	0	1d10 MPH	None	None	F through C	None	None	None
Wind, moderate (11–20 MPH)	0	1d10+10 MPH	None	None	F through C	None	None	None
Wind, strong (21–30 MPH)	0	1d10+20 MPH	–2 circumstance penalty with all hurled attack checks and Listen checks, all unprotected flames are put out	None/1 round	F through T S through C	Fort (DC 10) None	Pummeled None	1 round None
Wind, severe (31–50 MPH)	1	1d20+30 MPH	–4 circumstance penalty with all hurled attack checks and Listen checks, 50% chance that each protected flame is put out	None/1 round	F through T S M L through C	Fort (DC 15) Fort (DC 15) Fort (DC 15) None	Blown Away Pummeled Checked None	2 rounds 1 round None None
Wind, windstorm	1	1d20+50 MPH	–8 circumstance penalty with all Listen checks, hurled attacks impossible, –4 circumstance penalty with all ranged attacks, 75% chance that each protected flame is put out	None/1 round	F through S M L through H G through C	Fort (DC 18) Fort (DC 18) Fort (DC 18) None	Blown Away Pummeled Checked None	2 rounds 1 round None None
Wind, hurricane (75–174 MPH)	2	5d20+75 MPH	Listen checks and hurled attacks impossible, –8 circumstance penalty withall ranged attack checks, all flames put out	None/1 round	F through M L H G through C	Fort (DC 20) Fort (DC 20) Fort (DC 20) None	Blown Away Pummeled Checked None	2 rounds 1 round None None
Wind, tornado (175–300 MPH)	4	6d20+175 MPH	Listen checks, hurled attacks, and ranged attacks impossible, all flames put out, character must succeed with Fort save (DC 30) or be sucked into the tornado for 1d6 rounds, suffering 1d10 normal damage each round before he's expelled and falls from a height of 3d20 ft. (see page 432)	None/1 round	F through L H G through C	Fort (DC 30) Fort (DC 30) Fort (DC 30)	Blown Away Pummeled Checked	2 rounds 1 round None

Special Rules

Dust Storm: A lesser dust storm leaves behind 1d6 in. of sand and inflicts damage and effects per severe winds. A greater dust storm leaves behind 2d6-1 in. of sand and inflicts an additional 1d3 normal damage per minute of exposure on anyone not wearing a scarf or similar facial protection. A character may hold his breath to avoid this damage for a number of rounds equal to 10 × his Constitution score, after which he suffers damage per the drowning rules (see page 432).

Unique Weather-Inflicted Damage Conditions

Checked: A checked character is unable to move (if located on the ground) or pushed 1d6 × 5 ft. in the direction of the wind (if flying without protection from the elements).

Pummeled: A pummeled character is prone (if located on the ground) or pushed 1d6 × 10 ft. in the direction of the wind (if flying without protection from the elements).

Blown Away: A character located on the ground who's blown away is knocked prone and rolled 1d4 × 10 ft. in the direction of the wind, suffering 1d4 normal damage per 10 ft. rolled. A character flying without protection from the elements who's blown away is pushed 2d6 × 10 ft. in the direction of the wind, suffering 2d6 normal damage for the entire distance pushed.

Swept Away: A character who's swept away is knocked prone and rolled a number of feet equal to the water's speed, suffering 1d6 normal damage. If the character makes a successful Swim check (DC equal to the water's speed), this damage is reduced to ½ (rounded down). If the character suffers a critical failure with this Swim check, he slips under the surface and begins to drown (see page 432).

Table 11.22: Sample Scenery

Scenery Type	CR	Typical Thickness	Hardness	Wound Points	Break DCs	Bypass Skill/DC
Doors, Floors, and Walls						
Glass	0	1 in.	1	1	12 (break any)	—
Glass, reinforced	0	1 in.	2	12	15 (break any)	—
Adobe	0	4 in.	2	20	18 (break any)	—
Drywall	0	4 in.	3	25	20 (break any)	—
Wooden, simple	0	1 in.	4	10	13 (S), 15 (L, break any)	—
Wooden, good	0	1 ½ in.	5	15	16 (S), 18 (L, break any)	—
Wooden, strong	0	2 in.	5	20	23 (S), 25 (L, break any)	—
Tile	0	½ in.	6	15	—	—
Car door	0	2 in.	7	15	—	—
Elevator	0	2 in.	7	50	15 (force open door)	—
Brick	0	4 in.	8	40	—	—
Stone/concrete	0	4 in.	8	60	28 (force open door)	—
Stone/concrete, rebar	0	4 in.	8	90	35 (force open door)	—
Iron	½	2 in.	10	60	28 (force open door)	—
Grate, iron	½	1 in.	10	35	28 (S), 30 (L, force open)	—
Steel	½	2 in.	12	60	30 (force open door)	—
Grate, steel	½	1 in.	12	35	28 (S), 30 (L, force open)	—
Airlock	1	2 ft.	14	600	—	—
Blast	2	2 ft.	15	840	—	—
Spaceship hull, human	3	4 ft.	18	1,000	—	—
Spaceship hull, Asgard	4	3 ft.	20	1,500	—	—
Locks and Hinges						
Electronic keypad lock	1	per door	3	8*	10*	Electronics (DC 25)
Electronic keypad lock, improved	5	per door	4	10*	12*	Electronics (DC 25)**
Electronic keypad lock, advanced	9	per door	5	12*	14*	Electronics (DC 30)**
Interior door hinge	0	¼ in.	5	10	12	Open Lock (DC 12)
Interior door lock	0	per door	6	10	15	Open Lock (DC 15)
Car door lock	½	5 in.	7	12	20	Open Lock (DC 20)
Interior door hinge, reinforced	2	½ in.	7	14	24	Open Lock (DC 25)
Interior door lock, reinforced	2	per door	7	14	24	Open Lock (DC 25)
Safe lock	4	1 in.	8	16	30	Open Lock (DC 28)
Security door lock	6	per door	9	18	28	Open Lock (DC 32)
Vault door lock	8	6 in.	8	20	30	Open Lock (DC 36)
Furnishings						
Relic, Fine-sized	—	1 in.	0	1	5	—
Bush	—	1 in.	0	2	6	—
Relic, Diminutive-sized	—	1 ½ in.	0	3	7	—
Relic, Tiny-sized	—	2 in.	0	5	9	—
Relic, Small-sized	—	3 in.	1	10	12	—
Railing, plastic/nylon	0	¼ in.	2	1	8	—
Relic, Medium-sized	—	6 in.	2	15	15	—
Relic, Large-sized	—	1 ft.	3	20	18	—
Chair, wood	—	1 in.	3	10	10	—
Pillar, rock	—	2 ft.	3	100	—	—
Ledge/balcony, rock	—	3 ft.	3	150	—	—
Staircase, rock	—	6 ft.	3	300	—	—
Relic, Huge-sized	—	3 ft.	4	40	—	—
Tree, Small-sized	—	2 in.	5	11	12	—
Fence/Railing, wood	½	4 in.	5	12	14	—
Table, wood	—	2 in.	5	15	15	—
Tree, Large-sized	—	6 in.	5	20	30	—
Tree, Gargantuan	—	3 ft.	5	120	—	—
Relic, Gargantuan-sized	—	6 ft.	5	80	—	—
Control panel, human	—	1 ft.	5	50	20	—
Relic, Colossal-sized	—	12 ft.	6	160	—	—
Fence, barbed wire	½	⅛ in.	6	8	20	—
Fence, chain link	½	⅛ in.	6	10	20	—
Pillar, stone	—	2 ft.	8	240	—	—
Ledge/balcony, stone	—	2 ft.	8	360	—	—
Staircase, stone	—	4 ft.	8	720	—	—
Chair, steel	—	½ in.	12	20	30	—
Fence/Railing, steel	½	1 in.	12	24	28	—
Table, steel	—	1 in.	12	30	30	—
Pillar, steel	—	2 ft.	12	320	—	—
Ledge/balcony, steel	—	1 ft.	12	480	—	—
Staircase, steel	—	2 ft.	12	960	—	—
Control panel, Asgard	—	½ ft.	15	150	25	—
DHD	—	—	20	1,000	—	—
Ring transporter	—	—	20	1,500	—	—
Stargate	—	—	20	5,000	—	—

* Breaking this lock does not prevent entry — it merely prevents subsequent skill use to bypass the lock.
** This skill check's error range is increased by 1.

Table 11.23: Sensors

Device	CR	Target Area	Sense Skill Bonus/Range	Opposed Skill	Detect Skill/DC	Disable Skill/DC
Basic Sensors						
Tripwire	1	Up to ten 5-ft. squares in a straight line	Escape Artist +4	Tumble	Search (DC 14)	Mechanics (DC 14)
Electric eye	1	Sensor's line of sight	Spot +4	Hide	Search (DC 14)	Electronics (DC 14)
Noise sensor	1	per Listen skill (see page 219)	Listen +4	Move Silently	Search (DC 14)	Electronics (DC 14)
Strip/badge reader	2	—	Forgery +4	Forgery	Search (DC 16)	Electronics (DC 16)
Motion sensor	2	Sensor's line of sight	Spot +4	Balance	Search (DC 16)	Electronics (DC 16)
Heat sensor	3	20-ft. radius	None (20 ft.)*	None (20 ft.)*	Search (DC 18)	Electronics (DC 18)
Fingerprint/ voiceprint scanner	3	—	Sense Motive +4	Disguise	Search (DC 18)	Electronics (DC 18)
Laser tripwire	3	Up to ten 5-ft. squares in straight line	Spot +4	Tumble‡	Search (DC 18)	Electronics (DC 18)
Vibration sensor	4	20-ft. radius	None (20 ft.)**	None (20 ft.)**	Search (DC 20)	Electronics (DC 20)
Retinal/DNA scanner	4	—	Forgery +4	Forgery	Search (DC 20)	Electronics (DC 20)
Improved Sensors†						
Tripwire, improved	5	Up to twenty 5-ft. squares in a straight line	Escape Artist +12	Tumble	Search (DC 22)	Mechanics (DC 22)
Electric eye, improved	5	Sensor's line of sight	Spot +12	Hide	Search (DC 22)	Electronics (DC 22)
Noise sensor, improved	5	per Listen skill (see page 219)	Listen +12	Move Silently	Search (DC 22)	Electronics (DC 22)
Strip/badge reader, improved	6	—	Forgery +12	Forgery	Search (DC 24)	Electronics (DC 24)
Motion sensor, improved	6	Sensor's ine of sight	Spot +12	Balance	Search (DC 24)	Electronics (DC 24)
Heat sensor, improved	7	60-ft. radius	None (60 ft.)*	None (60 ft.)*	Search (DC 26)	Electronics (DC 26)
Fingerprint/ voiceprint scanner, improved	7	—	Sense Motive +12	Disguise	Search (DC 26)	Electronics (DC 26)
Laser tripwire, improved	7	Up to twenty 5-ft. squares in a straight line	Spot +12	Tumble‡	Search (DC 26)	Electronics (DC 26)
Vibration sensor, improved	8	60-ft. radius	None (60 ft.)**	None (60 ft.)**	Search (DC 28)	Electronics (DC 28)
Retinal/DNA scanner, improved	8	—	Forgery +12	Forgery	Search (DC 28)	Electronics (DC 28)
Advanced Sensors†						
Tripwire, advanced	9	Up to forty 5-ft. squares in a straight line	Escape Artist +20	Tumble	Search (DC 30)	Mechanics (DC 30)
Electric eye, advanced	9	Sensor's line of sight	Spot +20	Hide	Search (DC 30)	Electronics (DC 30)
Noise sensor, advanced	9	per Listen skill (see page 219)	Listen +20	Move Silently	Search (DC 30)	Electronics (DC 30)
Strip/badge reader, advanced	10	—	Forgery +20	Forgery	Search (DC 32)	Electronics (DC 32)
Motion sensor, advanced	10	Sensor's line of sight	Spot +20	Balance	Search (DC 32)	Electronics (DC 32)
Heat sensor, advanced	11	100-ft. radius	None (100 ft.)*	None (100 ft.)*	Search (DC 36)	Electronics (DC 36)
Fingerprint/ voiceprint scanner, advanced	11	—	Sense Motive +20	Disguise	Search (DC 36)	Electronics (DC 36)
Laser tripwire, advanced	11	Up to forty 5-ft. squares in a straight line	Spot +20	Tumble‡	Search (DC 36)	Electronics (DC 36)
Vibration sensor, advanced	12	100-ft. radius	None (100 ft.)**	None (100 ft.)**	Search (DC 40)	Electronics (DC 40)
Retinal/DNA scanner, advanced	12	—	Forgery +20	Forgery	Search (DC 40)	Electronics (DC 40)

* This sensor automatically detects all characters within the listed range.

** This sensor automatically detects all movement within the listed range.

† The error ranges of all skill checks made to disable an improved sensor are increased by 1, and the error ranges of all skill checks made to disable an advanced sensor are increased by 2. If a character suffers a critical failure when disabling a sensor, the device notices the character (at a point determined by the GM), immediately issuing an alert, activating a trap or weapon, or performing another action as determined when the sensor was installed.

‡ When a character loses an opposed skill check to avoid a laser trip wire, he suffers 1d6 normal damage (for the base model), 2d6 normal damage (for the improved model), or 4d6 normal damage (for the advanced model).

Table 11.24: Traps

Device	CR	Target Area	Sense Skill Bonus/Range	Opposed Skill	Detect Skill/DC	Disable Skill/DC
Pit Traps						
Pit (20 ft.)	1	Special (see below)	2d6 normal damage	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Pit, spiked (20 ft.)	2	Special (see below)	2d6 damage, melee attack +10 (spikes)	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Pit (40 ft.)	2	Special (see below)	4d6 normal damage	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Pit, spiked (40 ft.)	3	Special (see below)	4d6 damage, melee attack +10 (spikes)	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Pit (60 ft.)	3	Special (see below)	6d6 normal damage	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Pit, spiked (60 ft.)	4	Special (see below)	6d6 damage, melee attack +10 (spikes)	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Pit (80 ft.)	4	Special (see below)	8d6 normal damage	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Pit, spiked (80 ft.)	5	Special (see below)	8d6 damage, melee attack +10 (spikes)	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Pit (100 ft.)	5	Special (see below)	10d6 normal damage	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Pit, spiked (100 ft.)	6	Special (see below)	10d6 damage, melee attack +10 (spikes)	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Acid pit (20 ft.)	8	Special (see below)	2d6 damage + acid immersion	Reflex (DC 20)**	Search (DC 20)	Mechanics (DC 20)
Basic Traps						
Spring-loaded blade	1	One 5-ft square	Melee attack +8 (1d8 normal damage)	None	Search (DC 14)	Mechanics (DC 14)
Electrified fence	1	Up to twenty-five 5-ft. squares that complete a circuit	1d8 normal damage	Reflex (DC 16)*	Search (DC 14)	Mechanics (DC 14)
Steam vent	1	One 5-ft square	2d8 subdual damage	Reflex (DC 16)*	Search (DC 14)	Mechanics (DC 14)
Needle	1 + ‡	One 5-ft squareΣ	Melee attack +4 damage per disease or poison (see page 398)	per disease or poison		
Electrified floor	2	Up to 4 adjacent 5-ft. squares in any configuration	1d10 normal damage	Reflex (DC 16)*	Search (DC 16)	Mechanics (DC 16)
Gas vent	2 + ‡	One room containing no more than ten 5-ft. squares	(after 1d4 rounds) room fills with gas damage per disease or poisonΔ (see page 398)	per disease or poison	Search (DC 16)	Mechanics (DC 16)
Ultrasonic siren	3	50-ft. radiusΦ	5d6 subdual damage	Fort (DC 16)*	Search (DC 18)	Electronics (DC 18)
Flooding chamber	3	One room containing no more than ten 5-ft. squares	(after 1d4 rounds) room fills with liquid	per Drowning (see page 432)	Search (DC 18)	Mechanics (DC 18)
Laser turret	4	Up to ten 5-ft. squares in a straight lineΣ	Ranged attack +8 (4d6 normal damage)	None	Search (DC 20)	Electronics (DC 20)
Crushing wall	4	One room containing no more than ten 5-ft. squares	(after 1d4 rounds) 5d6 normal damage	None	Search (DC 20)	Mechanics (DC 20)
Improved Traps†						
Spring-loaded blade, improved	5	Two adjacent 5-ft squares	Melee attack +12 (2d8 normal damage)	None	Search (DC 22)	Mechanics (DC 22)
Electrified fence, improved	5	Up to fifty 5-ft. squares that complete a circuit	2d8 normal damage	Reflex (DC 20)*	Search (DC 22)	Mechanics (DC 22)
Steam vent, improved	5	Two adjacent 5-ft squares	4d8 subdual damage	Reflex (DC 20)*	Search (DC 22)	Mechanics (DC 22)
Needle, improved	5 + ‡	Two adjacent 5-ft squaresΣ	Melee attack +8 damage per disease or poison (see page 398)	per disease or poison	Search (DC 22)	Mechanics (DC 22)
Electrified floor, improved	6	Up to 8 adjacent 5-ft. squares in any configuration	2d10 normal damage	Reflex (DC 20)*	Search (DC 24)	Mechanics (DC 24)
Gas vent, improved	6 + ‡	One room containing no more than twenty 5-ft. squares	(after 1d3 rounds) room fills with gas damage per disease or poisonΔ (see page 398)	per disease or poison	Search (DC 24)	Mechanics (DC 24)
Ultrasonic siren, improved	7	100-ft. radiusΦ	10d6 subdual damage	Fort (DC 20)*	Search (DC 26)	Electronics (DC 26)
Flooding chamber,	7	One room containing no more than twenty 5-ft. squares	(after 1d3 rounds) room fills with liquid	per Drowning (see page 432)	Search (DC 26)	Mechanics (DC 26)

Device	CR	Target Area	Sense Skill Bonus/Range	Opposed Skill	Detect Skill/DC	Disable Skill/DC
Laser turret, improved	8	Up to twenty 5-ft. squares in a straight lineΣ	Ranged attack +12 (8d6 normal damage)	None	Search (DC 28)	Electronics (DC 28)
Crushing wall, improved	8	One room containing no more than twenty 5-ft. squares	(after 1d3 rounds) 10d6 normal damage	None	Search (DC 28)	Mechanics (DC 28)
Advanced Traps$\dagger$						
Spring-loaded blade, advanced	9	Four adjacent 5-ft squares	Melee attack +20 (4d8 normal damage)	None	Search (DC 30)	Mechanics (DC 30)
Electrified fence, advanced	9	Up to one hundred 5-ft. squares that complete a circuit	4d8 normal damage	Reflex (DC 24)*	Search (DC 30)	Mechanics (DC 30)
Steam vent, advanced	9	Four adjacent 5-ft squares	8d8 subdual damage	Reflex (DC 24)*	Search (DC 30)	Mechanics (DC 30)
Needle, advanced	9 + ‡	Four adjacent 5-ft squaresΣ	Melee attack +16 damage per disease or poison (see page 398)	per disease or poison	Search (DC 30)	Mechanics (DC 30)
Electrified floor, advanced	10	Up to 16 adjacent 5-ft. squares in any configuration	4d10 normal damage	Reflex (DC 24)*	Search (DC 34)	Mechanics (DC 34)
Gas vent, advanced	10 + ‡	One room containing no more than forty 5-ft. squares	(after 1d2 rounds) room fills with gas damage per disease or poisonΔ (see page 398)	per disease	Search (DC 34) or poison	Mechanics (DC 34)
Ultrasonic siren, advanced	11	200-ft. radiusΦ	20d6 subdual damage	Fort (DC 24)*	Search (DC 38)	Electronics (DC 38)
Flooding chamber, advanced	11	One room containing no more than forty 5-ft. squares	(after 1d2 rounds) room fills with liquid	per Drowning (see page 432)	Search (DC 38)	Mechanics (DC 38)
Laser turret, advanced	12	Up to thirty 5-ft. squares in a straight lineΣ	Ranged attack +20 (16d6 normal damage)	None	Search (DC 42)	Electronics (DC 42)
Crushing wall, advanced	12	One room containing no more than forty 5-ft. squares	(after 1d2 rounds) 20d6 normal damage	None	Search (DC 42)	Mechanics (DC 42)

* With a successful save, the character suffers ½ damage (rounded down).

** With a successful save, the character suffers no damage.

† The error ranges of all skill checks made to disable an improved trap are increased by 1, and the error ranges of all skill checks made to disable an advanced trap are increased by 2. If a character suffers a critical failure when disabling a trap, the device activates during the process (at a point determined by the GM), immediately inflicting its damage or effect upon the character.

‡ The challenge rating of the disease or poison loaded into this trap is added to the trap's base DC.

Δ This is considered persistent exposure (see page 398). The character must continue to make secondary phase contagion saves until he succumbs to the contagion's effects or escapes the room.

Φ A character gains a +4 circumstance bonus per wall between this trap and his current location.

Σ This trap only inflicts damage against the closest character to fail his save each time it's triggered.

Pit Target Areas: A pit may be designed with nearly any dimensions, so long as the surrounding structure can sustain the design (per the GM's discretion). Special preparations and additional materials may be necessary if a designer wishes to conceal a pit over 10-ft. x 10-ft. square.

Spikes: If the trap hits the character, he is hit by 1d4 spikes, each of which inflicts an amount of normal damage equal to 1d4 +1 per 10 ft. fallen (to a maximum of 1d4+5).

Table 11.25: Diseases and Poisons

		Primary Phase			Secondary Phase		
Contagion	CR	Onset Time	Save	Damage/Effect	Onset Time	Save	Damage/Effect
Diseases							
Infection, minor	1	1d2 days	Fort (DC 12)	1 Con	1d2 days	Fort (DC 14)	1 Con
E coli	1	2d6 days	Fort (DC 12)	1 Con	1d6 days	Fort (DC 14)	1d2 Con
Cold*	2	1d6 days	Fort (DC 12)	1 Con	1d4 days	Fort (DC 14)	1 Con
Chickenpox*‡	2	1d4 days	Fort (DC 16)	1 Cha	1d10 days	Fort (DC 16)	1 Cha
Infection, moderate	3	1d4 days	Fort (DC 12)	1 Con	1d4 days	Fort (DC 14)	1d4 Con
Influenza (flu)*	3	1d6 days	Fort (DC 13)	1 Con	1d4 days	Fort (DC 15)	1d2 Con
Pneumonia*	4	1d6 days	Fort (DC 14)	1 Con	1d4 days	Fort (DC 16)	1d3 Con
Dengue fever	4	2d4 days	Fort (DC 14)	1 Con	1d4 days	Fort (DC 16)	1d4 Con
Measles*	5	2d10 days	Fort (DC 14)	1 Con, 1 Cha	2d10 days	Fort (DC 16)	1d2 Con, 1d2 Cha
Infection, severe	5	1d4 days	Fort (DC 14)	1 Con	1d4 days	Fort (DC 16)	1d6 Con
Black Fever	5	2d4 days	Fort (DC 13)	1 Con	1d4 days	Fort (DC 15)	1d3 Con, 1d2 Cha**
Typhus fever	6	2d10 days	Fort (DC 13)	1 Con, 1 Str	1d10 days	Fort (DC 15)	1d4 Con, 1d4 Str
Malaria*Δ	6	1d6 days	Fort (DC 12)	1 Con	1d4 days	Fort (DC 14)	1d3 Con**
Flesh-eating virus (necrotizing faciitis)*	6	1d6 days	Fort (DC 13)	1 Con	1d4 days	Fort (DC 15)	1d2 Con, 1d2 Str†
Tetanus (lockjaw)	7	1d4 days	Fort (DC 14)	1 Con, 1 Str	1d4 days	Fort (DC 16)	1d4 Con**, 1d4 Str
Hanta virus	7	1d6 weeks	Fort (DC 15)	1 Con, 1 Str	1d10 days	Fort (DC 17)	1d4 Con, 1d4 Str
Marburg hemorrhagic fever*	7	2d6 days	Fort (DC 16)	1 Con	1d6 days	Fort (DC 18)	1d4 Con, 1d4 Str
Yellow fever	8	2d4 days	Fort (DC 14)	1 Con, 1 Dex	1d4 days	Fort (DC 16)	1d2 Con†, 1d2 Dex†
Severe Acute Respiratory Syndrome (SARS)*	8	1d6 days	Fort (DC 15)	1 Con	1d4 days	Fort (DC 17)	1d6 Con**
Leprosy*	8	2d4 years	Fort (DC 14)	1 Dex	2d4 years	Fort (DC 16)	1d6 Dex, 1d6 Cha**
Encephalitis/ Meningitis*	9	1d6 days	Fort (DC 14)	1 Con	1d6 days	Fort (DC 16)	1d6 Int**, 1d6 Wis**
Anthrax	9	1d6 days	Fort (DC 16)	1 Con, 1 Str	1d4 days	Fort (DC 18)	1d8 Con, 1d8 Str
Tuberculosis*	10	1d8 days	Fort (DC 13)	1 Str	1d6 days	Fort (DC 15)	1d2 Con†, 1d4 Str†
Lupus*	10	2d4 years	Fort (DC 14)	1 Str, 1 Cha	2d4 years	Fort (DC 16)	1d4 Con**, 1d6 Str, 1 Cha
Smallpox*	10	2d6 days	Fort (DC 18)	1 Con, 1 Cha	1d6 days	Fort (DC 20)	1d6 Con, 1d6 Cha
Dementia	11	4d6 months	Fort (DC 14)	1 Int, 1 Cha	2d6 months	Fort (DC 16)	1d6 Int†, 1d4 Cha†
Lassa fever*	11	1d3 weeks	Fort (DC 12)	1 Str	2d4 days	Fort (DC 20)	2d6 Con
Cancer	12	1d6+1 months	Fort (DC 18)	1 Con	1d10+2 weeks	Fort (DC 22)	1d12 Con, 1d8 Str
Bubonic plague*	18	2d4 days	Fort (DC 24)	1 Con, 1 Str	2d6 days	Fort (DC 26)	2d6 Con†, 2d6 Str
Ebola*	24	2d10 days	Fort (DC 30)	1 Con, 1 Str, 1 Dex	1d10 days	Fort (DC 32)	2d6 Con†, 2d6 Str**, 2d6 Dex
Basic Poisons							
Dementia poison	6	2d6 rounds	Fort (DC 12)	1d4 Int	2d6 rounds	Fort (DC 12)	1d6 Int
Knockout poison	8	2d6 rounds	Fort (DC 12)	Stunned	2d6 rounds	Fort (DC 12)	Unconscious
Lethal poison	6	2d6 rounds	Fort (DC 12)	1d4 Con	2d6 rounds	Fort (DC 12)	1d6 Con
Nerve poison	6	2d6 rounds	Fort (DC 12)	1d4 Dex	2d6 rounds	Fort (DC 12)	1d6 Dex
Paralytic poison	8	2d6 rounds	Fort (DC 12)	Staggered	2d6 rounds	Fort (DC 12)	Paralyzed
Paranoia poison	6	2d6 rounds	Fort (DC 12)	1d4 Cha	2d6 rounds	Fort (DC 12)	1d6 Cha
Truth serum	6	Special (see below)	Fort (DC 12)	1d4 Wis	Special (see below)	Fort (DC 12)	1d6 Wis
Weakening poison	6	2d6 rounds	Fort (DC 12)	1d4 Str	2d6 rounds	Fort (DC 12)	1d6 Str
Improved Poisons							
Dementia poison, improved	12	1d6 rounds	Fort (DC 16)	1d6 Int	1d6 rounds	Fort (DC 16)	1d8 Int
Knockout poison, improved	14	1d6 rounds	Fort (DC 16)	Stunned	1d6 rounds	Fort (DC 16)	Unconscious
Lethal poison, improved	12	1d6 rounds	Fort (DC 16)	1d6 Con	1d6 rounds	Fort (DC 16)	1d8 Con
Nerve poison, improved	12	1d6 rounds	Fort (DC 16)	1d6 Dex	1d6 rounds	Fort (DC 16)	1d8 Dex
Paralytic poison, improved	14	1d6 rounds	Fort (DC 16)	Staggered	1d6 rounds	Fort (DC 16)	Paralyzed
Paranoia poison, improved	12	1d6 rounds	Fort (DC 16)	1d6 Cha	1d6 rounds	Fort (DC 16)	1d8 Cha
Truth serum, improved	12	Special (see below)	Fort (DC 16)	1d6 Wis	Special (see below)	Fort (DC 16)	1d8 Wis

		Primary Phase			Secondary Phase		
Contagion	CR	Onset Time	Save	Damage/Effect	Onset Time	Save	Damage/Effect
Weakening poison, improved	12	1d6 rounds	Fort (DC 16)	1d6 Str	1d6 rounds	Fort (DC 16)	1d8 Str
Advanced Poisons							
Dementia poison, advanced	18	1d4 rounds	Fort (DC 20)	1d8 Int	1d4 rounds	Fort (DC 20)	1d10 Int
Knockout poison, advanced	20	1d4 rounds	Fort (DC 20)	Stunned	1d4 rounds	Fort (DC 20)	Unconscious
Lethal poison, advanced	18	1d4 rounds	Fort (DC 20)	1d8 Con	1d4 rounds	Fort (DC 20)	1d10 Con
Nerve poison, advanced	18	1d4 rounds	Fort (DC 20)	1d8 Dex	1d4 rounds	Fort (DC 20)	1d10 Dex
Paralytic poison, advanced	20	1d4 rounds	Fort (DC 20)	Staggered	1d4 rounds	Fort (DC 20)	Paralyzed
Paranoia poison, advanced	18	1d4 rounds	Fort (DC 20)	1d8 Cha	1d4 rounds	Fort (DC 20)	1d10 Cha
Truth serum, advanced	18	Special (see below)	Fort (DC 20)	1d8 Wis	Special (see below)	Fort (DC 20)	1d10 Wis
Weakening poison, advanced	18	*1d4 rounds*	*Fort (DC 20)*	*1d8 Str*	*1d4 rounds*	*Fort (DC 20)*	*1d10 Str*

* This disease is contagious (see page 398).

** One-half of this ability damage is permanent (rounded down).

† All of this ability damage is permanent.

‡ Once a character has contracted this disease once, he may never contract it again.

Δ Malaria is incredibly hard to share off permanently. Even after a character recovers from the disease, there's a non-cumulative 50% chance that he contracts it again each time he suffers 1 or more points of Con damage thereafter. Only after avoiding re-infection three times in a row is the character completely cured.

Truth Serum: Both onset times for this poison are 1d4 rounds + a number of rounds determined as follows.

- Basic truth serum: The character's Con score ×½ (rounded down).
- Improved truth serum: The character's Con score × ⅓ (rounded down).
- Advanced truth serum: The character's Con score × ¼ (rounded down).

Table 11.26: Speed Conversions

Speed	Per Hour	Per Day
10 ft.	1 mile	8 miles
15 ft.	1.5 miles	12 miles
20 ft.	2 miles	16 miles
30 ft.	3 miles	24 miles
40 ft.	4 miles	32 miles
50 ft.	5 miles	40 miles
60 ft.	6 miles	48 miles
70 ft.	7 miles	56 miles
80 ft.	8 miles	64 miles
90 ft.	9 miles	72 miles
100 ft.	10 miles	80 miles
150 ft.	15 miles	120 Miles
200 ft.	20 miles	160 miles
250 ft.	25 miles	200 miles
300 ft.	30 miles	240 miles
350 ft.	35 miles	280 miles
400 ft.	40 miles	320 miles
450 ft.	45 miles	360 miles
500 ft.	50 miles	400 miles
550 ft.	55 miles	440 miles
600 ft.	60 miles	480 miles
650 ft.	65 miles	520 miles
700 ft.	70 miles	560 miles
750 ft.	75 miles	600 miles
800 ft.	80 miles	640 miles
850 ft.	85 miles	680 miles
900 ft.	90 miles	720 miles
950 ft.	95 miles	760 miles
1,000 ft.	100 miles	800 miles
+1,000 ft	+100 miles	+800 miles

Table 11.27: Movement and Distance on Foot

	Base Speed				
	15 ft.	20 ft.	25 ft.	30 ft.	40 ft.
One Round (Tactical)					
Walk	15 ft.	20 ft.	25 ft.	30 ft.	40 ft
Run (×3)	45 ft.	60 ft.	75 ft.	90 ft.	120 ft.
Run (×4)	60 ft.	80 ft.	100 ft.	120 ft.	160 ft.
One Minute (Local)					
Walk	150 ft.	200 ft.	250 ft.	300 ft.	400 ft.
Run (×3)	450 ft.	600 ft.	750 ft.	900 ft.	1,200 ft.
Run (×4)	600 ft.	800 ft.	1,000 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)					
Walk	1½ miles	2 miles	2½ miles	3 miles	4 miles
Run	—	—	—	—	—
One Day (Overland)					
Walk	12 miles	16 miles	20 miles	24 miles	32 miles
Run	—	—	—	—	—

Table 11.28: Terrain and Movement

Terrain	Paved Road	Dirt Road/Trail	Wilderness
Plains	×1	×1	×1
Scrub, rough	×1	×1	× ¾
Forest	×1	×1	× ½*
Jungle	×1	× ¾	× ½*
Swamp	×1	× ¾	× ½*
Hills	×1	× ¾	× ½
Mountains	× ¾	× ½	× ¼*
Desert	×1	×1	× ½
Tundra	×1	× ½	× ½
Exotic†	× ¾	× ½	× ¼
Gravity††	× ½	× ¼	× ⅛

* Vehicles cannot traverse this terrain.
† This terrain is exotic, and requires some creativity on the GM's part. It is always extremely broken (e.g. a lava field, a crystal farm).
†† This 'terrain' applies when a character drives an Earth-native ground vehicle on an alien world with unusual gravity. The same terrain modifiers apply whether the gravity is heavy (stress) or light (no proper traction).

Table 11.29: World Creation Step 1 – Thermosphere

Roll	Thermosphere	CR	Orbit	Base Temperature	Example
01	Exotic (cold)*	N/A	Varies	Inhospitable	
02–03	Absolute cold	6	Distant	–(3d% + 300)° F	
04–06	Deathly cold	3	Distant	–(2d% + 200)° F	Pluto
07–10	Frigid	1	Varies	–(1d% + 100)° F	Mars
11–30	Cold	0	Varies	–(1d%)° F	
31–50	Cool	0	Varies	2d20° F	Chicago in winter
51–70	Warm	0	Varies	2d20 + 25° F	
71–90	Hot	0	Varies	3d20 + 50° F	California in summer
91–94	Broiling	1	Varies	5d20 + 100° F	
95–97	Furnace temperature	3	Close	6d% + 200° F	Mercury
98–99	Fusion temperature	6	Close	Inhospitable (7d% × 3,000,000° F)	The Sun
100	Exotic (hot)*		N/A	Varies	Inhospitable (per GM)

* The reason for this world's thermosphere is exotic, and requires some creativity on the GM's part. A cold world/region might be a planet tidally locked to its sun, on which the Stargate is located on the side that never receives sunlight, or it might be a rogue planet that's drifted out of its original solar system, or its rivers might run with liquid nitrogen. A hot world might be a planet tidally locked to its sun, on which the Stargate is located on the side that always receives sunlight, or it might be composed of an extremely temperature-resistant material and located inside the edge of a cool sun, or it could be a wildfire technological accident that burns with a massive chemical reaction similar to nuclear fire. The GM may determine that this world is inhospitable.

Table 11.30: World Creation Step 2 – Atmosphere

Roll*	Atmosphere	Actual Pressure	CR	Int/Wis Penalty**	Exposure Increment	Save	Damage/ Effect	Recuperation Time
01	Exotic†	Per re-roll	N/A	Inhospitable	Inhospitable	Inhospitable	Inhospitable	Inhospitable
02	None (hard vacuum)	0 atmospheres	4	–4	None/1 round	Fort (DC 40)	1d10 normal	32 rounds
03–04	Leaking‡	Per re-roll	Per re-roll	Per re-roll	Per re-roll	Per re-roll	Per re-roll	Per re-roll
05–07	Marginal	circa 0 atmospheres	4	–4	None/1 round	Fort (DC 35)	1d10 subdualΔ	16 rounds
08–11	Ultra-thin	0.1 atmospheres	3	–4	None/1 round	Fort (DC 30)	1d10 subdualΔ	8 rounds
12–16	Extremely thin	0.2 atmospheres	2	–3	None/1 minute	Fort (DC 25)	1d10 subdualΔ	4 rounds
17–22	Very thin	0.3–0.4 atmospheres	1	–2	10 minutes	Fort (DC 20)	1d6 subdual	2 rounds
23–32	Thin	0.5–0.6 atmospheres	0	–1	1 hour	Fort (DC 15)Φ	1d3 subdual	1 round
33–69	Normal	0.7–1.5 atmospheres	0	None	None	None	None	None
70–73	Thick	1.5–2.0 atmospheres	0	–2	None	Fort (DC 15)Φ	1d3 subdual	1 round
74–76	Thick	2.0–2.5 atmospheres	1	–4	None	Fort (DC 15Φ	1d3 subdual	1 round
77–79	Thick	2.6–2.9 atmospheres	2	–6	None	Fort (DC 15)Φ	1d3 subdual	1 round
80–85	Very thick	3.0–5.9 atmospheres	3	–8	10 minutes	Fort (DC 20)	1d6 normal	4 rounds
86–90	Extremely thick	6.0–8.9 atmospheres	3	–12, –5 speed	None/1 round	Fort (DC 25)	1d6 normal	8 rounds
91–94	Ultra-thick	9.0–44.9 atmospheres	4	–12, –10 speed	None/1 round	Fort (DC 30)	1d10 normal	16 rounds
95–97	Heavy	45.0–999 atmospheres	4	Inhospitable	Inhospitable	Inhospitable	Inhospitable	Inhospitable
98–99	Super-heavy	1,000–10,000 atmospheres	N/A	Inhospitable	Inhospitable	Inhospitable	Inhospitable	Inhospitable
100	Crushing	10,001+ atmospheres	N/A	Inhospitable	Inhospitable	Inhospitable	Inhospitable	Inhospitable

* A world with an absolutely cold or fusion temperature thermosphere automatically has an atmosphere of "None".

** A character exposed to any atmosphere thinner than normal suffers the listed circumstance penalty with all Int- and Wis-based skill checks from the bends, while a character exposed to any atmosphere thicker than normal suffers the listed circumstance penalty with all Int- and Wis-based skill checks from euphoria (and eventually, nitrogen narcosis).

† The reason for this world's atmosphere is exotic, and requires some creativity on the GM's part. The world's atmosphere might be composed of methane, pure hydrogen, or even corrosive gases. Regardless, the world is consequently inhospitable. The GM should make a second roll to determine the atmosphere's thickness, treating a second "None" result as "Leaking".

‡ With this result, the world's atmosphere is bleeding out into the surrounding space, likely because another large mass – such as a planet or large moon, is exerting its gravity on the world. The GM should make a second roll to determine the world's actual density, treating a second "Leaking" result as "Marginal".

Δ While the character is unconscious, he suffers normal damage instead.

Φ A character need only make this save when he performs strenuous activity for 10 or more consecutive rounds during the exposure increment.

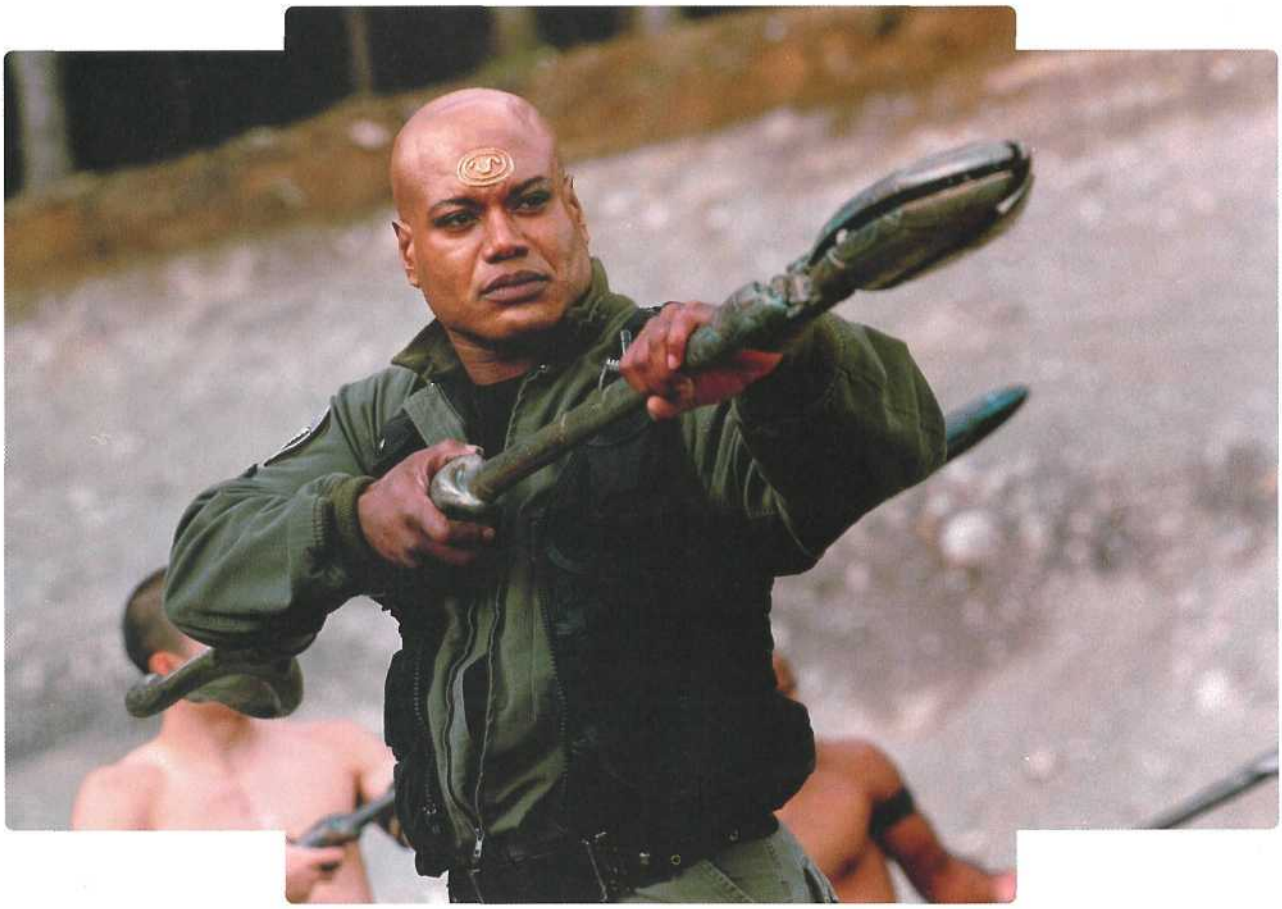


TABLE 11.31: WORLD CREATION STEP 3 – HYDROSPHERE

ROLL	HYDROSPHERE	ANNUAL RAINFALL	DAILY WEATHER*				
			NONE	FLOOD	RAIN/SNOW**	STORM**	WIND
01	Exotic (dry)†	Varies	1–85	N/A	N/A	86–90 dust storm	91–94 (1d10 MPH) 95–96 (1d10+10 MPH) 97–98 (1d10+20 MPH) 99 (1d20+30 MPH) 100 (1d20+50 MPH)
02–05	None	None	1–85	N/A	N/A	86–90 dust storm	91–94 (1d10 MPH) 95–96 (1d10+10 MPH) 97–98 (1d10+20 MPH) 99 (1d20+30 MPH) 100 (1d20+50 MPH)
06–15	Desert	less than 4 in.	1–92	N/A	93 (rain or snow, less than 1 in.)	94–95 dust storm	96–100 (1d10 MPH)
16–30	Arid	4–16 in.	1–89	90 (1d10 MPH) or (snow, 1d4–2 in.)	91–93 (rain, 1 in.)	94–95 dust storm	96–100 (1d10 MPH)
31–50	Semi-arid	17–24 in.	1–88	89 (1d10 MPH)	90–92 (rain, 1d3–1 in.) or (snow, 1d6–2 in.)	93 thunderstorm or snowstorm 94 dust storm 95 hurricane	96–97 (1d10 MPH) 98 (1d10+10 MPH) 99 (1d10+20 MPH) 100 (1d20+30 MPH)
51–70	Sub-humid	25–47 in.	1–85	86–87 (1d10 MPH)	88–93 (rain, 1d4–1 in.) or (snow, 1d6–1 in.)	94–95 thunderstorm or snowstorm 96 hurricane or blizzard	97–98 (1d10 MPH) 99 (1d10+10 MPH) 100 (1d10+20 MPH)
71–85	Moist sub-humid	48–59 in.	1–85	86–87 (1d10 MPH)	88–93 (rain, 1d4 in.) or (snow, 1d6 in.)	94–96 thunderstorm or snowstorm 97–98 hurricane or blizzard	99 (1d10 MPH) 100 (1d10+10 MPH)
86–95	Humid	60–80 in.	1–79	80–81 (1d10 MPH) 82 (1d10+10 MPH)	83–91 (rain, 1d6 in.) or (snow, 1d10 in.)	92–96 thunderstorm or snowstorm 97–98 hurricane or blizzard	99 (1d10 MPH) 100 (1d10+10 MPH)
96–99	Super-humid	80+ in.	1–72	73–75 (1d10 MPH) 76–77 (1d10+10 MPH) 78 (1d10+20 MPH)	79–88 (rain, 2d4 in.) or (snow, 2d6 in.)	89–95 thunderstorm or snowstorm 96–98 hurricane or blizzard	99 (1d10 MPH) 100 (1d10+10 MPH)
100	Exotic (wet)†	Varies	1–72	73–75 (1d10 MPH) 76–77 (1d10+10 MPH) 78 (1d10+20 MPH)	79–88 (rain, 1d6 in.) or (snow, 1d10 in.)	89–95 thunderstorm or snowstorm 96–98 hurricane or blizzard	99 (1d10 MPH) 100 (1d10+10 MPH)

* The GM should roll d% for weather when the characters arrive on the world and at the start of each 24-hour period thereafter. A weather effect is introduced at a random Earth time (roll 1d12 for hour, roll 1d6 – 1–3 is AM, 4–6 is PM), and lasts for 1d4 hours, during which time all lesser daily weather results are ignored (per the GM's discretion).

** When "rain or snow" or "thunderstorm or snowstorm" or "hurricane or blizzard" is listed here, the GM should roll d%. If the result is equal to or less than the current temperature, rain falls or a thunderstorm or hurricane occurs; otherwise, snow falls or a snowstorm or blizzard occurs, as listed. The GM may substitute hail for any rain result or sleet for any snow result, as appropriate.

† The reason for this world's hydrosphere is exotic, and requires some creativity on the GM's part. A dry world might feature no water and rain ammonia, or feature a deep water table that's sealed beneath a solid layer of rock or another terrain feature (in which case the rock might leach water into the air). A wet world might be completely submerged (possibly with the Stargate located in a series of submerged caves), or its inhabitants might live underground, where constant streams of water fall from the surface in great cascading falls.

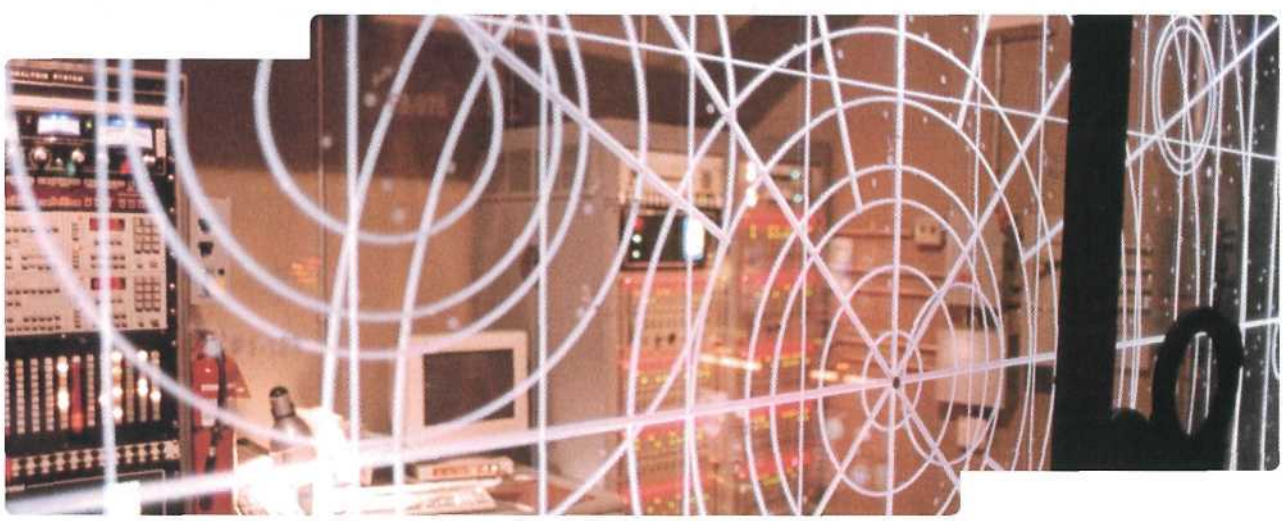


Table 11.32: World Creation Step 4 – Geosphere/Basic Terrain

Roll	Basic Terrain	Special
01–05	Exotic	Examples: a series of free-standing, metal columns; the inside of an alien base, an extensive underground complex.
06–20	Flat	None
21–35	Rolling	None
36–43	Rocky	None
44–51	Hills	None
52–59	River	Roll again to determine the surrounding terrain (with a second result of "River" indicating a river system).
60–66	Lake	Roll d% – a result of 1–50 indicates that the lake is serviced by a river. Also, roll again to determine the surrounding terrain (with a second result of "Lake" indicating a oversized lake, or inland sea).
67–68	Coast (Beach)	Roll again to determine the surrounding terrain (ignoring subsequent results of "Coast").
69–70	Coast (Cliffs)	Roll again to determine the surrounding terrain (ignoring subsequent results of "Coast").
71–72	Coast (Fjords)	Roll again to determine the surrounding terrain (ignoring subsequent results of "Coast").
73–79	Cliffs	None
80–84	Canyon	Roll d% – a result of 1–50 indicates that the canyon includes a river. Also, roll again to deter mine the surrounding terrain (with a second result of "Canyon" indicating a oversized canyon, or giant gorge).
85–92	Foothills	None
93–100	Mountains	A single mountain may host a wide variety of biosphere features (e.g. forest at the base, through several terrain types up the side, finally ending with tundra or no ecosystem at its highest peak). The GM should roll once on Table 11.34: World Creation Step 5 – Biosphere for every 5-mile tract of mountainous terrain.

Table 11.33: World Creation Step 4 – Geosphere/Tectonic Activity

		Daily Earthquakes*				Volcanoes**			
Roll	Tectonic Activity	None	Minor	Moderate	Major	None	Small	Medium	Large
01	Exotic (stable)‡	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
02	None	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
03–52	Very stable	N/A	N/A†	N/A	N/A	N/A	N/A	N/A	N/A
53–77	Stable	1–99	100	N/A†	N/A	N/A	N/A (5%)†	N/A	N/A
78–89	Unstable	1–98	99	100	N/A†	1–99	100 (10%)	N/A (10%)†	N/A
90–95	Very unstable	1–90	91–95	96–99	100	1–98	99 (20%)	100 (20%)	N/A (20%)†
96–98	Cataclysmic	1–50	51–75	76–95	96–100	1–90	91–95 (30 %)	96–99 (30 %)	100 (30%)
99	Death throes	1–10	11–50	51–89	90–100	1–50	51–75 (40 %)	76–95 (40 %)	96–100 (40 %)
100	Exotic (unstable)‡	1	2–10	11–79	80–100	1–10	11–50 (50 %)	51–89 (50 %)	90–100 (50 %)

* The GM should roll d% for earthquakes when the characters arrive on the world and at the start of each 24-hour period thereafter. When an earthquake result comes up, the GM rolls again to see if a second earthquake result comes up. If a second earthquake result comes up, he rolls for third, and so on, until a number of earthquakes is determined for the current day. Each earthquake is introduced at a random Earth time (roll 1d12 for hour, roll 1d6 – 1–3 is AM, 4–6 is PM).

** The GM should roll d% for volcanoes only once, when the characters arrive on the world. When a volcano result comes up, the GM rolls again to see if a second volcano result comes up. If a second volcano result comes up, he rolls for third, and so on, until a number of volcanoes is determined for the current month. Each volcano is present when the characters arrive on the world, within 1d10 miles of the Stargate. The percentage listed in parentheses after each entry within these columns is the chance that any one volcano is active.

† These earthquake and volcano options should only occur when called for by the story or introduced by the GM.

‡ The reason for this world's tectonic activity is exotic, and requires some creativity on the GM's part. A stable world might be in a constant state of upheaval, with mountains rising and falling on a daily basis, or it might feature islands of rock floating on super-dense fluid. An unstable world might actually be a large ball of ice or might have been destroyed (leaving only the Stargate, orbiting a sun or floating through an asteroid field).

Table 11.34: World Creation Step 5 – Biosphere/Climate-Based Terrain

	Hydrosphere							
Roll*	None	Desert	Arid	Semi-Arid	Sub-Humid	Sub-Humid	Moist Humid	Super-Humid
Cold Thermosphere								
01 or below	None	None	None	None	None	None	None	None
01–10	None	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra
11–23	None	Ice-cap	Ice-cap	Ice-cap	Ice-cap	Ice-cap	Ice-cap	Ice-cap
24–28	None	Ice-cap	Ice-cap	Ice-cap	Ice-cap	Ice-cap	Ice-cap	Ice-cap
29–33	None	Ice-cap	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra
34–36	None	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra
37–46	None	Tundra	Tundra	Tundra	Tundra	S-A Forest	S-A Forest	S-A Forest
47–49	None	Tundra	S-A Desert	S-A Desert	S-A Forest	S-A Forest	S-A Forest	S-A Forest
50–55	None	Tundra	S-A Desert	S-A Desert	S-A Forest	S-A Prairie	S-A Prairie	S-A Prairie
56–61	None	S-A Desert	S-A Desert	S-A Desert	S-A Forest	S-A Prairie	S-A Prairie	S-A Prairie
62–64	None	S-A Desert	S-A Desert	S-A Desert	S-A Forest	S-A Wasteland	S-A Wasteland	S-A Wasteland
65–74	None	S-A Desert	S-A Wasteland	S-A Wasteland	S-A Prairie	S-A Wasteland	S-A Wasteland	S-A Wasteland
75–78	None	S-A Desert	S-A Wasteland	S-A Wasteland	S-A Prairie	S-A Marsh	S-A Marsh	S-A Marsh
79–82	None	S-A Wasteland	S-A Wasteland	S-A Wasteland	S-A Prairie	S-A Marsh	S-A Marsh	S-A Marsh
83–87	None	S-A Wasteland	S-A Scrub	S-A Scrub	S-A Wasteland	S-A Marsh	S-A Marsh	S-A Marsh
88–100	None	S-A Wasteland	S-A Scrub	S-A Scrub	S-A Wasteland	S-A Swamp	S-A Swamp	S-A Swamp
Cool Thermosphere								
01 or below	None	None	None	None	None	None	None	None
01–10	None	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra
11–25	None	Cold Desert	Cold Desert	Prairie	Prairie	Forest	C-M Forest	C-M Forest
26–28	None	Cold Desert	Cold Desert	Prairie	Prairie	Forest	C-M Forest	C-M Forest
29–40	None	Cold Desert	Cold Desert	Prairie	Forest	Forest	C-M Forest	C-M Forest
41–46	None	Cold Desert	Scrub	Scrub	Forest	Prairie	C-M Prairie	C-M Prairie
47–50	None	Cold Desert	Scrub	Scrub	Marsh	Prairie	C-M Prairie	C-M Prairie
51–55	None	Cold Desert	Scrub	Scrub	Marsh	Prairie	C-M Prairie	C-M Prairie
56–64	None	Wasteland	Scrub	Scrub	Marsh	Marsh	C-M Marsh	C-M Marsh
65–70	None	Wasteland	Scrub	Scrub	Swamp	Marsh	C-M Marsh	C-M Marsh
7–82	None	Wasteland	Wasteland	Wasteland	Swamp	Swamp	C-M Swamp	C-M Swamp
83–85	None	Wasteland	Wasteland	Wasteland	Wasteland	Swamp	C-M Swamp	C-M Swamp
86–100	None	Wasteland	Wasteland	Wasteland	Wasteland	Wasteland	C-M Wasteland	C-M Wasteland
Warm Thermosphere								
01 or below	None	None	None	None	None	None	None	None
01–10	None	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra
11–25	None	Hot Desert	Hot Desert	Grassland	Grassland	Forest	Forest	Forest
26–28	None	Hot Desert	Hot Desert	Grassland	Grassland	Forest	Forest	Forest
29–40	None	Hot Desert	Hot Desert	Grassland	Forest	Forest	Forest	Forest
41–46	None	Hot Desert	Scrub	Scrub	Forest	Grassland	Grassland	Grassland
47–50	None	Hot Desert	Scrub	Scrub	Marsh	Grassland	Grassland	Grassland
51–55	None	Hot Desert	Scrub	Scrub	Marsh	Grassland	Grassland	Grassland
56–64	None	Wasteland	Scrub	Scrub	Marsh	Marsh	Marsh	Marsh
65–70	None	Wasteland	Scrub	Scrub	Swamp	Marsh	Marsh	Marsh
71–82	None	Wasteland	Wasteland	Wasteland	Swamp	Swamp	Swamp	Swamp
83–85	None	Wasteland	Wasteland	Wasteland	Wasteland	Swamp	Swamp	Swamp
86–100	None	Wasteland	Wasteland	Wasteland	Wasteland	Wasteland	Wasteland	Wasteland

Hot Thermosphere								
01 or below	None	None	None	None	None	None	None	None
01–10	None	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra	Tundra
11–25	None	Hot Desert	Hot Desert	Savanna	Savanna	Jungle	Jungle	Jungle
26–28	None	Hot Desert	Hot Desert	Savanna	Savanna	Jungle	Jungle	Jungle
29–40	None	Hot Desert	Hot Desert	Savanna	Forest	Jungle	Jungle	Rainforest
41–46	None	Hot Desert	Scrub	Scrub	Forest	Savanna	Savanna	Rainforest
47–50	None	Hot Desert	Scrub	Scrub	Marsh	Savanna	Savanna	Savanna
51–55	None	Hot Desert	Scrub	Scrub	Marsh	Savanna	Savanna	Savanna
56–64	None	Wasteland	Scrub	Scrub	Marsh	Marsh	Marsh	Marsh
65–70	None	Wasteland	Scrub	Scrub	Swamp	Marsh	Marsh	Marsh
71–82	None	Wasteland	Wasteland	Wasteland	Swamp	Swamp	Swamp	Swamp
83–85	None	Wasteland	Wasteland	Wasteland	Wasteland	Swamp	Swamp	Swamp
86–100	None	Wasteland	Wasteland	Wasteland	Wasteland	Wasteland	Wasteland	Wasteland

* A natural 1 with this roll indicates an exotic climate, which requires some creativity on the GM's part. It might be wholly alien (perhaps involving fluid air), controlled by light waves, or entirely manufactured.

Biosphere Effects	Movement	Temperature	Rain/Snow*	Vegetation/Natural Scenery
Coastal-Maine (C-M) Forest	Per forest	–10° F (summer), +10° F (winter)	+0 % (summer), +10 % (winter)	Many trees, great ground foliage
Coastal-Maine (C-M) Prairie	Per plains	–5° F (summer), +15° F (winter)	+0 % (summer), +10 % (winter)	Fertile terrain, grass, few trees
Coastal-Maine (C-M) Marsh	Per swamp	–5° F (summer), +15° F (winter)	+0 % (summer), +10 % (winter)	Submerged terrain, grass, few trees
Coastal-Maine (C-M) Swamp	Per swamp	–10° F (summer), +15° F (winter)	+0 % (summer), +10 % (winter)	Submerged terrain, plants, trees, high bushes
Coastal-Maine (C-M) Wasteland	Per scrub	+0° F (summer), +20° F (winter)	+0 % (summer), +10 % (winter)	Devastated ecology
Cold Desert	Per desert	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Cacti, plants that require little water
Forest	Per forest	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Many trees, great ground foliage
Hot Desert	Per desert	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Cacti, plants that require little water
Grassland	Per plains	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Fertile terrain, grass, few trees
Ice-Cap	Per tundra	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	None
Jungle	Per jungle	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Trees, densly packed ecologies
Marsh	Per swamp	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Submerged terrain, grass, few trees
Prairie	Per plains	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Fertile terrain, grass, few trees
Rainforest	Per forest	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Trees, little ground vegetation
Scrub	Per scrub	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Shrubs, poor vegetation
Savannah	Per scrub	+0° F (summer), +0° F (winter)	+15 % (summer), +0 % (winter)	Fertile terrain, grass, few trees
Swamp	Per swamp	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Submerged terrain, plants, trees, high bushes
Tundra	Per tundra	+0° F (summer), +0° F (winter)	+0 % (summer), +0 % (winter)	Lichen
Sub-Arctic (S-A) Desert	Per desert	+0° F (summer), –10° F (winter)	+0 % (summer), +5 % (winter)	Cacti, plants that require little water
Sub-Arctic (S-A) Forest	Per forest	+0° F (summer), –20° F (winter)	+0 % (summer), +5 % (winter)	Many trees, great ground foliage
Sub-Arctic (S-A) Marsh	Per swamp	+0° F (summer), –10° F (winter)	+0 % (summer), +5 % (winter)	Submerged terrain, grass, few trees
Sub-Arctic (S-A) Prairie	Per plains	+0° F (summer), –10° F (winter)	+0 % (summer), +5 % (winter)	Fertile terrain, grass, few trees
Sub-Arctic (S-A) Scrub	Per scrub	+0° F (summer), –10° F (winter)	+0 % (summer), +5 % (winter)	Shrubs, poor vegetation
Sub-Arctic (S-A) Swamp	Per swamp	+0° F (summer), –15° F (winter)	+0 % (summer), +5 % (winter)	Submerged terrain, plants, trees, high bushes
Sub-Arctic (S-A) Wasteland	Per scrub	+0° F (summer), –10° F (winter)	+0 % (summer), +5 % (winter)	Devastated ecology
Wasteland	Per scrub	+0° F (summer), +0° F (winter)	+0 % (summer), +5 % (winter)	Devastated ecology

* All rain/snow modifiers are rounded down to the nearest whole inch.

Table 11.35: World Creation Step 5 – Biosphere/Seasons

Roll	Season Type	Spring	Temperature*	Summer	Temperature*	Autumn	Temperature*	Winter	Temperature*
01-02	No seasons	1-25	Unchanged	26-50	Unchanged	51-75	Unchanged	76-100	Unchanged
03-06	Very Mild	1-42	Unchanged	43-50	+2d6° F	51-92	Unchanged	93-100	–2d6° F
07-14	Mild	1-17	Unchanged	18-50	+2d10° F	51-83	Unchanged	84-100	–2d10° F
15-85	Normal	1-25	Unchanged	26-50	+2d20° F	51-75	Unchanged	76-100	–2d20° F
86-93	Severe	1-25	Unchanged	26-50	+4d12° F	51-75	Unchanged	76-100	–4d12° F
94-97	Very Severe	1-25	Unchanged	26-50	+3d20° F	51-75	Unchanged	76-100	–3d20° F
98-99	Extreme	1-25	Unchanged	26-50	+4d20° F	51-75	Unchanged	76-100	–4d20° F
100	Wild	1-25	Unchanged	26-50	+5d20° F	51-75	Unchanged	76-100	–5d20° F

* This number is added to the base temperature from Table 11.29 and the modifier from Table 11.34 to generate the temperature at the start of each 24-hour period.

Table 11.36: World Creation Step 6 – Anthrosphere/Technological Development

Roll	Technological Development*	Advancements	Weapons and Armor	Vehicles	Picks	RP
01	Exotic**	Per GM discretion	Per GM discretion	Per GM discretion	–	–
02–10	No developed life	None	None	None	0	0
11–12	None	None	None	None	0	0
13–17	Stone Age	Stone and bone tools, fire, hunting and gathering, the wheel	Bows, spears	Carts	1	0
18–24	Copper Age	Copper tools, domesticated sheep, agriculture, irrigation, pottery	Axes, leather armor	Horses	2	0
25–33	Bronze Age	Bronze tools, written language, chariot	Swords, primitive chain mail	Chariots	3	1
34–45	Iron Age	Iron tools, paved roads, mathematics/geometry, keystones/arches, waterwheels and mills	Chain, lance	Triremes	3	1
46–59	Early Medieval	Steel tools, mathematics/number '0', stirrups, windmills	Plates over chain mail	Sophisticated oar ships	4	2
60–71	Late Medieval	Gunpowder, bells, experimental method, physics, law school	Plate armor, crossbows, wheel lock pistols	Primitive sailing ships	4	2
72–80	Renaissance	Trans-oceanic travel, printing press/books, fencing for duels	Flintlock pistols	Steam ships	5	3
81–87	Industrial	Mass production, steam engine, telegraph/telephone, blast furnace, suspension bridge, household electricity	Revolver, cavalry sabre	Automobiles, trains	5	3
88–93	Nuclear	Nuclear fission, television, radio, jet power, radar, sonar, computers	Machineguns, atom bombs	Airplanes, jets	5	4
94–95	Electronic	Orbital space flight, computers, organ transplants, lasers/masers, worldwide computer network, genome mapping, human/machine interfacing, cloning, sub-atomic particle teleportation	Grenade launchers, kevlar	Spaceships, helicopters	6	4
96	Cybernetic	Space colonization, artificial intelligence, neural interface	Laser weapons, flechette guns	Interplanetary ships	6	5
97	Star-faring	Slower-than-light space travel, faster-than-light communication, energy shielding for spacecraft, extended lifespan	Energy weapons, stunners	Interstellar ships	7	5
98	Goa'uld	Faster-than-light space travel, immortality (barring violence), spacecraft cloaking technology	Personal body shields, zats	FTL interstellar ships	7	6
99	Post-Goa'uld	Spacecraft hyperdrives/intergalactic travel, trans-matter re-locators, the ability to see through cloaking technology, stargate creation (but not the creation of a stargate network)	Disruptors	Hyperspace-speed ships	8	6
100	Asgard	Most anything save gate network creation or time travel	Disintegrators	Near-instant speed ships	9	7

* Post-Asgard (Ancient) technological development is not included on this table, and may only be included as part of an "Exotic" result, or per the GM's discretion.

** This world's technological development is exotic, and requires some creativity on the GM's part. It might be based on water-based technology, vary wildly by region, or involve Ancients other other post-Asgard technologies.

Table 11.37: World Creation Step 6 – Anthrosphere/Military Outlook

Roll	Military Outlook	Armed Forces	Squad Size	Combat Condition
01–02	Absolute Pacifistic	N/A	N/A	None (natives refuse to fight under any circumstances)
03–06	Defensively Pacifistic	1 soldier per 100,000 natives	1d2 soldiers	When their territory, people, or property are attacked
07–15	Extremely Cautious	1 soldier per 50,000 natives	1d4 soldiers	When their territory, people, or property are attacked
16–32	Cautious	1 soldier per 100,000 natives	1d2 soldiers	When their territory, people, or property are attacked, or their sense of right and wrong is offended
33–67	Moderate	1 soldier per 50,000 natives	1d4 soldiers	When their code of ethics is strongly violated
68–86	Sensitive	1 soldier per 50,000 natives	1d4 soldiers	When their code of ethics is slightly violated
87–93	Extremely Sensitive	1 soldier per 50,000 natives	1d4 soldiers	When anyone's code of ethics violated (even that of another anthrosphere)
94–98	Aggressive	1 soldier per 10,000 natives	2d4 soldiers	When they wish to expand (will only conquer those who offend their sense of right and wrong)
99–100	Expansionistic	1 soldier per 10,000 natives	2d4 soldiers	When they wish to expand (will conquer anyone)

Table 11.38: World Creation Step 6 – Anthrosphere/Government

Roll	Government Type
01–05	Exotic*
06	Anarchy/None
07–20	Standard Government – roll d% again, applying the following modifiers, based on the anthrosphere's technological development: None –140, Stone Age –120, Cooper Age –110, Bronze Age –20, Iron 7Age 0, Early Medieval +5, Late Medieval, +10, Renaissance +15, Industrial +20, Nuclear +25, Electronic +30, Cybernetic +35, Star-faring +40, Goa'uld +45, Post-Goa'uld +50, Asgard +55, Post-Asgard +100

Roll	Standard Government Type	Rulers
Up to –50	Mobocracy	Mob rulers
–49 to –44	Autocracy	One person (who retains absolute power)
–43 to –35	Demagogy	One person or group (who retain control by manipulating the population's emotions and prejudices)
–34 to –23	Stratocracy	One military group
–22 to –8	Aristocracy	Local land owners (like many small monarchies)
–7 to 10	Fascism	One person (who aggressively retains absolute power through force, terror, and often racism)
11–37	Feudalism	A hierarchy of people (usually with a strict chain of command and custody), each of whom retains one or more vassals (who collect taxes and maintain order)
38–55	Theocracy	One god or religious group
56–70	Oligarchy	A select few families and/or people (who retain absolute power between them)
71–82	Monarchy	One person (who retains absolute or conditional power by virtue of legislature)
83–90	Diarchy	Two joint rulers, usually with equal power
91–95	Triarchy	Three joint rulers, usually with equal power
96–100	Empire	One emperor (who controls one large government comprised of several smaller nations or provinces, each of which is generally ruled by a king)
101–105	Federalism	One person (who shares power with one or more lesser political groups)
106–110	Gerontocracy	The eldest and the wisest
111–115	Gynarchy	Any number of women (only)
116–120	Socialism	One ruling group (who control the economy, but not all property)
121–125	Communism	One ruling group (who control the economy and all property, usually with absolute power)
126–130	Confederacy	A league of statesmen or province holders with one governing body of laws
131–135	Republic	One or more officials elected by the population, who in turn vote to establish policy
136–140	Democracy	One or more officials elected by the population, who administer policy also elected by the population
141–145	Meritocracy	One or more people who have earned their positions according to a set of accepted or elected gauges
146 or more	Pantisocracy	Everyone (each person rules equally)

* This world's government is exotic, and requires some creativity on the GM's part. It might be commanded by an alien (possibly according to the tenets of another randomly determined government type), or it might be a more or less advanced government than its technological development normally allows (roll a new level of technological development, applying the modifiers for that level instead), or it might be something far stranger (the people are ruled by children, or simians, or computers).

Table 11.39: World Creation Step 6 – Anthrosphere/Xenophobia

Roll	Xenophobia	Disposition Toward Outsiders	Disposition Modifier
01	Extremely Hostile	Hostile	–3
02–03	Hostile	Hostile	–2
04–07	Suspicious	Unfriendly	–1
08–13	Neutral	Neutral	+0
14–17	Friendly	Friendly	+1
18–19	Open	Helpful	+2
20	Extremely Open	Helpful	+3

Table 11.40: World Creation Step 6 – Anthrosphere/Civil Rights

Roll	Civil Rights	Subjugation	Genocide
01	Horrid	vs. anyone (regularly including their own people)	vs. anyone (regularly including their own people)
02–03	Very Poor	vs. anyone (occasionally including their own people)	vs. anyone (occasionally including their own people)
04–07	Poor	vs. anyone (though they treat their slaves well)	Never by the government, but the people may differ
08–13	Moderate	Never (laws against slavery, but not against prejudice)	Never by the government, but some people may differ
14–17	Progressive	Never (laws against all prejudice, but they're rarely enforced)	Never by the government or the people
18–19	Very Progressive	Never (laws against all prejudice, but they're unnecessary)	Never even a consideration
20	Overly Progressive	Never (because draconian law precludes prejudice)	Never (because draconian law precludes individuality)

Table 11.41: World Creation Step 7 – Origin/Culture Age

Roll	Culture Age
1–2	Exotic*
3–4	Old
5–8	Very Old
9–15	Ancient
16–20	Very Ancient

* This anthrosphere's origin is exotic, and requires some creativity on the GM's part. It may be alien, or derived from an undiscovered Earth culture.

Table 11.42: World Creation Step 7 – Origin/Culture Roots

Roll	Old Culture	Very Old Culture	Ancient Culture	Very Ancient Culture
01	Aboriginal	Aboriginal	Aboriginal	Aboriginal
02	African	African	African	Aboriginal
03	Amazonian	Amazonian	Amazonian	African
04	Aztec	Barbarian	Barbarian	African
05–06	Aztec	Buddhist	Buddhist	Akkadian
07	Aztec	Chinese	Canaanite	Akkadian
08–09	Buddhist	Chinese	Canaanite	Akkadian
10	Chinese	Chinese	Canaanite	Akkadian
11	Chinese	Chinese	Carthaginian	Amazonian
12	Chinese	Christian	Carthaginian	Amazonian
13	Chinese	Christian	Carthaginian	Amazonian
14	Christian	Egyptian	Carthaginian	Assyrian
15	Christian	Egyptian	Celtic	Assyrian
16	Dogon	Egyptian	Celtic	Assyrian
17–18	Easter Island	Egyptian	Chinese	Assyrian
19–20	Easter Island	Egyptian	Chinese	Babylonian
21	Easter Island	Egyptian	Christian	Babylonian
22–23	Easter Island	Egyptian	Egyptian	Babylonian
24	Egyptian	Egyptian	Egyptian	Babylonian
25–26	Egyptian	Egyptian	Egyptian	Barbarian
27	Egyptian	Eskimo	Egyptian	Celtic
28–29	Egyptian	Greek	Egyptian	Celtic
30	Eskimo	Greek	Egyptian	Chinese
31	Filipino	Greek	Eskimo	Chinese
32–35	Greek	Greek	Finnish	Chinese
36	Hawaiian	Greek	Greek	Clovis
37	Hindu	Greek	Greek	Clovis
38–40	Hindu	Greek	Greek	Clovis
41	Inca	Hawaiian	Greek	Clovis
42–44	Inca	Hindu	Greek	Clovis
45	Indeterminate	Hindu	Hindu	Egyptian
46	Irish	Hindu	Hindu	Egyptian
47	Irish	Hun	Hittite	Egyptian
48	Irish	Indeterminate	Hittite	Egyptian
49	Irish	Indeterminate	Hittite	Eskimo
50	Japanese	Indeterminate	Hittite	Eskimo
51–53	Japanese	Japanese	Indeterminate	Etruscan
54	Jewish	Japanese	Indeterminate	Etruscan
55	Jewish	Japanese	Japanese	Etruscan
56	Kabyl	Jewish	Japanese	Etruscan
57	Korean	Jewish	Japanese	Finnish
58	Korean	Kabyl	Japanese	Finnish
59–60	Korean	Korean	Jewish	Finnish
61	Lithuanian	Korean	Kabyl	Finnish
62	Lithuanian	Korean	Korean	Finnish
63	Lithuanian	Korean	Korean	Indeterminate
64	Lithuanian	Lithuanian	Korean	Indeterminate

65	Maori	Lithuanian	Korean	Indeterminate
66–69	Moor	Mayan	Kush	Indeterminate
70	Native American	Mayan	Lithuanian	Indeterminate
71	Norse	Mongolian	Mayan	Indeterminate
72	Norse	Moor	Mayan	Indeterminate
73–74	Norse	Muslim	Mayan	Indeterminate
75	Norse	Native American	Native American	Indeterminate
76–77	Norse	Norse	Olmec	Indeterminate
78	Persian	Norse	Olmec	Indeterminate
79	Persian	Norse	Olmec	Indeterminate
80	Persian	Norse	Persian	Jewish
81	Persian	Norse	Persian	Jewish
82	Russian	Norse	Persion	Jewish
83	Russian	Norse	Persian	Lithuanian
84	Russian	Norse	Phoenician	Lithuanian
85	Russian	Norse	Phoenician	Minoan
86	Samoan	Norse	Phoenician	Minoan
87	Samoan	Norse	Phoenician	Minoan
88	Samoan	Norse	Roman	Minoan
89	Samoan	Persian	Roman	Minoan
90	Scottish	Persian	Roman	Minoan
91–92	Scottish	Persian	Roman	Mycenean
93	Scottish	Persian	Roman	Mycenean
94	Taoist	Pictish	Roman	Mycenean
95	Taoist	Samoan	Roman	Mycenean
96	Tibetan	Samoan	Roman	Mycenean
97	Tibetan	Taoist	Samoan	Native American
98	Toltec	Taoist	Taoist	Native American
99	Toltec	Tibetan	Taoist	Sumerian
100	Tongan	Tibetan	Tibetan	Sumerian

Table 11.43: Inter-Species Relations Modifiers

	Asgard	Goa'uld	Human	Jaffa	Near Human	Reol	Tok'ra
Asgard	0/0	–2/–8	–4/–6	–6/–6	–4/–6*	–4/–4	–2/–8
Goa'uld	–2/–8	0/0	–4/–8	0/–8	–4/–8	–2/–6	0/0
Human	–4/–4	–2/–2	0/0	–4/–2	–2/–2	–2/–2	–2/–2
Jaffa	–4/–6	0/–2	–2/–2	0/0	–2/–2	0/–2	0/–2
Near Human	–4/–4	–2/–2	–2/–2	–4/–2	–2/–2**	–2/–2	–2/–2
Reol	–4/–8	–4/–8	–2/–8	–4/–8	–4/–8	0/0	–2/–8
Tok'ra	–2/–8	0/0	–4/–8	–4/–8	–4/–8	–4/–6	0/0

* When an Asgard character interacts with a Small-sized near human, his circumstance penalty with Disguise checks is reduced to –4.

** These circumstance penalties are applied when a near human character interacts with a character of another offshoot near human species. A near human character suffers no such penalties when interacting with another near human of the same species.

How to Use This Table: Find the character's species across the top and the species with whom the character is interacting along the side. Cross-reference to find the character's circumstance penalties, if any. The penalty before the slash is applied with all Bureaucracy and Sense Motive checks made targeting the alien character, and the penalty after the slash is applied with all Disguise and First Aid checks made targeting the alien character.

Table 11.44: Random Missions

Roll	Mission Type	Assigned Action	
01–02	Advise	Roll d% to determine basic mission, then add a complication (e.g. ignorance, bias, or misconception among species, culture, or group)	
		01–60	Advise a species or culture about Earth technology on loan
		61–90	Train a species or culture a necessary skill (e.g. farming, survival, etc.)
		91–100	Brief third party about species or culture encountered beyond the stargate
03–04	Arrest	Roll d% to determine the target (who must be returned to the SGC)	
		01–10	Renegade SGC member
		11–50	NID operative
		51–55	Another Earth native
		56–80	Renegade Tok'ra
		81–90	Renegade Jaffa
		91–100	Per GM discretion
05–07	Bodyguard	Roll d% to determine the person or group that wishes to kill or capture the protected character	
		01–20	Operative sent by as-yet-undiscovered alien race
		21–30	Alien bounty hunter
		31–40	NID operative
		41–60	NID strike team
		61–80	Jaffa squad
		81–90	Jaffa squad led by a First Prime
		91–100	Goa'uld System Lord
08–10	Capture	Roll d% to determine the target (who must be brought to a third-party, such as the Tok'ra or the Asgard)	
		01–10	Renegade SGC member
		11–50	NID operative
		51–55	Another Earth native
		56–80	Renegade Tok'ra
		81–90	Renegade Jaffa
		91–100	Per GM discretion
11–13	Defend	Roll d% to determine the owners of the installation/location to be defended	
		01–30	SGC
		31–40	Tok'ra
		41–70	Jaffa
		71–85	Near human culture
		86–90	Asgard
		91–100	Per GM discretion
14–16	Deliver Message	Roll d% to determine basic mission, then add a complication (e.g. someone else who wants the message, a time limit)	
		01–30	Deliver message to Tok'ra cell
		31–40	Deliver message to Jaffa cell
		41–70	Deliver message to other informant
		71–85	Deliver message to Near Human allies
		86–90	Deliver message to Asgard High Command
		91–100	Per GM discretion
17–19	Destroy	Roll d% to determine the target object	
		01–20	Enemy plans
		21–40	Relic/artifact
		41–70	Weapon
		71–90	Site
		91–95	Goa'uld vessel
		96–100	Per GM discretion
20–22	Disaster Support	Roll d% to determine the assisted species conditions under which the characters enter this mission	
		01–30	Assist near human species following recent natural disaster
		31–45	Assist near human species with current natural disaster
		46–55	Assist near human species following recent attack
		56–60	Assist near human species with current attack
		61–70	Assist Tok'ra or Jaffa following recent natural disaster
		71–80	Assist Tok'ra or Jaffa with current natural disaster
		81–85	Assist Tok'ra or Jaffa following recent attack
		86–90	Assist Tok'ra or Jaffa with current attack
		91–95	Assist Asgard following recent replicator attack
		96–100	Assist Asgard with current replicator attack
23–25	Distract	Roll d% to determine enemy that must be distracted, so that another team can perform a primary mission	
		01–30	Goa'uld
		31–80	Jaffa
		8–100	Per GM discretion

26–28	Guard	Roll d% to determine the group or species whose installation the characters must guard, then roll d% again to determine who's attacking it (re-rolling any illogical results)	
		01–20	SGC
		21–30	NID
		31–50	Near human culture
		51–60	Tok'ra
		61–70	Jaffa
		71–75	Rheol
		76–80	Asgard
		81–90	Gua'uild System Lord
		91–93	Replicators
		94–95	Newly discovered alien species
		96–100	Per GM discretion
29–30	Hijack	Roll d% to determine species or group from whom the characters must hijack the ship	
		01–80	Goa'uld
		81–90	Near human species
		91–100	Per GM discretion
31–33	Hunt	Roll d% to determine the people plagued by an alien creature, and the characters' orders concerning the lifeform	
		01–30	Subdue creature harassing SGC
		31–50	Capture creature harassing SGC
		51–55	Kill creature harassing SGC
		56–70	Subdue creature harassing near human species
		71–80	Capture creature harassing near human species
		81–85	Kill creature harassing near human species
		86–90	Subdue creature harassing newly discovered alien species
		91–95	Capture creature harassing newly discovered alien species
		96–100	Kill creature harassing newly discovered alien species
34–36	Infiltrate	Roll d% to determine the target species or group and the characters' goal once they infiltrate the installation	
		01–15	Gain intelligence about Jaffa/Goa'uld installation/vehicles/weapons/plans
		16–30	Sabotage Jaffa/Goa'uld gear/vehicles/weapons/plans
		31–45	Destroy Jaffa/Goa'uld gear/vehicles/weapons/plans
		46–60	Gain intelligence about near human installation/ vehicles/ weapons/plans
		61–75	Sabotage near human gear/vehicles/weapons/plans
		76–90	Destroy near human gear/vehicles/weapons/plans
		91–98	Gain intelligence about newly discovered species' installation/vehicles/weapons/plans
		99	Sabotage newly discovered species' gear/vehicles/weapons/plans
		100	Destroy newly discovered species' gear/vehicles/weapons/plans
37–39	Investigate	Roll d% to determine the event that prompts this investigation	
		01–20	Appearance of new alien species
		21–30	Theft of critical SGC or ally gear/weapon/vehicle/data
		31–40	Death of ally
		41–50	Unusual space/time distortion
		51–55	Change to character (e.g. he regresses to 15 years old, he slips out of phase, etc.)
		56–100	Per GM discretion
40–42	Mediate	Roll d% twice to determine the two groups between whom the characters must mediate (two identical results indicates that the characters must mediate between two factions within the same group)	
		01–10	Uninformed Earth agency
		11–30	United Nations
		31–40	SGC department
		41–60	Near human species
		61–70	Jaffa
		71–80	Tok'ra
		81–85	Asgard
		86–100	Newly discovered alien species
43–45	Negotiate	Roll d% to determine the group with whom the characters must liaison, then add a complication (e.g. ulterior motives, third-party attacks, etc.)	
		01–90	Near human
		91–100	Newly discovered alien species
46	Neutralize	Roll d% to determine the target	
		01–85	Renegade Goa'uld operating on Earth
		86–95	Alien bounty hunter
		96–100	Per GM discretion
47–49	Oversee	Roll again to determine the mission overseen by the characters	

50–52	Puzzle	Roll d% to determine the nature of the puzzle the characters must solve or puzzle-like task they must perform	
		01–20	Traverse Ancients site
		21–40	Obtain relic/artifact within maze
		41–60	Escape Goa'uld death trap
		61–80	Uncover secret behind strange circumstances on newly visited world
		81–100	Per GM discretion
53–55	Raid	Roll d% to determine the target	
		01–90	Jaffa/Goa'uld
		91–100	Per GM discretion
56–58	Recover	Roll d% to determine the opposition and the item to be recovered	
		01–10	Recover alien technology from NID
		11–20	Recover alien technology from uninformed Earth agency
		21–50	Recover advanced Earth or alien technology from neutral off-world species
		51–90	Recover stolen object/technology from Jaffa/Goa'uld
		91–100	Per GM discretion
59–61	Repair	Roll d% to determine the nature of the device to be repaired, as well as the group or species seeking to capture or destroy it	
		01–05	Repair a human-built device targeted by the NID
		06–20	Repair a human-built device targeted by a near human species
		21–40	Repair a human-built device targeted by the Goa'uld
		41–50	Repair a human-built device targeted by a newly discovered alien species
		51–55	Repair an alien device targeted by the NID
		56–70	Repair an alien device targeted by a near human species
		71–90	Repair an alien device targeted by the Goa'uld
		91–100	Repair an alien device targeted by a newly discovered alien species
62–64	Rescue	Roll d% to determine the opposition and the person who must be recovered	
		01–10	Rescue captured SGC team member from NID
		11–15	Rescue captured ally from NID
		16–40	Rescue captured SGC team member from adversarial off-world species
		41–50	Recover captured ally from adversarial off-world species
		51–80	Rescue captured SGC team member from Jaffa/Goa'uld
		81–90	Recover captured ally from Jaffa/Goa'uld
		91–100	Per GM discretion
65–67	Research	Roll d% to determine the focus of the characters' research	
		01–20	Ancient site
		21–50	Natural planetary phenomenon
		51–75	Natural stellar phenomenon
		76–100	Per GM discretion
68–87	Scout	Per World Creation (see page 402)	
88–90	Search	Roll d% to determine the object of the characters' search	
		01–25	Person
		26–50	Data/intelligence
		51–75	Relic/artifact
		76–100	Per GM discretion
91–93	Surveillance	Roll d% to determine the target of the characters' surveillance	
		01–20	SGC
		21–30	NID
		31–50	Near human culture
		51–60	Tok'ra
		61–70	Jaffa
		71–75	Rheol
		76–80	Asgard
		81–90	Gua'uild System Lord
		91–93	Replicators
		94–95	Newly discovered alien species
		96–100	Per GM discretion
94–96	Test	Roll again to determine the mission during which the characters must test the new gear or resource	
97–100	Transport	Roll d% to determine the person or object to be transported	
		01–10	Renegade SGC prisoner
		11–20	NID prisoner
		21–30	Renegade Tok'ra prisoner
		31–40	Renegade Jaffa prisoner
		41–60	Relic/artifact
		61–80	Data/intelligence
		81–00	Per GM discretion

Table 11.45: Encounter Levels

	Number of CRs								
EL	One	Two	Three	Four	Five or Six	Seven to Nine	Ten to Twelve	Same Pair	Mixed Pair
1	1 or 2	1/2	1/3	1/4	1/3	1/8	1/8	–	1/2 + 1/3
2	2 or 3	1	1/2 or 1	1/2	1/3	1/4	1/6	1	1 + 1/2
3	3 or 4	1 or 2	1	1/2 or 1	1/2	1/3	1/4	1	2 + 1
4	3, 4, 5	2	1 or 2	1	1/2 or 1	1/2	1/3	2	3 + 1
5	4, 5, 6	3	2	1 or 2	1	1/2	1/2	3	4 + 2
6	5, 6, 7	4	3	2	1 or 2	1	1/2	4	5 + 3
7	6, 7, 8	5	4	3	2	1	1/2	5	6 + 4
8	7, 8, 9	6	5	4	3	2	1	6	7 + 5
9	8, 9, 10	7	6	5	4	3	2	7	8 + 6
10	9, 10, 11	8	7	6	5	4	3	8	9 + 7
11	10, 11, 12	9	8	7	6	5	4	9	10 + 8
12	11, 12, 13	10	9	8	7	6	5	10	11 + 9
13	12, 13, 14	11	10	9	8	7	6	11	12 + 10
14	13, 14, 15	12	11	10	9	8	7	12	13 + 11
15	14, 15, 16	13	12	11	10	9	8	13	14 + 12
16	15, 16, 17	14	13	12	11	10	9	14	15 + 13
17	16, 17, 18	15	14	13	12	11	10	15	16 + 14
18	17, 18, 19	16	15	14	13	12	11	16	17 + 15
19	18, 19, 20	17	16	15	14	13	12	17	18 + 16
20	19+	18	17	16	15	14	13	18	19 + 17

Same Pair: Generally, combining two identical CRs produces an EL equal to one of the CRs +2 (e.g. two CRs of 4 produce an EL of 6). Every time the number of CRs is doubled, the EL produced rises by 2 (e.g. four CRs of 4 produce an EL of 8, eight such CRs produce an EL of 10, etc.).

Mixed Pair: This column produces ELs for combined pairs of different CRs (e.g. combining a CR of 6 with a CR of 4 produces an EL of 7).

Table 11.46: Assigning XP

Mission designed for...	Maximum XP Reward*
Average character level 1	1,100–1,200 per character
Average character level 2 (or levels 1–3)	2,200–2,400 per character
Average character level 3 (or levels 2–4)	3,300–3,600 per character
Average character level 4 (or levels 3–5)	4,400–4,800 per character
Average character level 5 (or levels 4–6)	5,500–6,000 per character
Average character level 6 (or levels 5–7)	6,600–7,200 per character
Average character level 7 (or levels 6–8)	7,700–8,400 per character
Average character level 8 (or levels 7–9)	8,800–9,600 per character
Average character level 9 (or levels 8–10)	9,900–10,800 per character
Average character level 10 (or levels 9–11)	11,000–12,000 per character
Average character level 11 (or levels 10–12)	12,100–13,200 per character
Average character level 12 (or levels 11–13)	13,200–14,400 per character
Average character level 13 (or levels 12–14)	14,300–15,600 per character
Average character level 14 (or levels 13–15)	15,400–16,800 per character
Average character level 15 (or levels 14–16)	16,500–18,000 per character
Average character level 16 (or levels 15–17)	17,600–19,200 per character
Average character level 17 (or levels 16–18)	18,700–20,400 per character
Average character level 18 (or levels 17–19)	19,800–21,600 per character
Average character level 19 (or levels 18–20)	20,900–22,800 per character
Average character level 20	22,000–24,000 per character

* This assumes the characters complete all the mission's objectives (lesser performance during a mission should potentially not even warrant one full level's worth of experience).

Appendix One: Crossovers

The *Stargate SG-1* setting is uniquely suited to cross-genre roleplaying in other systems. Any campaign world in existence could conceivably contain a stargate, and with the popularity of the *d20 System,*™ it's remarkably easy to combine the mechanics from this book with those of any other d20 System™ product. Planets like Cimmeria bear an unmistakable resemblance to many high fantasy campaigns, and science fiction settings make a natural fit with the likes of the Asgard and the Goa'uld. It might even be possible to visit an alternate version of Earth (as was the case in *There But For the Grace of God...)* or Earth in the past (as in 1969), allowing SG teams to cross paths with gangsters, pulp adventurers, or werewolves and vampires!

As always, the GM will need to tailor the crossover to fit his particular style. Not every setting fits what he has in mind, and each one has its own particular foibles which must be integrated into *Stargate's* particular playing style. However, a few universal issues appear in any crossover campaign, regardless of their exact nature. Tips and guidelines for handling each of them are included below.

A Place for the Stargate

The first thing a GM must decide when running mission in a crossover world is the stargate's exact location. Where it lies will go a long way towards determining how the SG team becomes involved in this new planet, and what kind of challenges they will face. Some worlds will havea location seemingly tailor-made for a stargate. Others will require careful planning to find an appropriate spot. In general, the stargate will either be the center of attention on an world – the focus of a town or local religious worship – or else the exact opposite. In previously existing campaigns, it will most likely be the latter: the stargate will be tucked away in some forgotten corner, or perhaps held in secret, kept in the depths of a fortress or tower by powerful being who wishes to exploit it. Regardless, its location not only factors in to how and where the SG team enters this new world, but how they can integrate with the locals, whether or not they can easily retreat back to the SGC, and who or what may stand in their way.

Science Fiction Trumps Magic

Fantasy worlds often entail magical creatures such as elves and goblins, or wizards who bend the laws of reality to their will. Such elements are integral to the genre, and can be managed fairly easily in a Stargate system crossover. However, as far as the *Stargate* universe is concerned, "magic" simply doesn't exist. Everything has a scientific explanation, and all instances of magical powers or supernatural beings can be traced back to concrete 21st century explanations. Which isn't to say that such abilities can't exist. After all, Goa'uld technology appears magical to primitive races, and even the SGC's devices would astound most fantasy character. A wizards' spells or a mystic sword that only the king may wield can fall into the same category. Perhaps the "wizard" belongs to a bloodline which was subjected to Goa'uld experiments, rendering their descendents capable of enhanced abilities. Maybe the "goblins" are an alien race, native to

the planet. A magic sword might be composed of some super-strong alloy (perhaps naquadah), and of course any local gods or deities might have their basis in the System Lords or other advanced races.

Obviously, the GM can decide how much magic in his campaign is "real" and how much is just a misperceived scientific phenomenon. But any game focused predominantly on a Stargate team should have a scientific explanation for everything, and leave "magic" for the superstitious peasants.

"This... is my BOOMSTICK!!!"

Campaign worlds whose technology is less advanced that Earth's pose a crucial problem for SG teams carrying modern equipment. Not only does such equipment mark them as outsiders, but – from a metaplot perspective – it may cause issues with the GM's vision of that world. Peasants using Uzis or a warlord riding to battle on a MALP could jar with the tone the GM wishes to set, as well as providing an undue advantage to the "primitive" NPC who possess such objects. The dilemma of a high-tech weapon loose on a low-tech world can make for terrific adventures (an SG team which loses a sidearm in such a world may be ordered to return to the planet and recover it), but the GM should be aware of the complications it can cause such a locale, and plan accordingly.

Purpose and Mission

As with any other SG mission, a crossover campaign should include specific ideas on what the team is doing there. Standard SG mission worlds are usually build around the team's arrival; that is, their problems and dramatic weight are tilted towards the team. But pre-existing campaigns have their own rhythm and flow, which exists independently of the *Stargate* universe. By carefully planning the team's purpose and mission, the GM can help blend the two worlds more easily. Not only will it help shape their initial experience, but it will dictate future adventures (if any) and the impact which their arrival will have on the world. What does the SG team believe its mission is? How will that mission change once they scout out the landscape? Will they find locals to help them, and what will those locals ask for in return? Prolonged contact with the SGC is likely to have huge political ramifications, and the knowledge they bring can change the face of the crossover world forever. If the GM wishes to keep things the same as they were, he should tailor the SG teams' mission to hide their presence from the locals. On the other hand, if he wishes them to make contact with the kings and rulers of this new planet, then they should either keep knowledge of such a meeting away from the general populace, or be prepared to adjust the particulars of the world accordingly.

Combining Stargate and Spycraft

The easiest and most expedient *Stargate* crossover involves *Spycraft*, AEG's game of secret agents and techno-thrillers. While *Stargate* doesn't center around espionage – and while specific campaigns such as *Shadowforce Archer* have their own agendas which don't involve aliens or outer space – there are enough elements to tie the stargate in to an espionage-themed world. The NID, for example, and the machinations of Col. Mayborne both make a natural fit for *Spycraft's* brand of clandestine adventure. The SGC is a highly-secretive organization, of which which few outside the highest echelons are aware. You need only insert the SGC into your *Spycraft* game's phalanx of military and intelligence organizations, and you're ready to roll.

From a mechanics standpoint, running crossovers between *Stargate* and *Spycraft* is relatively simple. The departments, classes and combat rules are all more or less compatible (when not identical) to each other. There are only a few instances which warrant some thought.

The first is a matter of weapon damage and scale. *Spycraft* is designed to be a slightly more cinematic than *Stargate* and therefore weapons can be more damaging in *Stargate.* In a crossover campaign, it's important to make certain that any irregularities are ironed out. It's probably most important to make certain that the more permanent campaign (i.e, the one in which the mission is based) is honored in the case of discrepancies. If in doubt, it's probably better to go with *Stargate,* as the deadliness of its style of combat is more fluid than that of a more "realistic" story.

The second issue is that of budget, resource and gadget points. For the most part, the inherent balance of these systems is equal, and so either can be used. A GM *should* be able to handle budgeting by the agency involved rather than the game. For instance, if a group is being outfitted by the SGC, they should use *Stargate's* budget system. If *Stargate* characters are outfitted by the Agency for some reason, then they should use the *Spycraft* system. If the character in question isn't of a class in the system used to outfit the team, find the class which most closely matches it and use its points to make all purchases.

The final consideration is that of story. In a cross-genre game, the hardest thing to consider is how the paths of the game cross. If the SGC is clashing with the NID, then this is obvious, but if the two agencies are supposed to work together, more compelling arguments must be found. Maybe the *Spycraft* characters are sent on a mission that turns into an SGC mission, or vise versa. If the results are promising, the two agencies might develop a relationship, opening the door to future cooperation.

Finally, gadgets are an issue in a cross-genre campaign. High-tech devices and super-science is only really appropriate in a Stargate game where alien technology is involved. The opposite is true in most *Spycraft* game. If the *Stargate* game is the dominant one (the *Spycraft* game is just a secondary thing), then the Stargate philosophy of alien super-science should be used. In all other cases, either agencies should use their own philosophy, and any conflicts should probably just be ignored

Other Worlds

The following pages contain details on a series of specific d20 worlds, published by different gaming companies, which can facilitate crossover adventuring with *Stargate* teams. Each section contains an overview of the world in question, the probable location of the stargate, and ways to run adventures on that world with an SG team. Please note that these are intended as variant guidelines. They do not

supplement or replace any existing sourcebooks, nor are they intended to imply that a stargate definitively exists in the "canon" metaplots of those particular worlds. They are optional tools for the GMs' use – enjoyable alternatives rather than unbending finalities.

DragonStar

DragonStar® is a unique space-fantasy campaign setting from Fantasy Flight Games: a boundless universe of magic and machine, science and sorcery. Intrepid adventurers explore the Outlands in starships powered by fusion fire and arcane rituals. Dwarven prospectors work veins of pure adamantine in remote asteroid belts, and elven loremasters conduct secret experiments in living space stations. Grizzled mercenaries augment their bodies with bioengineered spellware, and orc raiders armed with pulse lasers massacre innocent settlers on isolated colony worlds.

In *Stargate SG-1,* the stargates link far-flung worlds into an intricate web of adventure and discovery. In a *DragonStar®* crossover, a stargate address might lead not just to a new world, but to a new universe. What if your SG team stepped through a stargate and found themselves in a galaxy whose hundreds of colony worlds were populated by elves, dwarves, and orcs, a star-spanning empire ruled by near-immortal dragons? The Dragon Empire offers the perfect opportunity to introduce elements of high fantasy into a *Stargate SG-1* campaign.

Enemies and Allies

The Goa'uld and the Dragon Empire are reflections of each other in a twisted mirror. Both desire complete domination over all they see, and both seek to continually extend that domination. The Goa'uld, though small in number, are equal to the dragons in their sense of racial superiority; that alone would be enough to bring them into conflict. Add in the fact that both groups control vast networks of planets and the means of transportation (teleportation and stargates) to move between them, and a power struggle between the two is inevitable. The Dragon Empire – simply by virtue of its size and vast resources – would probably win any direct military conflict, so the Goa'uld would be more likely to use subterfuge and diplomacy than outright violence. Their ultimate goal might be to control the lords of the Dragon Empire from behind the scenes through secretive intrigue and manipulation.

The Asgard, meanwhile, would be an unlooked-for miracle to any who live in oppression under the Dragon Empire. Their policy of protecting younger races from the Goa'uld would easily extend to the besieged peoples under the drow and their dragon masters. Their military power might even allow them to liberate those planets that wished it. However, all of this depends on the timing. If your campaign is set during their war with the Replicators, the Asgard would be hard-pressed to aid anyone, even those in dire need of it.

Stargate and Empire

Rule of the Dragon Empire is shared by two rival kingdoms, Qesemet and Asamet. The Kingdom of Qesemet is dominated by good-aligned dragons, while the Kingdom of Asamet is ruled by evil dragons. The best place to locate a stargate in the Dragon Empire is an Outlands world in the Asamet. A somewhat lawless world, one where most anything goes, is a good choice for a dangerous, gritty, and exciting adventure. The Outlands worlds of Altara, the domain of the sinister white dragons, are ruled by opportunism, ambition, and deception, far from the sometimes sterile law and order of the Empire's core worlds. The stargate may be controlled by the dragons of House Altara, guarded by Imperial Legionnaires and crawling with drow operatives of the Imperial Secret Police Directorate. Alternatively, it may be the secret prize of a criminal cartel, such as the Black Hole Syndicate, or a mysterious artifact studied by an obscure cabal of wizards. Perhaps the stargate remains undiscovered, a relic from a long-lost Goa'uld colony or enclave.

Beyond the Stargate

DragonStar® is rife with roleplaying opportunities for an SG-1 campaign. The Dragon Empire uses teleportation circles instead of stargates; an SG-1 team could enter a stargate only to step out of a teleportation circle in an Outlands world. They would then have to determine a way to recreate the mishap in order to get home, all the while deciding whether to open relations with this strange new society or to attempt to protect Earth by keeping it a secret. The party could easily find itself working for mutual purposes with fugitives and rebels in the Dragon Empire.

Conversely, natives of the *DragonStar®* universe could be accidentally rerouted through a stargate while teleporting: veterans of the Imperial Legions, manipulative drow secret police, powerful dragons, and fugitives from the Dragon Empire are a few of the many possibilities. A more traditional option, of course, would allow for discovery of the two realms merely by advances in starfaring technology. The Dragon Empire is most likely to be the catalyst, expanding via exploration to discover the Earth and its environs. The SG-1 team could be sent as spies or scouts to reconnoiter this new menace, as representatives to assist in diplomatic talks, or as messengers sent to gain allies against the dragons and their minions.

Dragonstar's core books, the *Starfarer's Handbook* and *Guide to the Galaxy,* provide everything you need to run adventures and campaigns in this setting. For more information on the Dragonstar line, visit the official Fantasy Flight Games website at www.fantasyflightgames.com/dragonstar.html

Naranjan (MindShadows)

The planet Naranjan is a largely unpopulated world consisting of many small archipelagos. Most of the islands in these chains are small and inhabited by scattered primitive societies. Humans are the most common species on the planet, but several human offshoots and alien species also inhabit it. Naranjan's largest island supports a single significant empire, called the Sudarshan Empire, and a variety of city-states in addition to several tribal groupings. The population of the island is culturally and technologically analogous to medieval India on Earth. The most important difference in Naranjan, from the perspective of any travelers to the world, is the widespread use of psionics.

Naranjan was populated millennia ago through intervention by the Asgard, who sought to isolate humans with latent psionic abilities from potential use as hosts by the Goa'uld. The planet already possessed a number of sentient and non-sentient native species that exhibited this same potential, and the Asgard endeavored keep all such creatures on a single world. The humans transplanted there were then experimented upon, creating a number of subraces akin to creatures from ancient human legends. Over the intervening centuries, the new inhabitants of Naranjan learned to use rituals to tap their latent psionic power, but the expertise required to master them would not transfer to a Goa'uld host, so the Asgard took little interest in them. Nevertheless, the diminutive human subrace (known locally as the "Nivashan") developed these rituals to their fullest extent and used the "magical" power granted by them to subjugate the other inhabitants of the island. A complex, caste-based society quickly developed under their rule.

Approximately five hundred years ago, an Asgard scientist named Sujahna made a theoretical breakthrough that she believed would allow the Naranjani humans to reach their full psionic potential without the need for the complex rituals used by the Nivashan. Disguising herself as a human, she went to Naranjan and began to teach students her methods. Her efforts proved successful, but the full-scale introduction of psionics became very disruptive to the society, leading to a widespread rebellion against the Nivashan. In the centuries since, the empire has been restored and is slowly reclaiming its power, but the methods Sujahna developed have been widely disseminated amongst the populace and unrest is commonplace. It remains to be seen whether the restored empire will prove better able to cope with the ubiquity of psionic powers than its first incarnation.

The Stargate

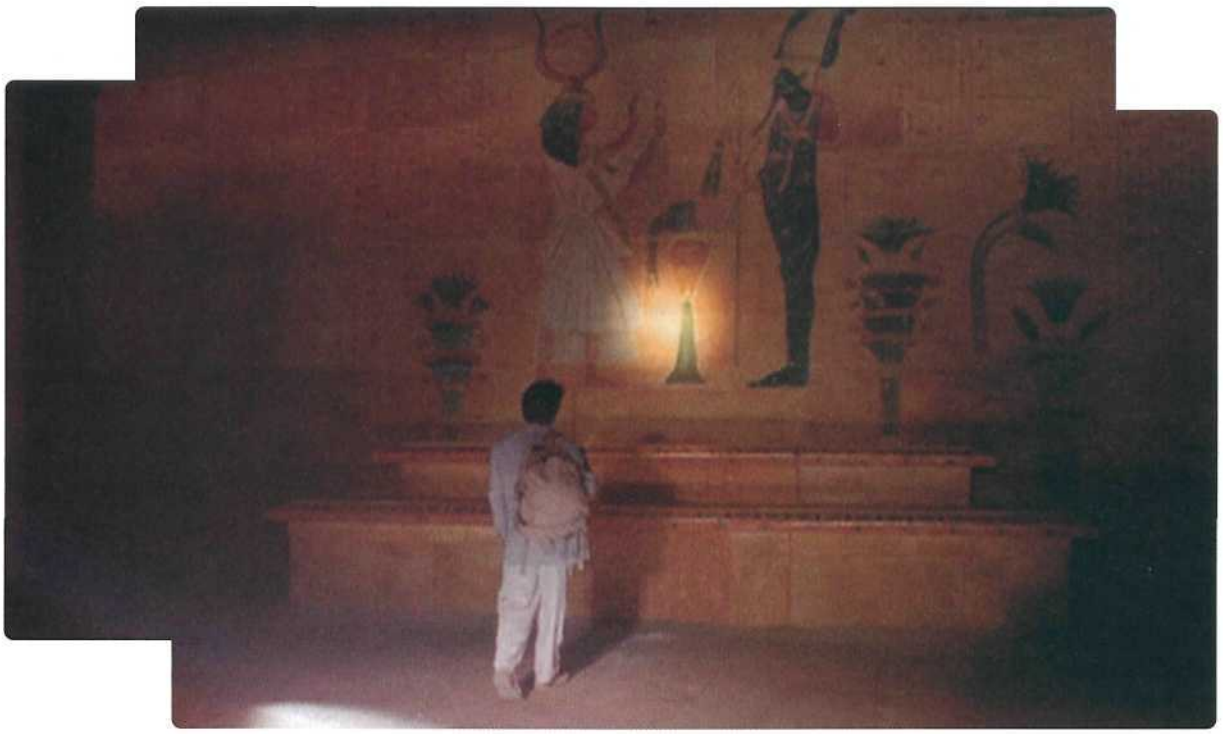
Naranjan's stargate is heavily defended against the Goa'uld and their servitor races. Any group that passes through the stargate that includes a member of one of these races will have to bypass an automated system in order to proceed. Otherwise, they are jettisoned back out at their starting point, and the wormhole automatically disengages. The stargate opens into clearing within dense tropical rainforest, one of many that dot the planet's equatorial regions. This particular area lies to the west of the Sudarshan Empire's most remote outposts and is home to a variety of psionic creatures, most of them unintelligent and predatory.

No unmodified humans live in the rainforest. Instead, tribes of short, slender genetically modified humans called Puskamu dwell nearby. They are violent, xenophobic, and have been known to engage in cannibalism. They fear the stargate and consider it a source of "black magic." Consequently, anyone who comes through it will be avoided at first, but, should they show signs of fallibility, they will quickly become the targets of hit-and-run attacks designed to weaken their strength. Any SG team that ventures into Naranjan would be wise to leave the rainforest as quickly as possible and make their way to civilization before they run afoul either of the Puskamu or the jungle's many vicious beasts.

Beyond the Stargate

The major motivation for a prolonged mission on Naranjan is likely the study of the psionic abilities developed by the locals. Although Naranjani humans have a greater degree of psionic potential than many others, the techniques they developed are now refined enough to be learned by others. Inevitably, some group or other will take notice of this fact and decide to exploit it for their own purposes. An SG team might well be sent to Naranjan to prevent this from occurring – or to acquire this knowledge before their enemies do.

Unknown to the Asgard who transplanted the humans here, a group of Tok'ra are present and active on Naranjan. Local belief claims that the "gods" worshipped by the natives possess a number of avatars, living constantly among the populace. In fact, these are the survivors of



a Tok'ra scouting party who found themselves stranded on Naranjan and have since engaged in symbiosis among the locals to survive. To date, they have been unable to penetrate the defenses around the stargate and so have remained here, subtly influencing the planet's development from behind the scenes. For centuries, the Sudarshan Empire was in fact ruled by a Tok'ra known as Anjeeti, who inhabited a succession of hosts until the Empire passed into the hands of a new ruler whom Anjeeti deemed unworthy of blending.

The remaining Tok'ra have taken a wait-and-see attitude toward the widespread development of psionic powers, fearing that any attempts to involve themselves any further would reveal their existence to the Asgard. They believe – perhaps rightly – that the Asgard would quarantine the planet rather than risk any Goa'uld, even the Tok'ra, gaining access to such potent psionic hosts. Consequently, the battle for control of Naranjan has become a shadow war fought through intermediaries, most of whom have no idea of the truth. The arrival of an SG team could quickly upset the balance by drawing one or more factions out into the open – with terrifying results.

Notes to the Game Master

Naranjan was originally designed as a fantasy world and is described in the book Mindshadows, published by Green Ronin. The creatures inhabiting Naranjan are described in the companion volume, Monsters of the Mind. For more information, check out Green Ronin's official website at www.greenronin.com.

Nyambe

Planet Nyambe (nye-AHM-bay) strongly resembles the continent of Africa, with large areas of grassland, scrub plain, desert, and rainforest. Humans make up a majority of Nyambe's population, though there are at least a dozen other sentient species inhabiting the world. The main continent supports two empires, five smaller kingdoms, and an uncounted number of traditional governments such as chiefdoms and elder councils. Humans control most of these civilizations, which have a level of technology roughly equivalent to that of iron-age Africa. The most important difference between Nyambe and historical Africa is the presence of the "spirits."

The spirits, also known as orisha (o-REE-shah), are energy-based life forms who seem to be a weaker version of the ascended. Unlike the other ascended, the orisha have no rules against interference, and use their seemingly "magical" powers on behalf of the people in exchange for the opportunity to temporarily possess a human host. Nyambe is home to hundreds of different orisha, including those of plants, animals, the elements, departed ancestors, and even local landmarks. Despite their amazing powers, the orisha are not worshipped as gods. Instead, they act as intermediaries between the mortals and "Nyambe the Overpower," a mysterious creator god after whom the world is named. Why Nyambe chooses to act through the orisha rather than take a direct part in world affairs is unknown.

Any SG team exploring Nyambe is certain to encounter the orisha. How they will react to the team is much less certain. In ancient times, the Goa'uld allied with some of the orisha, and used them to enslave the people of Nyambe. Eventually the people rebelled, and with the help of more benevolent spirits, managed to overthrow the Goa'uld and drive them from the world. The orisha that were once allies of the Goa'uld, known as the "fiendish" orisha, will at first

be thrilled to see travelers coming through the gate, but may turn hostile when they discover that the team does not herald the return of their allies. The orisha that opposed the Goa'uld, known as the "celestial" orisha, view any travelers passing through the stargate with suspicion, but once their fears are set aside, they may become powerful friends.

The Stargate

Nyambe's stargate opens into a vast savannah inhabited not only by terrestrial animals such as gazelle, warthogs, and lions, but strange hybrid creatures (possibly developed through ancient genetic engineering experiments). Some of the more notable beasts include the mlularuka (m-loo-lah-ROO-kah), a flying jackal, the mpisimbi (m-pih-SIHM-bee), a cheetah/leopard/hyena crossbreed, and the entare (ehn-TAH-ray), a sentient race of lion-centaurs. The only humans who live in the savannah are the Shombe (SHAWM-bay), a cattle-herding warrior culture with many similarities to the Maasai of Africa. The entare, realizing they are part human, do not eat humans, but they have developed a taste for Shombe cattle, and the two peoples are constantly at war.

Unfortunately for any SG team visiting Nyambe, the stargate opens in entare territory. The entare consider the stargate a holy site, calling it the NyangoDa (nye-ahn-go-DAH), or the "doorway to the spirit world." They will attempt to capture any humans found in its vicinity, and sacrifice them to the fiendish orisha. Luckily, the team can find stalwart allies in the Shombe, and may even be able to obtain the assistance of ancestral orisha.

Beyond the Stargate

The most powerful argument for a prolonged mission on Nyambe is to obtain an alliance with the celestial orisha against the Goa'uld. However, the orisha lack any sort of government or society, making organizing them against anything but the most obvious threats extremely difficult. Of course, such a threat does exist.

Despite the ancient legends, the Goa'uld never completely abandoned the planet. A number of them remain hidden away in a nearby rainforest, suspended in stasis and awaiting the arrival of reinforcements that never came. Activation of the stargate could trigger the awakening of the suspended Goa'uld, who are known as kosans (KOH-sahns) in the ancient legends. After awakening, the kosans will likely attempt to reclaim both the stargate and the planet for their own. If they reveal themselves, the team may have to enlist the aid of the celestial orisha. There are seven major celestial orisha, and recruiting each one will require exploring the world, locating the spirit, and convincing it to help.

In ancient times, all of the celestial orisha visited Earth, and took on the names of the spirits of the African Yoruba religion. Whether the religion is based on these beings or if they simply attempted to emulate the spirits of an existing religion is unknown. But in either case, those knowledgeable in the Yoruba belief system will be at an advantage when dealing with these creatures.

- Araku, also called Ogun, is the orisha of war, and allies with those who demonstrate exceptional hand-to-hand combat skills.
- Bedaga, also called Elegba, is the orisha of trickery, and aids people who demonstrate quick thinking.
- Easafa, also called Oshun, is the orisha of love, and provides assistance to those with a strong sense of compassion.
- Nimbala, also called Obatala, is the orisha of justice, and is impressed by people who show an exceptional sense of ethics.
- Ramaranda, also called Orunmila, is the orisha of divination, and will actually seek out the team and offer his services.
- Shonamu, also called Oshosi, is the orisha of hunting, and guides those who demonstrate exceptional hunting skills.
- Siama, also called Oya, is the orisha of death, and respects only people who do not fear death.
- Tarango, also called Shango, is the orisha of dance, and favors those who embrace life to its fullest.
- Finally, Tisanda, also called Yemaya, is the orisha of fertility, and works only with people who are willing to protect the environment.

Notes to the Game Master

Nyambe was originally designed as a fantasy world and is described in the book Nyambe: African Adventures, published by Atlas Games. Nyambe's stargate is detailed in the book Ancestral Vault, also published by Atlas Games. For more information, see the Atlas Games website at www.atlasgames.com

Théah (7th Sea/Swashbuckling Adventures)

Alderac Entertainment's world of Théah (Thay-UH) encompasses a swashbuckling fantasy patterned loosely on Restoration-era Europe. The locals call the planet Terra but SG teams would probably use the designation of Théah to avoid confusion. The name comes from the main civilized continent. Most of the inhabitants are human and possess a similar physiology to people of Earth. There are two major differences between Earth and this planet. All of the countries seem to be going though their Renaissance period simultaneously, and at some point in the distant, the nobility gained strange "sorcerous" powers that they passed down to their descendents through their bloodline.

Visitors to this realm can recognize many similarities between this planet and Restoration-era Earth. One of the large organizations is the Vaticine Church of the Prophets, echoing the Catholic Church of the time. There's even a ref-

ormation movement called the Objectionists, who roughly match early Protestant movements. The world has just entered the Age of Sail. Tall ships and cannons rule the seas, piloted by deadly pirates and swashbuckling privateers. The courts of the kings and princes are filled with hushed intrigues, and swordsmen duel with their wits and tongues almost as skillfully as their swords and daggers.

Théah's sorcery may have come from extraterrestrial manipulation of genes and genetic code. While the society has begun to enter into the realm of science, it is still in an infant stage. The Vaticine Inquisition has cracked down on science (declaring it heretical and against their god) as well as sorcery and those who practice it. While SG teams may wish to study these amazing abilities, they are also cautioned on flashing weapons and high technology in front of the locals. If you get caught with a radio on your person, an Inquisitor could burn you at the stake.

The Stargate

The Théan stargate is located underneath the city of Charouse (Shuh-roo), the capital of Montaigne (Mon-TAYn) located in the center of the continent. The sewers of the city connect with a series of tunnels that were not made by human hands. Many of the walls are covered with strange pictograms and writings, possibly Goa'uld in origin. The chamber itself contains a mural of what appears to be the local solar system, and the writings are similar to the Goa'uld fragments found on other sites scattered across the planet.

Before the humans arrived on this planet, a collection of other races existed here, with knowledge and abilities that far exceeded those of the land's current inhabitants. The locals call these races the "Syrne," and have begun probing at their ancient ruins, though very little is known about them. In a crossover campaign, some of these Syrne were either allied with or possibly comprised of Goa'uld System Lords and had civilizations spanning the globe. At some point, however, the alliance folded or the other races rebelled and forced the Goa'uld back through the very stargate they built. Those races have since vanished, leaving only ruins in their wake.

Beyond the Stargate

Obviously, the connection between the Goa'uld and the strange ruins on Théah should be explored. While fractions of civilizations have been discovered on other worlds, discreet inquiries with a group of scholars known as the Explorer's Society would reveal dozens of similar sites on this world. Of particular interest is an island known as Cabora, recently risen from the bottom of the ocean, and comprised entirely of the otherworldly technology. The Church has forbidden exploration of it due to its make-up but it could be the Rosetta Stone that the SG teams are looking for.

The Goa'uld have retreated for the most part from Théah but they still pose a danger to the world. The artifacts and items left behind by the Syrne are dangerous in the hands of the locals due to their limited scientific knowledge. The Théans have already recovered a large number of artifacts, from photosensitive "light stones" to a sand-powered laser cannon. SG teams may wish to recover this technology not only to unlock the mystery of the Goa'uld but to also keep these people from destroying themselves.

There are eight established nations on the Théan continent, each with its own culture and a unique brand of sorcery running through the blood of its nobles.

- Avalon is a fairy-tale England. The current Queen has allied herself with strange beings called the Sidhe, which has turned the country into something out of legend. Glamour magic also stems from this alliance, allowing Avalon's people to draw upon ancient stories for incredible power.

- Castille shares many similarities with Spain. It is the seat of the Vaticine Church and as such has eliminated sorcery from the royal line. Legends tell of men and women able to sculpt and wield fire as if it were alive, but few now practice such arts. The residents are distrustful of sorcerers and are currently rebuilding from a costly wart with Montaigne.

- The Crescent Empire is a land of shifting deserts, strange wizards, and untold treasures. The most famous member of the Empire is Kheired-Din, a pirate and fanatic follower of the Church's Second Prophet.

- The nation of Eisen, a parallel to early German states, is also rebuilding, but from a lengthy religious war fought between the Church and the reformers. Several independent princes rule the fiefs that make up this state; while they lack sorcery, they all possess *drachen-eisen*, an unusual ore that can be made into incredibly strong weapons and armor. It is possible that *dracheneisen* is actually naquadah, which would make an alliance with the Eisen princes greatly desirable.

- Montaigne houses both the stargate and a powerful culture similar to France. The nobility have access to Porté, a terrifying form of sorcery which allows them to mark an item with blood and travel to its location by

ripping a hole in the fabric of space. Recently, a violent revolution struck down the nobility, and the Porté sorcerers who survived are now reluctant to reveal their gifts.

- Ussura is the least developed country in Théah, filled with a simple but friendly people. The Ussurans are beholden to Matushka, a mother goddess figure that they alternately worship, adore, and fear. Matushka is the force behind Pyeryem sorcery, which allows her "chosen" children to borrow the forms and abilities of animals.

- Vendel is the most modern of Théah's countries, having formed within the past 200 years. They control of many of the merchants that supply the rest of the world, much like the Dutch of Restoration Earth. A small group of their countrymen, known as the Vestenmannavnjar, believe the Vendel have forgotten their ancestry, and continue to practice the ancient traditions of their forefathers. These people have access to Lærdom, which gives them power over the weather by inscribing the names of their gods onto specified objects.

- Vodacce is a mirror of Italy, awash in games of power and intrigue. A band of merchant princes rules there, caught up in a Machiavellian struggle for control. Vodacce's sorcery is a form of fortune-telling known as Sorte, which entails reading the strands of fate which bind all things. Only Vodacce women ("Fate Witches") possess such sorcery, leading the men to subjugate and oppress them out of fear.

In addition, there are several additional locales on the planet which may be locations for additional stargates:

- Cathay is separated from Théah by a large wall of flame between it and Ussura. It boasts light-footed swordsmen, battling monks, Eastern-style magic, and an immortal Empress.

- The Midnight Archipelago lies to the west of Théah in a great expansive ocean. It is an expansive island chain full of savage tribes, untold riches, and a recent influx of pirate activity. Many Théan nations have colonies here, ferrying gold and other resources back to the mainland at considerable risk.

- Other continents exist beyond the western ocean, but Théans have thus far been unable to discover them.

Notes to the Game Master

Théah was originally published as a fantasy world for the *7th Sea* roleplaying game as well as a setting used for the *Swashbuckling Adventures* d20 line. Both are available from Alderac Entertainment Group. Details on the game can be found at www.alderac.com; more information on the Syrne can be found in the *Explorer's Society* sourcebook.

Appendix Two: Characters and Creatures

The following section contains background and statistics for all five SG-1 principles (including Jonas), as well as the Stargate support staff (General Hammond, Dr. Fraiser, Major Davis, and Sergeant Davis) and two recurring characters (Colonel Maybourne and Jacob Carter/Selmak).

Colonel Jack O'Neill, USAF

Team Leader, SG-1

Colonel Jack O'Neill's favorite movie since joining the SGC is The *Wizard of Oz.* probably because it bears a skewed resemblance to his team's adventures through the stargate: four people of differing strengths and backgrounds triumph against seemingly unbeatable odds to defeat the bad guys and protect humanity wherever they find it. Of course, the fact that his life is even stranger than fiction might have something to do with his fondness for the film as well.

At 18, after some youthful joy-riding ended in a grand theft auto charge, Jack O'Neill was given a choice by a judge: jail or the military. Since he knew he'd go stir-crazy in prison, he joined the Air Force, and from his first day proved himself an extraordinary and gifted airman. He was placed in the Special Forces program for covert infiltration, where he learned the fine skills of wilderness survival, assassination, the manufacture and detonation of explosives, and other less esoteric knowledge.

Upon making officer, Jack found himself transferred to many places around the world. He eventually met and fell in love with Sarah Cunningham during a stint in Colorado Springs in 1983. They had one son, Charlie, born in 1985. Despite forming a family with Sarah, Jack was still enlisted in one of the more dangerous branches of the service, and he continued to take part in "black ops" missions throughout the next decade. His portfolio included covert operations behind the Iron Curtain until it fell, and at one point in the mid-eighties, he was part of a botched rescue attempt in the Middle East. This mission led to his capture and imprisonment for four months by enemy forces, during which time he was presumed dead. He finally escaped from his captors after feeding them misinformation and made his way back to local allies, wounded and suffering from captivity. He was awarded his first Purple Heart for this mission, along with a commendation and promotion.

In 1994, Charlie died from an accidental gunshot wound received when playing with his father's gun. The emotional devastation of his loss pushed Jack to the brink of suicide, and when General West asked him to take on the extremely dangerous mission through the stargate to Abydos, he jumped at the chance. The trip would probably be a suicide mission, and Jack was in no frame of mind to refuse. However, one thing after another went wrong on the mission: the Goa'uld Ra captured the nuclear bomb that Jack intended to use to close the stargate permanently, and the discovery of 5,000 civilians who would perish if the bomb detonated. And yet, in the midst of this, Jack found a reason to live: Skaara, a young Abydonian boy who reminded him of his son, Daniel Jackson, the consultant who saved his life, and the other

inhabitants of the planet all gave him motivation to fight back against Ra and ultimately destroy the Goa'uld by detonating the bomb while onboard his ship. Revitalized, Colonel O'Neill stepped back through the stargate intent on living his life again. He left behind Daniel Jackson, who started a new life of Abydos.

Unfortunately, it was too late for his marriage; Sarah had already left by the time he returned, and filed for divorce shortly thereafter. Jack retired from the Air Force, concentrating on fishing, hockey, and astronomy, with occasional moments of wondering what was happening on Abydos. Summoned out of retirement by General Hammond in order to deal with the threat of Apophis, he resumed his commission and led a team back to Abydos in order to contact Daniel Jackson. The kidnappings of Skaara and Sha're strengthened his resolve to stay with the Air Force and the newly-formed SGC until the threat to Earth had been neutralized. Along with Daniel, Samantha Carter, and Teal'c, Colonel O'Neill was given command of SG-1, the premiere stargate exploratory team for the SGC.

As leader of SG-1, O'Neill acts as the military representative and commanding officer. His first priority is the stated mission of the SGC: to explore new regions of space, to gather allies, technology, resources, and intelligence for the fight against the Goa'uld, and to defend Earth from possible invasions through the stargate. A hard-headed pragmatist, he is often required to put the safety of his team over other considerations, a stance that sometimes puts him in conflict with Dr. Jackson and Major Carter. The loss of his former second-in-command Major Charles Kowalsky intensified his dislike for the Goa'uld into hatred, and further dealings with Apophis, Hathor and Heru'ur reinforced his distrust for the species.

O'Neill is often cynical and sarcastic, and has a biting sense of humor. He has grown very close to his team members and trusts them without question, though not without exasperation. Daniel's humanistic approach to missions has frustrated him from time to time, but the two remain good friends despite their different viewpoints. O'Neill respects Major Carter as an officer and friend, and has had to fight a stronger attraction to her when placed in difficult circumstances. Jack respects Teal'c for the hard choices he has made in joining the SGC, as well as for his devotion to destroying the Goa'uld and freeing his people. After Daniel's departure, Jack grudgingly allowed Jonas Quinn to join SG-1, and despite an initial period of adjustment, seems to be thawing to the eager recruit, valuing his enthusiasm and unique point of view. O'Neill has become personal friends with General Hammond and his family outside of the SGC, and remains as a foster-father figure to Cassandra Fraiser, a refugee rescued on one of SG-1's missions.

As second-in-command of the SGC, Colonel O'Neill is responsible for taking over the running of the base if General Hammond is indisposed, and the command of the Alpha site has been offered to him in the past. He also designs the training missions used to prepare new personnel for combat in off-world situations. After thwarting Apophis's invasion of Earth, he received the Medal of Honor for his actions, later awarded a second time after saving the world from a Replicator-infested Asgard ship. On one mission, a data-dump of information from the Ancients was implanted in his brain, and he was forced to initiate contact with the Asgard in order to receive treatment for the condition. Because of this contact, the Asgard trust Colonel O'Neill implicitly, and have requested him as their direct liaison on several occasions. He has also formed a personal friendship with Thor, Supreme Commander of the Asgard Fleet.

Through other missions too numerous to mention, O'Neill has consistently sought out and delivered alien resources leading to the level of starship technology that the SGC currently possesses, while keeping his team alive in hostile territory again and again. Even if his career were not largely classified "Top Secret," most people wouldn't believe the truth about his career if he told them straight up. How can one explain trips to worlds stranger than Oz, though a device more wondrous than any rainbow?

Colonel Jack O'Neill, USAF

Low-Level Jack O'Neill

Specialty: Air Force Officer
Rank: Lt. Colonel (O-5)
Class: Soldier
Level: 6

Strength:	14	**Dexterity:**	13
Constitution:	13	**Intelligence:**	10
Wisdom:	12	**Charisma:**	13
Vitality:	53	**Wounds:**	13

Defense: 13 (+2 class, +1 Dex)
Initiative Bonus: +6 (+5 class, +1 Dex)
Speed: 30

Fort: +7 **Ref:** +4 **Will:** +5

Special Qualities: *Accurate,* armor use +1, damage reduction 1/-, weapon specialization (SMGs).

Skills: Bureaucracy +5, Climb +6, Demolitions +6, Intimidate +6/+5, Jump +4, Pilot +4, Profession (Military) +3, Spot +7, Survival +5, Tumble +2.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Career Operative, Coolness Under Fire, Perfect Stance, Point Blank Shot, Precise Shot, Promotion (¥1), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Backgrounds: Liaison (2), Political Enemy (2)

Attacks

Unarmed	+8	1d3+2 (subdual)
FN P90	+6	1d10+3 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

Gear: SG team bundle, other bundles as needed (by mission).

Mid-Level Jack O'Neill

Specialty: Air Force Officer
Rank: Colonel (O-6)
Class: Soldier
Level: 12

Strength:	15	**Dexterity:**	13
Constitution:	14	**Intelligence:**	10
Wisdom:	12	**Charisma:**	13
Vitality:	113	**Wounds:**	14

Defense: 16 (+5 class, +1 Dex)
Initiative Bonus: +11 (+10 class, +1 Dex)
Speed: 30

Fort: +11 **Ref:** +6 **Will:** +8

Special Qualities: *Accurate,* armor use +2, damage reduction 2/-, portable cover (¼ cover), weapon specialization (grenades, pistols, SMGs).

Skills: Bureaucracy +7, Climb +6, Demolitions +8, Diplomacy +5, Intimidate +7/+6, Jump +5, Knowledge (Military History) +2, Listen +5, Pilot +6, Profession (Military) +3, Spot +11, Survival +7, Tumble +6.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Career Operative, Coolness Under Fire, Hard Core, Perfect Stance, Point Blank Shot, Political Favors, Precise Shot, Promotion (¥2), Quick Draw, Rapid Shot, Speed Trigger, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Backgrounds: Liaison (2), Political Enemy (2)

Attacks

Unarmed	+14	1d3+2 (subdual)
FN P90	+12	1d10+3 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

High-Level Jack O'Neill

Specialty: Air Force Officer
Rank: Colonel (O-6)
Class: Soldier/Officer
Level: 14/3

Strength:	15	**Dexterity:**	14
Constitution:	14	**Intelligence:**	10
Wisdom:	12	**Charisma:**	13
Vitality:	155	**Wounds:**	14

Defense: 19 (+7 class, +2 Dex)
Initiative Bonus: +16 (+14 class, +2 Dex)
Speed: 30

Fort: +14 **Ref:** +9 **Will:** +11

Special Qualities: *Accurate,* armor use +3, damage reduction 2/-, *encouragement,* lead the charge (damage), one in a million, portable cover (¼ cover), tactics 2/session (+2 bonus), weapon specialization (grenades, pistols, SMGs).

Skills: Bluff +6, Bureaucracy +8, Climb +6, Demolitions +10, Diplomacy +13, Innuendo +3, Intimidate +11/+10, Jump +6, Knowledge (Military History) +3, Listen +5, Pilot +7, Profession (Military) +6, Sense Motive +3, Spot +12, Survival +8, Tumble +6.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Bullseye, Career Operative, Coolness Under Fire, Hard Core, Perfect Stance, Persuasive, Point Blank Shot, Political Favors, Precise Shot, Promotion, Quick Draw, Rapid Shot, Speed Trigger, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Backgrounds: Liaison (2), Political Enemy (2)

Attacks

Unarmed	+17	1d3+2 (subdual)
FN P90	+15	1d10+3 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

Major Samantha Carter, USAF

Second-in-Command, SG-1, Stargate Command

Dreams can take you places you never would have imagined, but more importantly, they can change more than you ever expect. Sam Carter always dreamed of space: being an astronaut, flying a shuttle, walking on the moon. When cutbacks in the NASA program reduced the number of pilots approved for the astronaut program, Sam began looking for other ways to fulfill her dream.

A career military pilot from a career military family, Carter had a Ph.D. in astrophysics, and became the world's foremost expert on the physics that powers the stargate. After seeing action in the Gulf conflict and flying 60 missions in Kuwaiti airspace, her doctorate thesis on wormholes and sub-space travel came to the attention of the Air Force personnel trying to revive the stargate program. She was studying the stargate during the first mission to Abydos, concentrating on the theoretical aspects of gate travel. She reasoned that if it only went to Abydos, it would only have seven symbols. Why, therefore, did it have 39? But no matter how many other combinations they tried, the gate would not open to anywhere other than Abydos. Sam continued researching her theories until the stargate was mothballed and her project was killed.

She then transferred to the Pentagon and assigned to work on various other research projects. Secretly in her spare time, Sam continued her research; unable to let go of her obsession with whether the stargate lead anywhere else. Finding her theories confirmed by the cartouches in the Map Room at Abydos was a joy, and she immediately went to work on a computer astrogation program which would account for the galactic drift between Earth and other stargate addresses (differences which Earth's computers could not compensate the way the Dial-Home Device could).

Assigned to SG-1, Sam immediately became a valued member of the team for both her scientific expertise and fighting ability. She confounded the expectations of several of the cultures they visited, and proved herself as resilient and skilled as Teal'c and Colonel O'Neill in military conflicts. After the thwarted invasion by Apophis, Samantha was awarded the Medal of Honor along with Colonel O'Neill for her part in the sabotage which ended the threat.

At the beginning of her second year with the program, Sam experienced an event which would not only alter the course of future stargate missions, but also her deepest feelings about herself and her attitudes toward alien races. While on a refugee rescue mission, she stopped to give CPR to a wounded man... who also served as a host for the Tok'ra Jolinar. It leapt from the refugee's body into hers, and remained hidden for some time. When the ruse failed, Jolinar attempted to take the SGC hostage and demanded to be allowed to leave the planet through the stargate. Instead, she was captured, and held prisoner at the base while the members of the SGC tried to think of a way to extract the Goa'uld from Sam. Insisting that she was Tok'ra, not Goa'uld, Jolinar explained that she and her kind led a resistance movement against the System Lords, and that she only jumped into Sam because her own host was dying. In the meantime, a Goa'uld assassin which sent after Jolinar caught up with her, and used a device to kill the symbiote inside of her. In hopes of saving Sam's life, Jolinar sacrificed herself, leaving Sam with vague, painful memories of the symbiote's life, and traces of naquadah and of the dead Tok'ra in her system.

Sam is directly responsible for finding the most recent Tok'ra base through exploring Jolinar's memories left in her mind. Once she obtained a usable stargate address, SG-1 was dispatched to offer them an alliance. It almost didn't happen, because the SGC clearly disliked the idea of symbiosis and the Tok'ra instinctively reacted against their "prejudices;" however, Sam's father, General Jacob Carter, volunteered to become a host to a Tok'ra leader, Selmack. General Carter was dying of cancer at the time, and serving as a host saved his life and forged a new alliance with the Tok'ra. He now serves as the liaison between earth and the Tok'ra.

Major Samantha Carter, USAF

Samantha was promoted to Major at the beginning of her third year with the program, in recognition of her outstanding work with the SGC. Among her other accomplishments, she has developed a naquadah generator (based on the design of the Oran child Merrim), jury-rigged various energy sources to power the stargate, developed a particle accelerator for use in cutting through a naquadah layer overlying a buried stargate, and worked out the details of the physics of black holes in order to save the SGC. She is widely recognized as the expert on stargate technology and wormhole physics, despite how much of her work remains classified.

The death of Sam's mother in a car accident when she was fifteen damaged her relationship with her father, but they didn't allow it to become a permanent rift, and their relationship has improved in recent years with his inclusion in the stargate program. She remains in contact with her brother Mark, in San Diego, as well as her niece and nephew. At one time she was engaged to Captain Jonas Hanson, but she broke off their engagement due to his control-freak tendencies. She is close to all the members of her team: regarding Daniel as a kindred spirit, sharing with Teal'c the camaraderie of those who have had contact with the Goa'uld, and respecting Colonel O'Neill as a superior officer (while occasionally fighting an unprofessional attraction to him). She has taken to treating Jonas as a new recruit/younger brother, showing him some of the idiosyncrasies of Earth as well as helping him get up to speed on activities at the SGC. In her downtime, Sam occasionally teaches physics classes at USAF Academy, and remains close to Cassandra Fraiser, Janet Fraiser's adopted daughter.

While the stargate program has brought Major Carter a measure of personal pain and loss, the rewards have far outweighed the cost, including the friends she has made, the worlds she has visited, and the knowledge that she has made immeasurably contribution to human progress. Reality has for once surpassed any dreams she might have had.

Low-Level Samantha Carter

Specialty: Air Force Officer
Rank: Major (O-4)
Class: Pointman/Scientist
Level: 3/2

Strength:	11	**Dexterity:**	14
Constitution:	11	**Intelligence:**	15
Wisdom:	13	**Charisma:**	14
Vitality:	32	**Wounds:**	11

Defense: 15 (+3 class, +2 Dex)
Initiative Bonus: +4 (+2 class, +2 Dex)
Speed: 30

Fort: +2 **Ref:** +4 **Will:** +7

Special Qualities: Assistance (½ time), *generous*, lead (1/session), learned, PhD (Knowledge (Astrophysics)), versatility (Computers, Electronics, Hide, Mechanics, Move Silently, Spot, Survival).

Skills: Bureaucracy +8, Computers +8, Concentration +5, Electronics +9, First Aid +5, Hide +6, Knowledge (astrophysics) +17, Knowledge (Goa'uld) +7, Mechanics +9, Move Silently +6, Pilot +5, Profession (military) +5, Search +8, Spot +6, Survival +4.

Feats: Armor Group Proficiency (Light, Medium), Fortunate, Grease Monkey, Point Blank Shot, Scholarly, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+4	1d3 (subdual)
FN P90	+4	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

Mid-Level Samantha Carter

Specialty: Air Force Officer
Rank: Major (O-4)
Class: Pointman/Scientist
Level: 6/5

Strength:	11	**Dexterity:**	14
Constitution:	11	**Intelligence:**	15
Wisdom:	14	**Charisma:**	14
Vitality:	65	**Wounds:**	11

Defense: 18 (+6 class, +2 Dex)
Initiative Bonus: +6 (+4 class, +2 Dex)
Speed: 30

Fort: +4 **Ref:** +6 **Will:** +11

Special Qualities: Assistance (½ time), cross-class ability (sneak attack +1d6), *generous*, improvise +3, lead (2/session), learned, PhD (Knowledge (Astrophysics)), research (inspiration 1/session), tactics 1/session (+1), versatility (Computers, Electronics, Hide, Mechanics, Move Silently, Spot, Survival).

Skills: Bluff +6, Bureaucracy +9, Computers +12, Concentration +11, Diplomacy +10, Electronics +11, First Aid +9, Forgery +4, Hide +6, Knowledge (Astrophysics) +23, Knowledge (Goa'uld) +8, Knowledge (Military History) +6, Knowledge (Asgard) +6, Mechanics +11, Move Silently +6, Pilot +6, Profession (Military) +7, Search +10, Sense Motive +7, Spot +11, Survival +5, Xeno-Languages +4.

Feats: Armor Group Proficiency (Light, Medium), Fortunate, Grease Monkey, Hard Core, Mobility, Point Blank Shot, Scholarly, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+8	1d3 (subdual)
FN P90	+9	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

High-Level Samantha Carter

Specialty: Air Force Officer
Rank: Major (O-4)
Class: Pointman/Scientist/Officer
Level: 8/7/2

Strength:	12	**Dexterity:**	14
Constitution:	11	**Intelligence:**	16
Wisdom:	15	**Charisma:**	14
Vitality:	116	**Wounds:**	11

Defense: 22 (+10 class, +2 Dex)
Initiative Bonus: +10 (+8 class, +2 Dex)
Speed: 30

Fort: +8 **Ref:** +10 **Will:** +16

Special Qualities: Assistance (½ time), brilliant +1, cross-class ability (sneak attack +1d6), encouragement, generous, improvise +4, lead (3/session), lead the charge (damage), learned, PhD (Knowledge (Astrophysics)), research (inspiration 1/session), tactics 2/session (+2), versatility (Computers, Electronics, Hide, Mechanics, Move Silently, Spot, Survival).

Skills: Bluff +12 Bureaucracy +11, Computers +15, Concentration +15, Cultures +8, Diplomacy +14, Electronics +16, First Aid +9, Forgery +8, Hide +8, Intimidate +9/+10, Knowledge (Astrophysics) +31, Knowledge (Goa'uld) +8, Knowledge (Military History) +6, Knowledge (Asgard) +6, Mechanics +13, Move Silently +6, Pilot +8, Profession (Military) +7, Search +15, Sense Motive +7, Spot +12, Survival +8, Xeno-Languages +5.

Feats: Armor Group Proficiency (Light, Medium), Fortunate, Grease Monkey, Hard Core, Mobility, Persuasive, Point Blank Shot, Scholarly, Stargate Explorer, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+12	1d3 (subdual)
FN P90	+13	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

Dr. Daniel Jackson

Director of Anthropology/ Linguistics Department

For most people, being laughed off the stage after presenting years' worth of work could be regarded as a disaster. It might have been a disaster for Dr. Jackson, too – he lost his funding, his apartment, and all scientific credibility in one afternoon, when he delivered upon his theory that the pyramids were significantly older than previously believed. He might have ended up playing tour guide in Cairo after that, if it hadn't been for Catherine Langford, the woman in charge of the translation of the coverstones for the stargate program. Having heard his theories, Catherine felt Daniel possessed the original approach required to crack the code that had stumped her team for two years. She offered him a position with the SGC – an opportunity that changed Daniel's life forever.

The son of archaeologists Sarah and Geoffrey Jackson, Daniel was five years old when he lost his parents in an accident. His grandfather, archaeologist Nicholas Ballard, was on the verge of a breakdown, and allowed Daniel to be placed in foster care when he was eight. Daniel shuffled from home to home until he was fifteen, but remarkably stayed out of trouble and kept up with his schoolwork. He proved to have a keen mind, entering college early at seventeen, and earning doctorates in both linguistics and anthropology, with an emphasis on cross-cultural pollination – the spread of influences from one people to another. He made several trips to Egypt and South America during his undergraduate studies, including the Yucatan, where he hoped to prove his grandfather's theories regarding the Mayan pyramids there. Speaking 23 languages (including Ancient Egyptian) and knowing almost as many written ones was an enormous asset in proving his own theories, but the insular academic world took a dim view of his "radical" ideas. The chance Catherine offered him was in many ways the best thing that ever happened to him, allowing him to use all of his knowledge and experience without being accountable to academic scrutiny.

She picked the right man for the job; within two weeks, Daniel translated and decoded the coverstones to the stargate, including the cartouche with the coordinates for Abydos. After claiming that he could further help, Daniel was assigned to Colonel O'Neill's first exploratory mission to Abydos. The team encountered difficulties as soon as they arrived: the cartouche with the coordinates to return to Earth was missing, and while the natives proved friendly (and generous enough to give a stunned Daniel his wife, Sha're, as a present his first night there), Ra, Supreme System Lord for the Goa'uld, was anything but. During the course of the mission Daniel was killed, resurrected, assisted in helping the Abydonians revolt against Ra, and helped Colonel O'Neill set off an atomic bomb which destroyed Ra's ship. Along the way, he and Sha're fell in love, and when the time came to return to Earth, Daniel decided to stay on Abydos. Colonel O'Neill and the returning team lied, claiming Daniel was killed in the line of duty, and as it was believed at that time that the stargate went nowhere other than Abydos, that could have been the end of his story.

But one year later, the System Lord Apophis invaded Stargate Command, killing several soldiers and kidnapping another. In the ensuing investigation, Col. O'Neill revealed that Daniel was still alive, and another team was dispatched to Abydos to find out any information they could about Apophis and the stargate. Daniel had been occupying himself with the excavation of various structures surrounding the stargate, and during that time he found the Abydonian Map Room: a chamber with hundreds of stargate coordinates, allowing the SGC access to dozens of planets once the data was analyzed. The revelation that Apophis could have come from any of those planets and was still a threat prompted the SGC to form stargate teams, sent out to bring back intelligence and technology to fight the Goa'uld threat.

That same mission saw tragedy strike Abydos again: Apophis came through the stargate with his Jaffa, killed several natives guarding the gate, and kidnapped Sha're and her brother, Skaara. Grief-stricken, Daniel vowed to find her, and made the people of Abydos promise to bury the gate for a year for their own safety. Returning with Colonel O'Neill and his team, Dr. Jackson eventually joined the newly-formed SG-1 in investigating Apophis. Unfortunately, by the time SG-1 and SG-2 reached Chulak, Apophis's next destination, Sha're and Skaara had already been implanted with Goa'ulds. Rescuing his wife and brother-in-law became one of Daniel's overriding concerns and the main reason he stayed with the program.

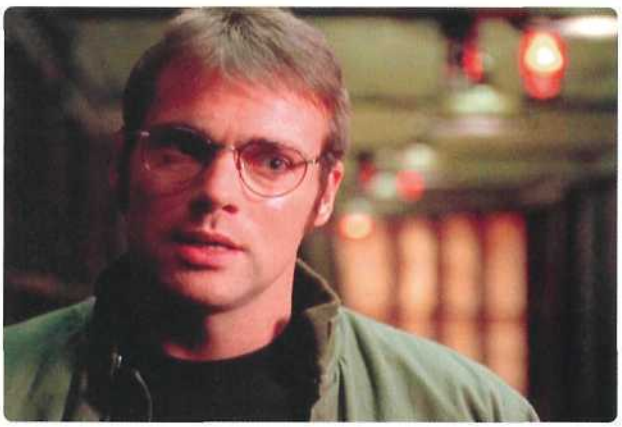
Sadly, he was unable to save his wife. After one year Daniel returned to Abydos, and was thrilled to be reunited with Sha're, who had returned to her people. But this reunion proved temporary, and Sha're was compelled to return to Apophis. Another reunion at the beginning of Daniel's third year in the program had an even more tragic ending: his teammate Teal'c was forced to killed Sha're, and the Goa'uld within her in order to save Daniel's life. Thought heartbroken, Daniel emerged from the encounter with a new purpose: to find Sha're's child by Apophis, and return him to his family. Eventually, that quest led to encounters with the Ancients, powerful aliens who had "ascended" to a different plane of existence. One of these, Oma Desala, had adopted the child (who she named Shifu) and maintained an interest in Daniel following their initial meeting.

After several other tragedies and triumphs (and being reported dead at least three more times) Daniel finally met a challenge he couldn't overcome. On the planet Kelowna, a radiation accident occurred, and Daniel risked severe radiation poisoning in order to fix the malfunctioning

device and save the lives of the populace. The radiation dose he received would have undoubtedly been fatal, had Oma Desala not returned and offered him the opportunity to "ascend" to Ancient status. His body disappeared in a flash of light, signaling his transition to a new state of being – which should have been the last anyone from the SGC heard of him. But Daniel maintained his loyalties to his friends, returning to assist both O'Neill and Teal'c when their lives were in danger. What the future holds for him in his new reality, and how it will impact the SGC, remains to be seen.

While he was with the SGC, Daniel was an enthusiastic and passionate advocate of knowledge and peaceful exploration. His humanistic, liberal approach often stood in direct conflict with his O'Neill's more hard-headed approach. In spite of this, the two usually managed to work together to great effect. Daniel and Major Carter shared scientific interests and a similar driving curiosity about new people. Despite the tragedy of Sha're's death, Teal'c and Daniel were also close friends, with Daniel respecting Teal'c's decision to fight for his people and oppose the Goa'uld.

Over the course of his time with the SGC, Jackson went from an overawed civilian recruit to an experienced military operative, taking on undercover operations and field missions with determination and growing ease. He remained the foremost linguistics expert on the base, and his diplomatic skills increased through constant interaction with the Tollans, Goa'uld, and Asgard. Maybe it was this ability to communicate with anyone which allowed him to accept the strangest opportunity ever offered to anyone, when Oma gave him the chance to ascend.



DR. DANIEL JACKSON

LOW-LEVEL DANIEL JACKSON

Specialty: Civilian Specialist
Rank: Grade 3
Class: Scientist
Level: 4

Strength:	10	**Dexterity:**	10
Constitution:	11	**Intelligence:**	17
Wisdom:	15	**Charisma:**	14
Vitality:	23	**Wounds**	11

Defense: 3 (+3 class)
Initiative Bonus: +2 (+2 class)
Speed: 30

Special Qualities: Improvise +2, learned, PhD (Languages), *professor,* research (Xeno-Languages).

Fort: +3 **Ref:** +1 **Will:** +6

Skills: Appraise +6, Bureaucracy +3, Computers +5, Concentration +5, Cryptography +7, Cultures +10, Electronics +4, First Aid +5, Knowledge (Abydos) +8, Knowledge (Archaeology) +12, Knowledge (Goa'uld) +8, Knowledge (History) +10, Languages +17, Listen +3, Mechanics +4, Profession (Archaeologist) +7, Search +10, Spot +4, Survival +4, Swim +1, Xeno-Languages +5.

Feats: Armor Group Proficiency (Light), Great Fortitude, Scholarly, Stargate Explorer, Weapon Group Proficiency (Handgun, Melee), World Traveler.

ATTACKS

Unarmed	+2	1d3 (subdual)
FN P90	+1	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

MID-LEVEL DANIEL JACKSON

Specialty: Civilian Specialist
Rank: Grade 4
Class: Scientist
Level: 10

Strength:	10	**Dexterity:**	10
Constitution:	11	**Intelligence:**	19
Wisdom:	15	**Charisma:**	15
Vitality:	53	**Wounds:**	11

Defense: 18 (+8 class)
Initiative Bonus: +4 (+4 class)
Speed: 30

Fort: +5 **Ref:** +3 **Will:** +9

Special Qualities: Brilliant +2, improvise +5, know it all 1/mission, learned, PhD (Languages), *professor,* research (inspiration 1/session, Xeno-Languages).

Skills: Appraise +9, Bureaucracy +7, Computers +11, Concentration +8, Cryptography +10, Cultures +16, Electronics +11, First Aid +6, Knowledge (Abydos) +11, Knowledge (Archaeology) +17, Knowledge (Goa'uld) +13, Knowledge (History) +17, Languages +23, Listen +5, Mechanics +7, Profession (Archaeologist) +9, Search +13, Spot +10, Survival +6, Swim +2, Xeno-Cultures +2, Xeno-Languages +11.

Feats: Armor Group Proficiency (Light), Grease Monkey, Great Fortitude, Scholarly, Stargate Explorer, Weapon Group Proficiency (Handgun, Melee), World Traveler, Xeno-Studies.

Attacks

Unarmed	+5	1d3 (subdual)
FN P90	+4	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

High-Level Daniel Jackson

Specialty: Civilian Specialist
Rank: Grad 5
Class: Scientist
Level: 17
Specialty: Civilian Specialist
Rank: Grade 4
Class: Scientist
Level: 10

Strength:	10	**Dexterity:**	12
Constitution:	11	**Intelligence:**	21
Wisdom:	15	**Charisma:**	15
Vitality:	88	**Wounds:**	11

Defense: 25 (+13 class, +2 Dex)
Initiative Bonus: +9 (+7 class, +2 Dex)
Speed: 30

Fort: +7 **Ref:** +6 **Will:** +12

Special Qualities: 10-second solution 1/session, brilliant +4, improvise +9, know it all 1/mission, learned, PhD (Languages, Xeno-Languages), *professor*, research (inspiration 1/session, Xeno-Cultures/Xeno-Languages).

Skills: Appraise +15, Bureaucracy +8, Computers +13, Concentration +12, Cryptography +12, Cultures +20, Driver +4, Electronics +12, First Aid +8, Forgery +8, Knowledge (Abydos) +11, Knowledge (Archaeology) +24, Knowledge (Ancients) +15, Knowledge (Goa'uld) +15, Knowledge (History) +20, Languages +30, Listen +10, Mechanics +15, Profession (Archaeologist) +9, Search +18, Spot +10, Survival +10, Swim +5, Xeno-Cultures +15, Xeno-Languages +24.

Feats: Armor Group Proficiency (Light), Grease Monkey, Great Fortitude, Mathematical Genius, Scholarly, Stargate Explorer, Weapon Focus (FN P90), Weapon Group Proficiency (Handgun, Melee), World Traveler, Xeno-Studies.

Attacks

Unarmed	+8	1d3 (subdual)
FN P90	+8	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

Teal'c

Former First Prime of Apophis; Special Consultant to Stargate Command

Loyalty is often in the eye of the beholder. According to the System Lords and many Jaffa, Teal'c is shol'vah, the worst of traitors to his god. According to Teal'c, he has never lost sight of the welfare of his fellow Jaffa, and long ago gave up all true allegiance to the false gods who betrayed him first. The journey from First Prime of Apophis, field marshal and highest servant of a brutal System Lord, to outcast and valued member of SG-1 was one that perhaps only Teal'c can fully understand.

Born a slave into the service of Cronus, Teal'c was only a small boy when his father, Ro'nak was executed for failing to bring his god a victory in battle, a battle which most believed could never have been won. Teal'c and his mother were exiled, and they fled to Chulak, where Teal'c vowed revenge on Cronus. When he was old enough, he entered service of Apophis, one of Cronus' greatest rivals. His loyalty and love for his father came in conflict with the gods' demands for total obedience; when brought before Apophis as a reward for his skill in battle, the Goa'uld punished him for saying that he believed Cronus was not justified in executing his father. His faith shaken, he began to doubt the legitimacy of his people's "gods;" he could not understand why defending his father could be wrong. As his skill grew, he fell under the tutelage of Bra'tac, the previous First Prime of Apophis, who wished Teal'c to succeed him. Bra'tac encouraged him to question the Goa'uld and constantly reminded him to depend on himself, and not to expect the gods to rush in and save him in battle.

An incident with Teal'c's friend Va'lar put the seal on his distrust of the gods. When Va'lar failed to take an objective which Apophis had ordered, the System Lord punished him by ordering Teal'c to take him down to the battlefield and execute him by removing his prim'ta (immature Goa'uld symbiote). Teal'c took him back – and then set him free, retrieving a prim'ta from a dying Jaffa to show Apophis. The System Lord was fooled by the ruse, as Teal'c had both hoped and feared. From that day on, he could not think of the System Lords as infallible or omniscient, and questioned their orders constantly (but never aloud for fear of retribution). Several years later, he was forced to kill Va'lar in order to conceal his previous actions, an action which grieved Teal'c enormously. The hatred which began with his father's death grew steadily, looking for an outlet through which to act.

He found it on the day that SG-1 and SG-2 came to Chulak. Already disgusted by the subjugation of unwilling hosts for the System Lords, and pained by his part in the proceedings, he was intrigued by the members of SG-1, who did not act like subjects of the System Lords. The non-Goa'uld technology which Colonel O'Neill carried confirmed his suspicions that he and his people might be an actual threat to the System Lords. When O'Neill interrupted the incipient slaughter of the prisoners with the claim,

"I can save these people! Help me," Teal'c only took a moment to consider before turning on his former master. He assisted O'Neill in freeing the prisoners from the Chulak fortress, then joined them in their return to the SGC by O'Neill's invitation – an action which he has not regretted since.

Retained as a consultant by the SGC, Teal'c is now a member of SG-1, serving as both soldier and consultant on Goa'uld culture and technology. His status as the former First Prime of Apophis means that he knows a great deal about how and why Apophis will behave, and by extension, how the other Goa'uld will behave. Teal'c is well traveled through the stargate, and possesses unique knowledge some of the planets to which it leads. He also carries with him the painful memories of some of the atrocities he witnessed (and in some cases partook in) while Apophis's field general. In joining SG-1, Teal'c hoped to make up for some of those misdeeds, and set right the crimes he was forced to commit while a slave; but he has also never gotten his desire to one day free the Jaffa from Goa'uld enslavement.

Teal'c was married to a female Jaffa named Drey'auc, and they had one son, Ry'ac, who was twelve at the time of Teal'c's defection. He left them behind on Chulak when he joined SG-1, which led to their exile and forced Drey'auc and Ry'ac to live in the homeless camps surrounding the city. To save them from such a life, Drey'auc divorced Teal'c in absentia and married his long-time friend Frey'ac. When Teal'c returned to check on them, Frey'ac's jealousy and Apophis's attempted brainwashing of Ry'ac led to Frey'ac's death at O'Neill's hands, and the necessity of taking Drey'auc and Ry'ac back to the SGC. After Ry'ac was deprogrammed, they were relocated to the Land of Light. Drey'auc died there a few years later, after her symbiote aged until she could no longer carry it. Ry'ac has since joined his father in the Jaffa independence movement, despite his young age.

Teal'c harbors long-standing feelings of revulsion for the parasite which he is forced to carry for his own health. While it saved his life numerous times – keeping him immune to various diseases, allowing him to detect the presence of symbiotes, and once even saving him from drowning by providing him with extra oxygen – his own efforts to contact the consciousness of "Junior" (as O'Neill facetiously nicknamed it) concluded when he realized the extreme feelings of contempt and hatred the symbiote had for him and all humans who opposed the System Lords. In addition, Teal'c has often been singled out by species and races which do not trust the Goa'uld for retaliation. While Jaffa live to a very old age because of their symbiote, Teal'c believes the constant need to incubate the repulsive creatures has more drawbacks than benefits.

While he appears to be in his mid-thirties, Teal'c is actually more than 90 years old, due to the regenerative properties of his symbiote. His long-time habit of keeping his own counsel has made him a calm and considered individual, who thinks very carefully before he acts. An honorable man and a brilliant warrior, he has bonded very closely with SG-1. He regards O'Neill as fellow warrior of honor, and Major Carter as a courageous soldier as well. He also shares with Carter the bond of being changed by their exposure to the Goa'uld. Teal'c bears a burden of guilt toward Daniel Jackson for his actions in kidnapping Sha're, and he also respects Dr. Jackson's learning and compassion. With the addition of Jonas Quinn to the team, Teal'c has taken the younger alien under his wing, helping him navigate the "new" ways of the Tauri as well as the SGC.

For those whom he respects, Teal'c has never shown anything but deep and true loyalty, going to any lengths to protect those for whom he feels responsible. Toward those who lost his respect long ago, he has become an implacable enemy, willing to endure any pain or risk in order to bring them to justice.

Low-Level Teal'c

Specialty: Jaffa Serpent Guard
Rank: Staff Sergeant (E-5)
Class: Guardian
Level: 6

Strength:	17	**Dexterity:**	13
Constitution:	16	**Intelligence:**	10
Wisdom:	13	**Charisma:**	9
Vitality:	90	**Wounds:**	18

Defense: 15 (+4 class, +1 Dex)
Initiative Bonus: +3 (+2 class, +1 Dex)
Speed: 30

Fort: +9 **Ref:** +3 **Will:** +6

Special Qualities: Accelerated healing, enforcer (basic, advanced), soak 1/session, *unbreakable.*

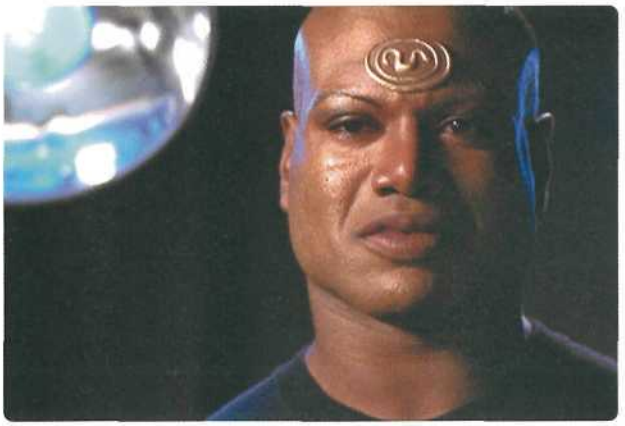
Skills: Balance +3, Climb +4, Concentration +6, First Aid +3, Hide +3, Intimidation +16/+12, Jump +5, Move Silently +3, Pilot +5, Spot +5, Survival +8, Tumble +3.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Point Blank Shot, Rapid Healing, Stone Cold, Symbiote (Healing Trance), Toughness, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Attacks

Unarmed	+9	1d3+3 (subdual)
FN P90	+6	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)
Staff weapon	+6	6d6 (normal, error 1-2, threat 18-20, range 75 ft., qualities and mods AP, AK)

Gear: SG Team Bundle, staff weapon, other bundles as needed (by mission).



Teal'c

Mid-Level Teal'c

Specialty: Jaffa Serpent Guard
Rank: Staff Sergeant (E-5)
Class: Guardian
Level: 13

Strength:	18	**Dexterity:**	13
Constitution:	18	**Intelligence:**	10
Wisdom:	14	**Charisma:**	9
Vitality:	148	**Wounds:**	24

Defense: 19 (+8 class, +1 Dex)
Initiative Bonus: +6 (+5 class, +1 Dex)
Speed: 30

Fort: +12 **Ref:** +5 **Will:** +10

Special Qualities: Accelerated healing, Enforcer (Basic, Advanced, Grand), guts (no damage with successful Fort save), soak 2/session, superior conditioning (Str +1, Con +1), *unbreakable.*

Skills: Balance +4, Climb +5, Concentration +9, First Aid +5, Hide +6, Intimidation +26/+22, Jump +5, Knowledge (Goa'uld) +3, Move Silently +6, Pilot +6, Spot +10, Survival +11, Tumble +6.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Grand Skill Mastery (Enforcer), Kelno'reem Mastery, Martial Arts, Phase Sense, Point Blank Shot, Rapid Healing, Speed Trigger, Stone Cold, Symbiote (Healing Trance), Toughness (¥3), Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Attacks

Unarmed	+17	1d6+6 (normal, threat 20)
FN P90	+13	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)
Staff weapon	+13	6d6 (normal, error 1-2, threat 18-20, range 75 ft., qualities and mods AP, AK)

Gear: SG Team Bundle, staff weapon, other bundles as needed (by mission).

High-Level Teal'c

Specialty: Jaffa Serpent Guard
Rank: Technical Sergeant (E-6)
Class: Guardian
Level: 18

Strength:	18	**Dexterity:**	14
Constitution:	18	**Intelligence:**	10
Wisdom:	14	**Charisma:**	9
Vitality:	203	**Wounds:**	26

Defense: 23 (+11 class, +2 Dex)
Initiative Bonus: +9 (+7 class, +2 Dex)
Speed: 30

Fort: +15 **Ref:** +8 **Will:** +13

Special Qualities: Accelerated healing, Enforcer (Basic, Advanced, Grand, Perfect), guts (no damage with successful Fort save, ½ with failed Fort save), soak 2/session, soul of war, superior conditioning (Str +1, Con +1), unbreakable.

Skills: Balance +5, Climb +6, Concentration +10, First Aid +5, Hide +8, Intimidation +33/+28, Jump +9, Knowledge (Goa'uld) +5, Move Silently +8, Pilot +10, Spot +10, Survival +12, Tumble +6.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Blocking Basics, Bloodthirsty, Enforcer, Grand Skill Mastery (Enforcer), Kelno'reem Mastery, Martial Arts, Perfect Skill Mastery (Enforcer), Phase Sense, Point Blank Shot, Rapid Healing, Rapid Shot, Speed Trigger, Stone Cold, Symbiote (Healing Trance), Toughness (¥4), Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Attacks

Unarmed	+22	1d6+6 (normal, threat 20)
FN P90	+18	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)
Staff weapon	+18	6d6 (normal, error 1-2, threat 18-20, range 75 ft., qualities and mods AP, AK)

Gear: SG Team Bundle, staff weapon, other bundles as needed (by mission).

Jonas Quinn

Kelownan scientist, SG-1 team member

For Jonas Quinn, the adage that when one door closes, another opens, is all too apt. Assigned by his people, the Kelownans, to act as liaison to the SGC when Earth made contact, he immediately hit it off with Dr. Jackson, talking about comparative cultures and Asgard script while the SGC consulted his colleagues on a new radioactive form of naquadah that had been discovered. Jonas's people were in the middle of a cold war with a rival nation, and hoped to

turn the naquadria into a weapon. During Dr. Jackson's visit, a radiation accident occurred, endangering the lives of millions of people. Daniel risked his own life to stop the chain reaction and end the experiment.

Jonas was naturally appalled at the tragedy, and grew disgusted when his people attempted to cover up the accident by blaming it on Daniel. Guilty about Dr. Jackson's death and his people's actions, he defected to the SGC, bringing with him a measure of naquadria as a peace offering.

For several months, he stayed on at the SGC with refugee status, without clearance to leave the facility. During that time, he studied Daniel's notes and learned as much as he could about Earth from television. After several attempts to find an acceptable replacement for Daniel on SG-1, Colonel O'Neill finally grudgingly offered Jonas the spot on Major Carter's recommendation (largely because he considered Jonas preferable to having a Russian assigned to his team). Jonas joined as their linguist/translator; with his photographic memory and previous cultural knowledge, he was able to fulfill Daniel's previous duties, although his lack of military experience meant that Major Carter and Colonel O'Neill had to put him through the basics of field training as they went.

Jonas progressed as a field specialist while still learning about Earth, becoming routinely fixated on different aspects of Tauri culture. His fascination changed focus rapidly, from the Weather Channel, to Earth food, to motorcycles and anything else that caught his attention. A friendship grew between him and Teal'c, based partly on their mutual status as outsiders, and partly on Teal'c's protectiveness of Jonas. A similar bond grew between him and Major Carter, who treated him as a fellow scientist and new recruit. Colonel O'Neill began to tolerate him as well, but didn't form a closer relationship with him for some time, still slightly resentful of his people's behavior towards Dr. Jackson. After Jonas's mentor, Dr. Keiran, sought asylum at the SGC, claiming that their people had detonated a naquadria bomb – only to betray signs of an advanced case of a disease similar to Alzheimer's – Jonas became even more estranged from his people, as well as fearful that all-out war on his planet was inevitable soon.

Recently, on a mission of mercy to help people genetically altered by the Goa'uld Nirrti, Jonas and the team were captured, and Nirrti altered his DNA. For a time, it appeared to have no effects, but within a few weeks Jonas developed short-term precognitive abilities, due to the growth of new matter in his brain. Unable to control his new skills, he was unable to use them to predict the future accurately, but felt compelled to try. After one last incident proved helpful to the team, he allowed Dr. Fraiser and a medical team to remove what was rapidly becoming a life-threatening new growth. The operation was successful, and he returned to SG-1 with a better sense of his own value to the SGC.

Jonas still worries about his people and his planet, and the threats they pose to each other as well as the threat from the Goa'uld; but he has managed to make a life for himself at the SGC in spite of setbacks and his own fears. He hopes to return to his planet one day, when he is again welcome, and believes that his time at the SGC can only help his own people understand the consequences of their actions.

Jonas Quinn

Low-Level Jonas Quinn

Specialty: Modern Society Near Human
Rank: Grade 2
Class: Scientist
Level: 3

Strength:	10	**Dexterity:**	12
Constitution:	10	**Intelligence:**	16
Wisdom:	14	**Charisma:**	14
Vitality:	17	**Wounds:**	10

Defense: 4 (+3 class, +1 Dex)
Initiative Bonus: +2 (+1 class, +1 Dex)
Speed: 30

Fort: +1 **Ref:** +2 **Will:** +5

Special Qualities: Improvise +2, learned, PhD (Knowledge (Archaeology)), *professor.*

Skills: Appraise +7, Bluff +4, Computers +7, Concentration +4, Cryptography +5, Cultures +8, Diplomacy +5, Electronics +9, Gather Information +5, Knowledge (Archaeology) +6, Knowledge (Physics) +11, Languages +9, Listen +5, Mechanics +9, Profession (Physicist) +6, Search +7, Spot +6, Survival +4.

Feats: Armor Group Proficiency (Light), False Start (Scholarly), Fortunate, Scholarly, Stargate Explorer, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed	+1	1d3 (subdual)
FN P90	+1	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

Mid-Level Jonas Quinn

Specialty: Modern Society Near Human
Rank: Grade 3
Class: Scientist
Level: 9

Strength:	10	**Dexterity:**	13
Constitution:	10	**Intelligence:**	18
Wisdom:	15	**Charisma:**	14
Vitality:	44	**Wounds:**	10

Defense: 18 (+7 class, +1 Dex)
Initiative Bonus: +5 (+4 class, +1 Dex)
Speed: 30

Fort: +3 **Ref:** +7 **Will:** +8

Special Qualities: Brilliant +2, improvise +5, inspiration 2/session, learned, PhD (Knowledge (Archaeology)), *professor.*

Skills: Appraise +9, Bluff +7, Computers +11, Concentration +10, Cryptography +9, Cultures +12, Diplomacy +8, Electronics +13, Gather Information +9, Knowledge (Archaeology) +15, Knowledge (Physics) +13, Languages +13, Listen +9, Mechanics +13, Profession (Physicist) +10, Search +11, Spot +10, Survival +5.

Feats: Advanced Skill Mastery (Scholarly), Armor Group Proficiency (Light), False Start (Scholarly), Fortunate, Hard Core, Scholarly, Stargate Explorer, Surge of Speed, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed	+4	1d3 (subdual)
FN P90	+4	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

High-Level Jonas Quinn

Specialty: Modern Society Near Human
Rank: Grade 4
Class: Scientist
Level: 16

Strength:	10	**Dexterity:**	13
Constitution:	10	**Intelligence:**	20
Wisdom:	16	**Charisma:**	14
Vitality:	76	**Wounds:**	10

Defense: 24 (+13 class, +1 Dex)
Initiative Bonus: +7 (+6 class, +1 Dex)
Speed: 30

Fort: +5 **Ref:** +6 **Will:** +13

Special Qualities: 10-second solution 1/session, brilliant +4, know it all 1/mission, improvise +8, inspiration (¥2), PhD (Knowledge (Archaeology), Languages), *professor,* versatility (Bureaucracy, Move Silently).

Skills: Appraise +11, Bluff +10, Bureaucracy +9, Computers +17, Concentration +11, Cryptography +11, Cultures +18, Diplomacy +12, Electronics +21, Gather Information +13, Knowledge (Archaeology) +31, Knowledge (Physics) +23, Languages +18, Listen +12, Mechanics +20, Move Silently +7, Profession (Physicist) +12, Search +13, Spot +12, Survival +7, Xeno-Languages +10.

Feats: Advanced Skill Mastery (Scholarly), Armor Group Proficiency (Light), False Start (Scholarly), Fortunate, Grand Skill Mastery (Scholarly), Grease Monkey, Hard Core, Mathematical Genius, Scholarly, Stargate Explorer, Surge of Speed, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed	+8	1d3 (subdual)
FN P90	+8	1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

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

General George Hammond, USAF

Base Commander, Stargate Command

Few people get the chance to see their future, or find out what it holds. Fewer still have the faith to believe in it once it's shown to them. General George Hammond is one of those rare few who has both the determination and patience to wait for thirty years for one particular event. If he lacked those qualities, the SGC might never have come into being.

In 1969, while on assignment at Cheyenne Mountain base, Air Force Lt. George Hammond was put in charge of four prisoners who had suddenly appeared in the lower levels of the missile silo. During a routine search of their persons, the Lieutenant found a note addressed to him among their effects, in his own handwriting. The note simply said, "Help them", with two dates below it. Overcome by curiosity, he surreptitiously stopped the transfer on the way to Nevada and demanded an explanation from the four prisoners. His surprise when they claimed to be from the future was equaled by theirs when they recognized him as their future commanding officer. Captain Carter explained that he handed her the note before she left, and after a few moments of fact-checking, Lt. Hammond decided to trust their incredible story. He helped them escape – at the risk of his career – he was left with only a few tantalizing clues to see him through the next thirty years. It took that long before he would meet those four people – the members of SG-1 – again, but he remembered the events of that day, and when the time for the mission which took SG-1 to the past arrived, he gave them the information they needed to return to 1999 unscathed.

General Hammond's tenacity – during that situation and countless others – often salvaged situations which would have left less-prepared men scrambling for solutions. Raised in Texas, George Hammond joined the Air Force in the early sixties, serving with distinction in Vietnam and the Gulf conflicts and maintaining solid political ties in Washington as he climbed the ranks. However, at the time of the stargate's first decommissioning, he was ten months overdue for retirement, and suspected that the events he participated in during 1969 might never come to pass. But with the retirement of General West, he was promoted to oversee the shutdown of the facility... a shutdown which was abruptly terminated by Apophis's incursion through the stargate, and the subsequent proof of an alien threat to Earth.

As head of the SGC, he reports directly to the Joint Chiefs of Staff and the President. The highly classified nature of the base allows him great latitude in overseeing his command, but occasional interference with the National Institute of Defense (NID) and civilian oversight still keeps him on his toes. He has a "red phone" in his office that is tied directly to the President of the United States for dire emergencies. Hammond uses the phone usually only in cases where he feels national or planetary security is at stake. He prefers to go through his superiors at the Pentagon for all but the most dire emergencies.

Hammond is a hard-headed but fair man, who has been given the thankless job of defending the interests of his country and sometimes the planet without any public recognition whatsoever. He has often been forced to make hard decisions that compromise his ethics in favor of the survival of his teams, or, on occasion, the survival of the mission over the individuals who carry it out. These were never easy choices, since he cares about his people like family.

Usually, General Hammond stays on base, overseeing team assignments and planetary investigations, the expansion of the teams as time and the budget permits, and the development of the Alpha site as an emergency evacuation site in case of planetary invasion. Only for truly extraordinary events – like the discovery of the second stargate in Antarctica, and the request for troop support for the rescue mission against Hathor – will he leave the base and venture into the field. He feels an obligation to his people to be where they can reach him and where he can muster resources in their aid.

General Hammond's wife died of cancer several years ago, and his remaining family includes his daughter and two young grandchildren, Kayla and Tessa. At one point, he was almost forced to retire due to NID threats against his granddaughters, but after hasty actions taken by his politically picked successor, and an independent investigation by Colonel O'Neill, the NID backed down, and he immediately resumed his position as the head of the SGC.

Through politics, planetary invasions, biological incursions, and the frequent frustrations in dealing with alien species, General Hammond has been the bedrock that the SG teams could count on while a million light years from home.

Low-Level George Hammond

Specialty: Air Force Officer
Rank: Brigadier General (O-7)
Class: Pointman/Officer
Level: 5/2

Strength:	12	**Dexterity:**	11
Constitution:	12	**Intelligence:**	13
Wisdom:	16	**Charisma:**	16
Vitality:	48	**Wounds:**	12

Defense: 13 (+3 class)
Initiative Bonus: +4 (+4 class)
Speed: 30

Fort: +6 **Ref:** +5 **Will:** +10

Special Qualities: Assistance (½ time), *encouragement, generous*, lead (2/session), lead the charge (damage), tactics 1/session (+2 bonus), versatility (Concentration, Cultures, Gather Information, Intimidate, Listen, Search, Spot).

Skills: Bluff +14, Bureaucracy +15, Concentration +7, Cultures +5, Diplomacy +14, Gather Information +11, Intimidate +14, Knowledge (Military History) +3, Listen +6, Pilot +2, Profession (Military) +11, Spot +6, Search +3, Sense Motive +7.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium), Hard Core, Persuasive, Promotion (¥2), Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+5	1d3+1 (subdual)

Gear: None.

Mid-Level George Hammond

Specialty: Air Force Officer
Rank: Major General (O-8)
Class: Pointman/Officer
Level: 7/6

Strength:	12	**Dexterity:**	11
Constitution:	12	**Intelligence:**	13
Wisdom:	17	**Charisma:**	17
Vitality:	62	**Wounds:**	12

Defense: 15 (+5 class)
Initiative Bonus: +8 (+8 class)
Speed: 30

Fort: +9 Ref: +8 Will: +16

Special Qualities: Assistance (½ time), blood of heroes +8, damage reduction 1/-, *encouragement*, field logistics, gallantry, *generous*, lead (3/session), lead the charge (damage), tactics 4/session (+3 bonus), versatility (Concentration, Cultures, Gather Information, Intimidate, Listen, Pilot, Search, Spot).

Skills: Bluff +18, Bureaucracy +22, Concentration +11, Cultures +7, Diplomacy +19, Gather Information +13, Intimidate +16, Knowledge (Military History) +7, Listen +8, Pilot +4, Profession (Military) +11, Spot +9, Search +6, Sense Motive +9.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium), Career Operative, Hard Core, Iron Will, Persuasive, Promotion (¥2), Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+10	1d3+1 (subdual)

Gear: None.

General George Hammond, USAF

High-Level George Hammond

Specialty: Air Force Officer
Rank: Major General (O-8)
Class: Pointman/Officer
Level: 7/10

Strength:	12	**Dexterity:**	11
Constitution:	12	**Intelligence:**	13
Wisdom:	17	**Charisma:**	19
Vitality:	62	**Wounds:**	12

Defense: 17 (+7 class)
Initiative Bonus: +11 (+11 class)
Speed: 30

Fort: +11 **Ref:** +10 **Will:** +18

Special Qualities: Assistance (½ time), blood of heroes +16, commanding presence, damage reduction 1/-, *encouragement,* field logistics, gallantry, *generous,* iron glare, lead (3/session), lead the charge (damage, damage reduction), *tactics 6/session (+4 bonus), versatility* (Concentration, Cultures, Gather Information, Intimidate, Listen, Pilot, Search, Spot).

Skills: Bluff +23, Bureaucracy +22, Concentration +14, Cultures +7, Diplomacy +23, Gather Information +19, Intimidate +22, Knowledge (Military History) +7, Listen +8, Profession (Military) +15, Spot +9, Search +6, Sense Motive +11.

Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium), Career Operative, Hard Core, Iron Will, Persuasive, Political Favors, Promotion (¥2), Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed	+13	1d3+1 (subdual)

Gear: None.

Major Janet Fraiser, M.D., USAF

Chief Medical Officer, Stargate Command

"First, do no harm..." The classic first line of the Hippocratic oath gets quite a workout at Stargate Command, where the medical staff deals with alien parasites, symbiotes, viruses, biological warfare, nanobots, battle wounds, trauma, and people who occasionally come back from the dead on a weekly basis. The worlds beyond the stargate provides a spectrum of challenges – none of which can be expected – but they are ably overseen by Dr. Janet Fraiser, CMO for the base and expert in exotic diseases. Over the last six years, she's become an expert in methods of infection and damage seen nowhere else on Earth, and regularly combats new threats with aplomb and compassion.

Fraiser joined the Air Force after medical school, marrying her husband shortly after they were both commissioned, and spent many years stationed at various air bases around the world before her marriage finally ended due to irreconcilable differences. Instead of letting this personal setback undo her, Dr. Fraiser threw herself into her work, earning several commendations for her research on communicable diseases and a sterling reputation in her field. She was General Hammond's first pick for CMO when the stargate program was reinstated, joining the SGC shortly after the first mission to Chulak. Her first challenge involved the removal the immature Goa'uld which had infested Major Charles Kawalsky, but despite hers and Chief Surgeon Bill Warner's best efforts, they were unable to free him from the parasite. She immediately instituted preventive exams for all SGC teams in order to detect further infiltration by Goa'uld from off-planet.

As Chief Medical Officer, Janet is charged not only with the physical well-being of the soldiers in her care, but with the responsibility for medical research. The areas which she investigates include ways to free the Jaffa from their dependence of symbiotes, antidotes to exotic viruses encountered by the SGC, and ways to overcome Goa'uld infestation. During her time with the SGC, she has developed cures for the histolytic virus infecting the inhabitants of the Land of Light, counter-measures against age-controlling nanobots, and cures for infestation by Goa'uld-killing bioconstructs. She has deduced ways to keep Goa'uld symbiotes on life support, and analyzed brain scans for clues

after aliens have tampered with the minds of personnel. At this point in her career, her experiences at the SGC have made her one of the world's foremost experts in chemical and biological warfare.

The care of refugees who have been victims of Goa'uld attacks often falls to the personnel of the SGC, and thus becomes Dr. Fraiser's task as well. Caring for people who have never encountered modern medicine before entails its own challenges, which cannot be overcome by brilliance but only by patience and empathy. This last trait led Dr. Fraiser to adopt Cassandra, a young girl orphaned and used as a Trojan Horse by the System Lord Nirrti. After murdering everyone else in Cassandra's home village, the System Lord constructed a tiny potassium-naquadah bomb and injected it into the little girl's heart. Sam and Janet's saved her life by removing her from the proximity of the stargate, but the difficulties and trauma Cassie went through inspired Janet to adopt her as her own. Four years later, when Cassandra became sick due to changes wrought by genetic tampering, Nirrti invaded the base in search of the girl. Janet responded more as a mother and Air Force officer than as a doctor by holding Nirrti at gunpoint until she agreed to reverse the possibly deadly changes in Cassie. She is as protective of her patients as she is of her daughter, taking her responsibilities for their privacy and well-being even more seriously than her Air Force oaths.

DR. JANET FRAISER

Janet earned a commendation and became good friends with Sam during the incident on-base when Hathor suborned the male members of the SGC into becoming her servants. She assisted then-Captain Carter in taking back the base and saving the life of Colonel O'Neill and several other personnel. Their common interest in Cassie's well-being cemented the friendship, and Janet's constant care for the members of SG-1 led to bonds being formed with the other team members as well. While Colonel O'Neill once referred to her as a "Napoleonic power-monger," the comment stemmed from the fact that she is one of the few people who will stand up to him, and who has the medical authority to override his decisions. In cases where the physical safety or health of personnel are concerned, she has the authority to take on the General himself, and has insisted on measures that she believes are for the good of her patients. This resolve is absolutely necessary in a CMO, since the safety of the planet sometimes depends on her medical judgment.

Some time during her fifth year with the stargate program, Janet was promoted to Major, and while she could have any posting she wanted now, she prefers to stay with the SGC. Not only does it provide her with the greatest challenges she could ever dream of, but like most SGC personnel, she has formed strong ties to her fellow soldiers at Stargate Command. Her patients and fellow soldiers are lucky to have her.

LOW-LEVEL JANET FRAISER

Specialty: Air Force Officer
Rank: Grade 3
Class: Scientist
Level: 3

Strength:	10	**Dexterity:**	13
Constitution:	10	**Intelligence:**	14
Wisdom:	14	**Charisma:**	14
Vitality:	17	**Wounds:**	10

Defense: 14 (+3 class, +1 Dex)
Initiative Bonus: +2 (+1 class, +1 Dex)
Speed: 30

Fort: +1 **Ref:** +2 **Will:** +5

Special Qualities: Improvise +2, learned, professor, PhD (Knowledge (Biology)).

Skills: Bluff +5, Bureaucracy +3, Computers +4, Concentration +8, Diplomacy +5, Electronics +4, First Aid +13, Knowledge (Biology) +10, Knowledge (Medicine) +10, Listen +4, Mechanics +4, Pilot +2, Profession (Doctor) +8, Profession (Military) +6, Search +4, Spot +6, Survival +6.

Feats: Armor Group Proficiency (Light), Promotion, Scholarly, Talented (First Aid), Unlocked Potential (First Aid), Weapon Group Proficiency (Handgun, Melee).

ATTACKS

Unarmed +1 1d3 (subdual)

Gear: None.

MID-LEVEL JANET FRAISER

Specialty: Air Force Officer
Rank: Grade 4
Class: Scientist
Level: 9

Strength:	10	**Dexterity:**	13
Constitution:	10	**Intelligence:**	14
Wisdom:	16	**Charisma:**	14
Vitality:	43	**Wounds:**	10

Defense: 18 (+7 class, +1 Dex)
Initiative Bonus: +5 (+4 class, +1 Dex)
Speed: 30

Fort: +3 **Ref:** +4 **Will:** +9

Special Qualities: Brilliant +2, improvise +5, inspiration, learned, *professor*, PhD (Knowledge (Biology)).

Skills: Bluff +8, Bureaucracy +5, Computers +7, Concentration +13, Diplomacy +10, Electronics +6, First Aid +20, Intimidate +4, Knowledge (Biology) +14, Knowledge (Medicine) +16, Listen +8, Mechanics +6, Pilot +4, Profession (Doctor) +15, Profession (Military) +9, Search +7, Spot +11, Survival +9.

Feats: Advanced Skill Mastery (Scholarly), Armor Group Proficiency (Light), Bandage, Hard Core, Promotion, Scholarly, Talented (First Aid), Unlocked Potential (First Aid), Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed	+4	1d3 (subdual)

Gear: None.

High-Level Janet Fraiser

Specialty: Air Force Officer
Rank: Grade 5
Class: Scientist
Level: 15

Strength:	10	**Dexterity:**	13
Constitution:	10	**Intelligence:**	14
Wisdom:	17	**Charisma:**	14
Vitality:	68	**Wounds:**	10

Defense: 23 (+12 class, +1 Dex)
Initiative Bonus: +11 (+6 class, +1 Dex, +4 Improved Initiative)
Speed: 30

Fort: +5 **Ref:** +6 **Will:** +12

Special Qualities: 10-second solution (1/session), brilliant +4, improvise +8, inspiration, know it all (1/mission), learned, *professor*, PhD (Knowledge (Biology), Knowledge (Medicine))

Skills: Bluff +10, Bureaucracy +6, Computers +9, Concentration +18, Diplomacy +14, Electronics +8, First Aid +26, Intimidate +4, Knowledge (Biology) +22, Knowledge (Medicine) +24, Listen +11, Mechanics +8, Pilot +5, Profession (Doctor) +21, Profession (Military) +13, Search +10, Spot +15, Survival +11.

Feats: Advanced Skill Mastery (Scholarly), Armor Group Proficiency (Light), Bandage, Grand Skill Mastery (Scholarly), Hard Core, Improved Initiative, Promotion, Scholarly, Surge of Speed, Talented (First Aid), Unlocked Potential (First Aid), Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed	+7	1d3 (subdual)

Gear: None.

Aliens, Flora, and Fauna

This section describes several creatures encountered by the members of SG-1 to date. Some are fairly benign, making up easily recognized parts of an alien ecosystem, while others are wildly aggressive, destroying all competing life of dozens of worlds.

Abydonian Lizard

The native inhabitants of Abydos consider this small reptile a delicacy. Its dense, water-retaining hide allows it to survive in the world's harsh environment, and also provides some protection against predators. An abydonian lizard is roughly the size of a domesticated house cat and typically avoids any unnecessary activity when encountered in the wild.

Abydonian Lizard (animal): CR ½. SZ T; w/vp 5/2; Init -1 (-1 Dex); Spd 10 ft.; Def 12 (+2 size, -1 Dex, +1 natural armor); Atk: Bite +3 (dmg 1d3 subdual, error -, threat -); Face 1 square; Reach same square; SA None; SQ damage reduction 2/-; SV Fort +1, Ref +3, Will +0; Str 10, Dex 8, Con 10, Int 5, Wis 10, Cha 4; Skills: Hide +3, Listen +1, Spot +3. Feats: None.

Abydonian Mastadge

This docile herd animal is found scavenging the dunes of Abydos. Bovine in appearance, it has a large mouth and a sticky tongue, and is covered with thick layers of shaggy brown fur. Mastadges are rarely aggressive, but when spooked dash off at high speeds until they feel they are out of danger.

Abydonian Mastadge (animal): CR ½. SZ M; w/vp 14/2; Init -1 (-1 Dex); Spd 35 ft.; Def 10 (-1 Dex, +1 natural armor); Atk: Bite +3 (dmg 1d4+3, error -, threat -); Face 1 square; Reach 1 square; SA None; SQ None; SV Fort +3, Ref +1, Will +1; Str 16, Dex 8, Con 14, Int 2, Wis 8, Cha 4; Skills: Listen +4, Spot +2. Feats: Run.

Infestation Flies

Discovered by SG-1 on a planet whose technology seemed comparable to Earth's, infestation flies are roughly the size of a small dog and are incredibly dangerous to any civilization. In addition to their formidable size, infestation flies possess stingers that can severely injure a human being.

Infestation flies have earned their name from their unique method of reproduction. When stung, a victim's bloodstream is infected with biological material that begins to resequence his DNA, transforming him into a living host for the fly's offspring. Within a matter of hours, the host becomes the birth vessel for up to half a dozen more infestation flies.

Infestation Flies (animal): CR 1. SZ T; w/vp 6/0; Init +1 (1 Dex); Spd 40 ft. (fly); Def 13 (+2 size, +1 Dex); Atk: sting +4 (dmg 3d4, error -, threat -); Face 1 square; Reach same square; SA mutagen venom (see below); SQ None; SV Fort +2, Ref +2, Will +2; Str 6, Dex 12, Con 12, Int 1, Wis 10, Cha 2; Skills: Hide +5, Search +4, Spot +5. Feats: None.

Mutagen Venom: At the end of each hour after an infestation fly's attack reduces a target's wounds by at least 1, the target must make a Fort save (DC 10 + 1 per previous save) or be knocked unconscious. Additionally, at the end of each hour after an infestation fly's attack reduces a target's wounds by at least 1, the target suffers a cumulative -1 penalty to Strength, Dexterity, and Constitution. Should any of the target's abilities drop to 0 or less while he's infected, he dies and 1d6 new infestation flies emerge from the corpse. A First Aid Check (DC 30) is required to heal an infected character, who recovers normally thereafter. A doctor gains a +15 circumstance bonus with this check when he has access to a hospital.

Reetou

One of the SGC's most frightening foes, this unique green-skinned insectoid species is completely invisible to the naked eye, being 180 out of phase with our reality. Reetou cannot be seen, heard, or affected by Tauri technology or weapons. Unfortunately, the Reetou seem to have developed the technology to see, hear, and affect objects out of phase with themselves, making them near-perfect spies and assassins.

Reetou (alien): CR 7. SZ M; w/vp 10/10; Init +2 (+1 Dex, +1 species); Spd 30 ft.; Def 12 (+2 Dex); Atk: multiphase energy weapon +6 (dmg 4d4, error 1, threat 19-20, range 20 ft.); Face 1 square; Reach 1 square; SA None; SQ out of phase (see below); SV Fort +2, Ref +3, Will +2; Str 12, Dex 15, Con 2, Int 10, Wis 12, Cha 8; Skills: Concentration +4, Demolitions +6, Hide +6, Move Silently +6, Spot +4, any two other skills +2. Feats: None.

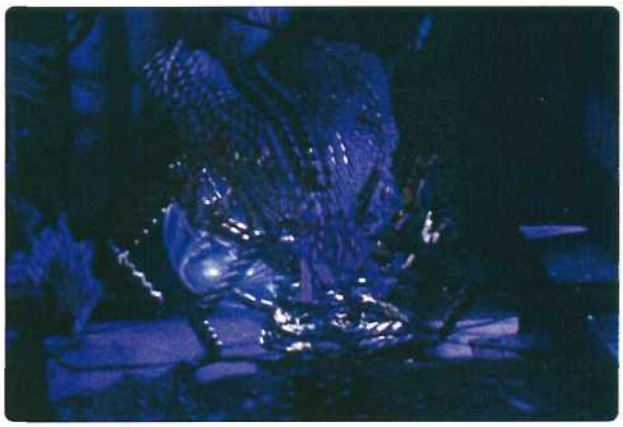
Out of Phase: Reetou are 180 out of phase with typical humans and are completely invisible and silent as a result, granting them total concealment at all times unless exposed by a transphase eradication rod *(see page 348)*. Reetou can see and hear in normal human phase but are normally unable to interact with matter outside their own phase. In order to affect or be affected by physical objects in normal phase, the Reetou must as 1 half action make a Concentration check (DC 10).

Reetou cannot be harmed by conventional human or alien weapons, though their own multiphase energy weapons may be used to attack both normal and out of phase targets.

Replicators

A dangerous nemesis of the Asgard and Tauri alike, this swarm of advanced robotic insects can reproduce themselves with unbelievable speed. The replicators have infested the Asgard homeworld and much of their galaxy and are incredibly quick to adapt to new technologies and integrate them into their own physiology. Replicators are driven by a need to go forth and multiply in every region of space as a part of their prime programming and can seem unstoppable to even the most experienced team.

Each replicator is roughly the size of a small dog and can climb on walls, ceilings, and other surfaces just as easily as walking on the floor. Additionally, each produces an acidic substance that helps it break down raw materials that it can use to produce more of their brethren.



Replicator Queen

Replicator (robot): CR 5. SZ D; w/vp 6/0; Init +1 (+1 Dex); Spd 5 ft.; Def 15 (+4 size, +1 Dex); Atk: acid +5 (dmg 2d4 + 1 point per round for 1d4 rounds, error 1, threat 20); Face 1 square; Reach same square; SA None; SQ damage reduction 2/-, reconstruction, replication, robot, swarm (see below); SV Fort +6, Ref +4, Will -; Str 6, Dex 13, Con -, Int 6, Wis 6, Cha -; Skills: Climb +15, Computer Use +10, Electronics +10, Hide +6, Jump +8, Mechanics +10, Move Silently +4, Search +4, Spot +4. Feats: None.

Reconstruction: At any time after 1 or more replicators are rendered non-functional, the Gamemaster may spend 1 action die to activate this ability. He rolls the action die spent and a number of replicators immediately rebuild themselves to full wound points up to the action die's result or the number of replicators that have been rendered non-functional (whichever is smaller).

Replication: When metal, plastic, alien construction materials, or any other substance the GM deems appropriate are at hand, a replicator may spend 3 minutes building an exact copy of itself, consuming an amount of the materials equal to its own size during the process.

Robot: A creature with the 'robot' type requires no sleep, air, nourishment, or water, and cannot suffer subdual damage or critical hits. It is immune to level drain, ability damage, and all non-physical attacks. A robot never possesses vitality points, and never suffers any penalties for possessing no vitality. A robot need never make Will or

Fortitude saves – except when it suffers 50 or more points of damage in one hit, at which time it must make a Fortitude save as standard *(see page 380)*.

Swarm: Replicators share a single common, cooperative program, which allows them to coordinate resource gathering (and attacks) with great precision. Whenever two or more replicators are located in the same square as an opponent, they are considered to be flanking that opponent *(see page 369)*.

Sonic Plants

These white stalks of vegetable material can sprout quickly from or burrow back into the ground at a moment's notice. Though fragile enough that a UAV can destroy one, sonic plants are an integral part of the ecosystem supporting a near human species on their homeworld. Additionally, their sonic emissions have the ability to make other visitors irritable and aggressive, even prompting fights between members of SG-1.

Sonic Plants (plant): CR 1. SZ S; w/vp 4/0; Init +0; Spd 0 ft. (immobile); Def 7 (+1 size, -5 Dex, +1 natural armor); Atk: None; Face 1 square; Reach none; SA subsonics (see below); SQ burrowing (see below); SV Fort +2, Ref -, Will -; Str 1, Dex -, Con 8, Int 1, Wis 2, Cha 1; Skills: None. Feats: None.

Burrowing: Whenever threatened (i.e. touched, injured, or attacked), a sonic plant may – as a half action – immediately burrow 5 ft. into the ground, gaining total cover unless dug up. A sonic plant can dig itself out as a full action, and typically does so 1d4 minutes after retreating into the earth.

Subsonics: When not hidden in the ground, a sonic plant emits an inaudible noise that has an effect on most humanoids (though natives of their world are immune). A character who spends any amount of time around a sonic plant becomes irritable and aggressive. At the end of each hour during which a character remains within ¼ mile of a sonic plant, he must succeed with a Will save (DC 15) or suffer 1 point each of temporary Wisdom and Charisma damage. After suffering at least 1 point of Charisma damage, the character's disposition toward all other characters is worsened by one grade *(see page 420)*. This effect lasts until all temporary ability damage is recovered.

Unas

The Goa'uld species' original hosts, the Unas are a species of tough, brutish beings with a primitive society. Unas are head and shoulders taller than most humans and are covered in a chitinous natural armor that protects them from minor injuries. Like the Goa'uld alongside whom they evolved, the Unas possess formidable regenerative abilities that allows them to recover from even severe wounds in a matter of minutes. Unas are incredibly dangerous – one of them is often more than a match even for a warrior as skilled as Teal'c.

Unas (humanoid): CR 4. SZ L; w/vp 30/20; Init +3 (-1 Dex, +4 feat); Spd 30 ft.; Def 14 (-1 size, -1 Dex, +5 natural armor); Atk: claws +9 (dmg 1d6+6, error -, threat 19-20); Face 1 square; Reach 1 square; SA None; SQ damage reduction 5/-, Regeneration (see below); SV Fort +8, Ref +2, Will +2; Str 22, Dex 8, Con 20, Int 7, Wis 11, Cha 7; Skills: Climb +10, Jump +10, Listen +2, Search +2, Spot +4, Survival +10. Feats: Improved Initiative.

Regeneration: An Unas possesses the natural ability to regenerate quickly, making him exceptionally difficult to kill. He recovers 1 vitality point per minute, and 1 wound per 5 minutes. Further, an Unas automatically stabilizes whenever injured – even when reduced to negative wounds (so long as he doesn't die).

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CHARACTER NAME | PLAYER | AGE | GENDER

SPECIALTY/SPECIES | RANK | SIZE | BASE SPEED | HEIGHT | WEIGHT

CLASS | LEVEL | EYES | HAIR

STARGATE SG·1™

CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

VITALITY TOTAL | CURRENT | DIE TYPE

WOUNDS TOTAL | CURRENT | DIE TYPE | SUBDUAL DAMAGE

DEFENSE TOTAL = 10 + CLASS / ARMOR + DEX + SIZE + MISC

INITIATIVE TOTAL = CLASS + DEX + MISC

INSPIRATION TOTAL = WIS MOD + MISC

EDUCATION TOTAL = INT MOD + MISC

ACTION DICE TOTAL | DIE TYPE | SPENT

SAVING THROWS

	TOTAL BONUS	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE CONSTITUTION				
REFLEX DEXTERITY				
WILL WISDOM				

BASE ATTACKS

	TOTAL BONUS	BASE ATTACK	ABILITY MOD	MISC MOD
UNARMED				
MELEE				
RANGED				

PRIMARY WEAPON

ATK	DAM	ERROR	THREAT	RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT	AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT

SECONDARY WEAPON

ATK	DAM	ERROR	THREAT	RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT	AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT

ARMOR

DEFENSE BONUS	DAMAGE RESISTANCE	ARMOR CHECK	TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

SKILLS

MAX RANKS /

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MOD	MISC MOD	ERROR RANGE	THREAT RANGE
☐	APPRAISE ■	INT	____	____	____	____	____	____
☐	BALANCE ■	DEX*	____	____	____	____	____	____
☐	BLUFF ■	CHA	____	____	____	____	____	____
☐	BOATING ■	DEX	____	____	____	____	____	____
☐	BUREAUCRACY ■	CHA	____	____	____	____	____	____
☐	CLIMB ■	STR*	____	____	____	____	____	____
☐	COMPUTERS ■	INT	____	____	____	____	____	____
☐	CONCENTRATION ■	WIS	____	____	____	____	____	____
☐	CRAFT (_____)	INT	____	____	____	____	____	____
☐	(_____)	INT	____	____	____	____	____	____
☐	(_____)	INT	____	____	____	____	____	____
☐	CRYPTOGRAPHY	INT	____	____	____	____	____	____
☐	CULTURES	WIS	____	____	____	____	____	____
☐	DEMOLITIONS	INT	____	____	____	____	____	____
☐	DIPLOMACY ■	CHA	____	____	____	____	____	____
☐	DISGUISE ■	CHA	____	____	____	____	____	____
☐	DRIVER ■	DEX	____	____	____	____	____	____
☐	ELECTRONICS	INT	____	____	____	____	____	____
☐	ESCAPE ARTIST ■	DEX*	____	____	____	____	____	____
☐	FIRST AID ■	WIS	____	____	____	____	____	____
☐	FORGERY ■	INT	____	____	____	____	____	____
☐	GATHER INFORMATION ■	CHA	____	____	____	____	____	____
☐	HANDLE ANIMAL	CHA	____	____	____	____	____	____
☐	HIDE ■	DEX*	____	____	____	____	____	____
☐	HOBBY (_____)	WIS	____	____	____	____	____	____
☐	(_____)	WIS	____	____	____	____	____	____
☐	(_____)	WIS	____	____	____	____	____	____
☐	INNUENDO ■	WIS	____	____	____	____	____	____
☐	INTIMIDATE ■	STR/CHA	____	____	____	____	____	____
☐	JUMP ■	STR*	____	____	____	____	____	____
☐	KNOWLEDGE (_____)	INT	____	____	____	____	____	____
☐	(_____)	INT	____	____	____	____	____	____
☐	(_____)	INT	____	____	____	____	____	____
☐	(_____)	INT	____	____	____	____	____	____
☐	(_____)	INT	____	____	____	____	____	____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MOD	MISC MOD	ERROR RANGE	THREAT RANGE
☐	LANGUAGES ■	INT	____	____	____	____	____	____
☐	LISTEN ■	WIS	____	____	____	____	____	____
☐	MECHANICS	INT	____	____	____	____	____	____
☐	MOVE SILENTLY ■	DEX*	____	____	____	____	____	____
☐	OPEN LOCK	DEX	____	____	____	____	____	____
☐	PERFORM ■	CHA	____	____	____	____	____	____
☐	PILOT	DEX	____	____	____	____	____	____
☐	PROFESSION (_____)	WIS	____	____	____	____	____	____
☐	(_____)	WIS	____	____	____	____	____	____
☐	(_____)	WIS	____	____	____	____	____	____
☐	SEARCH ■	INT	____	____	____	____	____	____
☐	SENSE MOTIVE ■	WIS	____	____	____	____	____	____
☐	SLEIGHT OF HAND	DEX*	____	____	____	____	____	____
☐	SPORT ■ (_____)	STR/DEX*	____	____	____	____	____	____
☐	(_____)	STR/DEX*	____	____	____	____	____	____
☐	(_____)	STR/DEX*	____	____	____	____	____	____
☐	SPOT ■	WIS	____	____	____	____	____	____
☐	SURVEILLANCE	WIS	____	____	____	____	____	____
☐	SURVIVAL	WIS	____	____	____	____	____	____
☐	SWIM ■	STR	____	____	____	____	____	____
☐	TUMBLE	DEX*	____	____	____	____	____	____
☐	XENO-CULTURES	WIS	____	____	____	____	____	____
☐	XENO-LANGUAGES	INT	____	____	____	____	____	____
☐	_____	____	____	____	____	____	____	____
☐	_____	____	____	____	____	____	____	____
☐	_____	____	____	____	____	____	____	____
☐	_____	____	____	____	____	____	____	____
☐	_____	____	____	____	____	____	____	____
☐	_____	____	____	____	____	____	____	____

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.

Mark class skills with ☒. *armor check penalty, if any, applies.

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STARGATE SG·1™

CHARACTER RECORD SHEET

CAMPAIGN

EXPERIENCE POINTS

GEAR PICKS

RESOURCE POINTS

OPERATION GEAR

ITEM	WT.	ITEM	WT.

PERSONAL BELONGINGS

ITEM	WT.	ITEM	WT.

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
LIFT OVER HEAD	**LIFT OFF GROUND**	**PUSH OR DRAG**
Equals max heavy load	Equals 2x max heavy load	Equals 5x max heavy load

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COMBAT ACTIONS

INITIATIVE ACTIONS	TYPE	EFFECT
Delay	Free	You may voluntarily reduce your initiative by up to 10 + your initiative bonus, at which time you must act or lose your turn.
Ready	Full	Choose an action and a trigger that will prompt it; if it doesn't happen, you lose your turn.
Regroup	Half	+5 to your initiative total.

ATTACK ACTIONS	TYPE	EFFECT
Standard attack	Half	None; uses 1 shot.
Autofire	Full	Fire a number of 3-shot volleys up to one-third the ammo in your firearm and make an attack with a –1 penalty per volley; if you hit, one volley hits the target; for every 4 over the target's Defense, another volley hits; uses 3 shots per volley.
Burst (narrow)	Half	-3 attack; +2 damage; uses 3 shots.
Burst (wide)	Half	+1 attack; uses 3 shots.
Coup de grace	Full	Helpless target must make a Fortitude save (DC 10 + damage done) or die.
Cover fire	Full	Offer +4 dodge bonus to Defense of a single ally against enemies within your line of sight for one round; uses 5 shots.
Disarm	Half	Make an opposed attack roll; if you win, your target is disarmed.
Feint	Half	Make a Bluff check opposed by your target's Sense Motive; if you succeed, your target may not add his Dexterity modifier to Defense when you attack him next.
Grapple	Half	Special (see Spycraft Espionage Handbook, page 172).
Refresh	Full	If you are the target of no attacks this round, you may spend one action die at the end of the round to recover the result in vitality points, or 2 wounds.
Strafe attack	Full	Target a number of adjacent squares up to half the ammo in your firearm and make an attack with a –2 penalty per square beyond the first; all targets hit suffers the same damage; uses 2 shots per targeted square.
Strike object	Half	Special (see Spycraft Espionage Handbook, page 168).
Suppressive fire	Full	One target within your line of sight suffers a –4 penalty to attack and skill rolls for 1 round; uses 5 shots.
Taunt	Half	Make a Bluff check opposed by your target's Sense Motive; if you succeed, your target must attack you with his next action.
Trip	Half	Make a melee touch attack; if you hit, make a Strength check opposed by Strength or Dexterity; if you succeed, your target is prone.

MOVEMENT ACTIONS	TYPE	EFFECT
Standard move	Half	Move your Speed in feet.
Charge	Full	+2 attack, –2 Defense for 1 round.
Run	Full	Move 4x your Speed in feet.
Total defense	Full	+4 dodge bonus to Defense for 1 round.
Withdraw	Full	Move 2x your Speed in feet away from combat.

OTHER ACTIONS	TYPE	EFFECT
Aim ranged weapon	Half	+1 bonus to next attack.
Brace firearm	Half	+2 bonus to next attack.

FEATS AND SPECIAL ABILITIES

NAME	EFFECT

LANGUAGES

LANGUAGE	NATIVE	LANGUAGE	NATIVE
	☐		☐
	☐		☐
	☐		☐
	☐		☐
	☐		☐

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