
Stargate: Hexenstag

December 22, 2024



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Chapter 1:

Specialty/Species

1.1 Human

Table 1.1: Human Specialty

Specialty	Ability Adjustments	Bonus Feat
U.S. Air Force	+2 Intelligence, -2 any one ability	Per sub-specialty
Air Force Officer	Per U.S. Air Force	Any style feat
Air Force Technician	Per U.S. Air Force	Scholarly
Enlisted Air Force Recruit	Per U.S. Air Force	Point Blank Shot
Pararescue	Per Air Force	Bandage
U.S. Army	+2 Constitution, -2 any one ability	Per sub-specialty
Army Corps of Engineers ^{EM-SG}	Per U.S. Army	Ordinary Past
Army Medical Corps ^{S1 FF}	Per U.S. Army	World Traveler
Army Officer	Per U.S. Army	Any basic combat feat
Army Ranger	Per U.S. Army	Combat Instincts
Army Technician	Per U.S. Army	Electronic Warfare Basics
Enlisted Army Recruit	Per U.S. Army	Coolness Under Fire
U.S. Marines	+2 Wisdom, -2 any one ability	Per sub-specialty
Enlisted Marines Recruit	Per U.S. Marines	Iron Will
Force Reconnaissance	Per U.S. Marines	Track
Marines Combat Engineer ^{EM-SG}	Per U.S. Marines	Explosive Basics
Marine Officer	Per U.S. Marines	Any gear feat
Marine Technician	Per U.S. Marines	Grease Monkey
U.S. Navy	+2 Dexterity, -2 any one ability	Per sub-specialty
Enlisted Navy Recruit	Per U.S. Navy	Police Training
Navy Seabees ^{EM-SG}	Per U.S. Navy	Coolness Under fire
Navy Officer	Per U.S. Navy	Any basic skill feat
Navy SEAL	Per U.S. Navy	Athletic
Navy Technician	Per U.S. Navy	Mathematical Genius
National Intelligence Department (NID)	+2 any one ability, -2 any one ability	Per sub-specialty
Area 51 Infiltrator	Per NID	Advanced Technology
NID Interrogator ^{S1 FF}	Per NID	Mark
NID Officer	Per NID	Political Favors
Rogue Stargate Team Member	Per NID	Flawless Identity
The Fourth Estate ^{S2 FF}	+2 to up to two mental, -2 to a corresponding number of physical	Per sub-specialty
Photojournalist ^{S2 FF}	Per The Fourth Estate	Camera Basics
Print Reporter ^{S2 FF}	Per The Fourth Estate	The Pen is Mightier
Radio/Television Reporter ^{S2 FF}	Per The Fourth Estate	Undermine
Astronaut/Cosmonaut ^{S2 FF}	+2 any one ability, -2 any one ability	Astronaut Wings
Civilian Specialist	+2 Intelligence, -2 any one ability	Any basic skill feat
Diplomatic Corp	+2 Charisma, -2 Dexterity	Persuasive
Engineering Corp	None	Ordinary Past
Russian Unit	+2 Wisdom, -2 any one ability	Stargate Explorer

^{S1 FF} From Season One: First Steps.

^{S2 FF} From Season Two: Fantastic Frontiers.

^{EM-SG} From EngineerMacro-SpecialtyGroups v1.2.

Table 1.2: Himmel Specialty

Specialty	Ability Adjustments	Bonus Feat
Heer	+2 Constitution, -2 any one ability	Per sub-specialty
Enlisted Heer Recruit	Per Heer	By the Book
Heer Führer	Per Heer	Fortunate
Heer Schütze	Per Heer	Precise Shot
Luftwaffe	+2 Dexterity, -2 any one ability	Per sub-specialty
Enlisted Luftwaffe Recruit	Per Luftwaffe	Clean and Polished
Luftwaffe Führer	Per Luftwaffe	Iron Will
Luftwaffe Researcher	Per Luftwaffe	Extra Support
Schutzstaffel (SS)	Per sub-specialty	Per sub-specialty
Allgemeine SS	+2 Wisdom, -2 any one ability	Ordinary Past
Totenkopfverbände SS	+2 Charisma, -2 any one ability	Glint of Madness
Waffen SS	+2 Dexterity, -2 any one ability	Any basic combat feat
Nazi Party Official	+2 Charisma, -2 Dexterity	Political Favors
Sturmabteilungen (SA)	+2 Wisdom, -2 Charisma	Stone Cold

^{FS} All Himmel Specialty are in First Steps.

U.S. Air Force

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 astrophysics.

Shared Special Talents:

- +2 Intelligence, -2 to any one ability.
- 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.
- 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.
- 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.
- 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.
- Bonus Feat: Bandage. All prerequisites for this feat - including minimum ability scores - are waived.

U.S. Army

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.
- +1 Specialty bonus to damage rolls made as a result of a successful ready action. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.

Army Corps of Engineers

The US Army Corps of Engineers have a long history of building structures that stand the test of time. They are specialists in infrastructure design and environmental impact studies. The Corps of Engineers will oversee the development of the Alpha Site in conjunction with the Navy's Sea-Bee unit recently assigned to the SGC.

Special Talents:

- +1 Specialty bonuses in Profession (Civil Engineer) and Computers. This bonus increases by an addition +1 at 4th level and every additional four character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an officer or a specialist.
- Bonus Feat: Ordinary Past. All prerequisites for this feat are waived.

Army Medical Corps

The US Army Medical Research Institute for Infectious Diseases (USAMRIID). located at Fort Detrick, MD, is one of the foremost research institutes in the world for high-risk biological material. Accordingly, medical specialists from it and similar facilities are at the forefront of the SGC's efforts to identify, contain, and investigate outbreaks of infectious diseases both at the base and on the other worlds. While seldom assigned to initial exploration missions, Army Medical Corps personnel are often called into help clean up problems that occur and to prevent recurring outbreaks in the future. Their foremost priority is to ensure that no biohazard returns to Earth, or failing that, escapes the SGC. Army Medical Corps personnel also serve the SGC in a variety of the other life sciences and medical assignments.

Special Talents:

- +1 Specialty bonus with Knowledge (Biology) and Profession (Doctor) skill 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.
- Bonus Feat: World Traveler. All prerequisites for this feat - including skill ranks - are waived.

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.
- 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.
- 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.
- 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.
- Bonus Feat: Coolness Under Fire.

U.S. Marines

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.
- 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 Marines 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.
- 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.
- Bonus Feat: Track.

Marines Combat Engineer

Combat Engineers have a wide range of skills from building and maintaining potential field bases, to assisting in the breaching of a fortified enemy position. They are excellent team players and can handle their own on any terrain in the hottest of combat zones. Combat Engineers can also un-build as good as they build. They are exceptionally skilled in the use of explosives such as setting mines, traps and just generally blowing stuff up.

Special Talents:

- +1 Specialty bonuses in Profession (Combat Engineer) and Demolitions. This bonus increases by an additional +1 at 4th level and every four character levels gained thereafter.
- Pay Grade: The character is paid as an enlisted soldier.
- Bonus Feat: Explosive Basics. All prerequisites for this feat are waived.

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.
- 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.
- Pay Grade; The character may choose to be paid as either an enlisted soldier or a specialist.
- Bonus Feat: Grease Monkey. All prerequisites for this feat - including minimum skill ranks - are waived.

U.S. Navy

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. Naval soldiers are also recruited to defend the Earth during alien incursions.

Shared Special Talents:

- +2 Dexterity, -2 to any one ability.
- +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.
- Bonus Feat: Police Training. All prerequisites for this feat - including minimum skill ranks - are waived.

Navy Seabees

"We build, We fight." Their motto says it all. They have been a mainstay in the US Navy since World War II. They are the combat engineers of the navy specializing in the rapid construction of airfields, bridges, bunkers and field hospitals. Their expertise has been sought out in the further development of the Alpha Site as well as the possible construction of other off world sites.

Special Talents:

- +1 Specialty bonus to Concentration and Profession (Combat Engineer). This bonus increases by an addition +1 at 4th level and every additional four character levels gained thereafter.
- Pay Grade: The character may choose to be paid as either an officer or an enlisted soldier.
- Bonus Feat: Coolness Under fire.

Navy 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.
- Bonus Feat: Any basic skill feat. The character must meet all the prerequisites for this feat before choosing it.

Navy 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 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.
- Bonus feat: Athletic. All prerequisites for this feat - including minimum skill ranks - are waived.

Navy 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.
- Bonus Feat: Mathematical Genius. All prerequisites for this feat -including minimum skill ranks - are waived.

Astronaut/Cosmonaut

At present, only two nations on Earth maintain full training facilities for space explorers: the United States, through NASA, and Russia, through the Russian Space Agency (RKA) and its companion Military Space Forces (VKS). Despite having a Space Command component, the US Air Force does not train its own astronauts - yet. The personnel demands of the SGC may change this in the coming years, however, as NASA's astronaut corps is largely unsuited to support SGC operations.

Special Talents:

- +2 to any one ability, - 2 to any ability. This penalty may be applied to the same ability that receives the bonus, if desired.
- +1 specialty bonus with Fortitude saves. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- +1 specialty bonus with two of the following skills, chosen at character creation: Electronics, Pilot, Knowledge (any one focus), or Spot. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Pay Grade: If the character is a pilot astronaut (e.g. selected Pilot to receive a specialty bonus), he is paid as an officer. If the character is a mission specialist (e.g. did not select Pilot to receive a specialty bonus), he is paid as a civilian specialist.
- Bonus Feat: Astronaut Wings. All prerequisites for this feat are waived.

Civilian Specialist

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.
- Bonus Feat: Any basic skill feat. The character must meet all the prerequisites for this feat before choosing it.

Diplomatic Corp

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.
- Pay Grade: The character is paid as a specialist.
- Bonus Feat: Persuasive. All prerequisites for this feat - including minimum skill ranks - are waived.

Engineering Corp

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:

- 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.
- Bonus Feat: Ordinary Past. All prerequisites for this feat- including minimum skill ranks - are waived.

Russian Unit

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.
- 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.
- Pay Grade: The character may choose to be paid as either an officer or a specialist.
- Bonus Feat: Stargate Explorer. All prerequisites for this feat -including minimum character level -are waived.

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Shared Special Talents:

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Special Talents:

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1.2 Near-Human

Table 1.3: Primitive Near-Human

Society	Ability Adjustments	Bonus Feat
Primitive Near-Human	Per Near-Human	Per Near-Human
Abydonians ^{S1 FF}	+2 Constitution, -2 Intelligence	Desert Training
Argosians ^{S1 FF}	+2 Charisma, -2 Strength	The Look
Byrsa ^{S1 FF}	None	Forest Training
Ceradorisns ^{LG}	+2 Constitution, -2 Intelligence	Desert Training
Cimmerian ^{S2 FF}	+2 Constitution, -2 Charisma	Forest Training
Custom Primitive Society	+2 Constitution, -2 Intelligence	Any terrain feat
Denderrans ^{LG}	+2 Constitution, -2 Intelligence	Swamp Training
Gallicians ^{FS}	+2 Constitution, -2 Charisma	Desert Training
Gemmondian ^{S2 FF}	+2 Dexterity, -2 Intelligence	Ordinary Past
Himmelites ^{FS}	+2 Constitution, -2 Intelligence	Toughness
Hou Kaingans ^{FS}	+2 Charisma, -2 Intelligence	Aquatic Training or Jungle Training
Jardians ^{LG}	+2 Constitution, -2 Intelligence	Forest Training
Kandarans ^{LG}	+2 Constitution, -2 Intelligence	Jungle Training
Kreshnor ^{S2 FF}	+2 Constitution, -2 Intelligence	Desert Training
Madronan ^{S2 FF}	+2 Wisdom, -2 Constitution	Favor of the Gods
Nasyan ^{S2 FF}	+2 Dexterity, -2 Intelligence	Outdoorsman
Poligrans ^{LG}	+2 Constitution, -2 Intelligence	Forest Training
Rillaanians ^{S2 FF}	+2 Constitution, -2 Intelligence	Forest Training or Jungle Training
Salish ^{S2 FF}	+2 Dexterity, -2 Intelligence	Track, Mountain Training, or Forest Training
Stennossians ^{FS}	+2 Constitution, -2 Intelligence	Forest Training
Terellan ^{S2 FF}	+2 Constitution, -2 Intelligence	Great Fortitude
The Untouched ^{S1 FF}	None	Forest Training
Modern Near-Human	Per Near-Human	Per Near-Human
Cultist of Sokar ^{LG}	+2 Charisma, -2 Strength	By the Book
Custom Modern Society	None	Any style feat
Displaced Near-Human ^{S1 FF}	+2 Wisdom, -2 Charisma	Any terrain or style feat
Hidomans ^{FS}	None	Any style feat
Jaffs ^{LG}	None	By the Book
Kettle-Dwellers ^{FS}	+2 Charisma, -2 Strength, -2 Constitution	Traceless
Lira-Keans ^{FS}	+2 Intelligence, -2 Constitution	Any gear feat
Svoriin ^{S2 FF}	None	Hard Core
Advanced Near-Human	Per Near-Human	Per Near-Human
Custom Advanced Society	+2 Intelligence, -2 Strength	Any basic or advanced skill feat
Eldeorans ^{FS}	+2 Intelligence, -2 Strength	Any basic skill feat
Seketins ^{LG}	+2 Intelligence, -2 Strength	By the Book
Taldor ^{S2 FF}	+2 Intelligence, -2 Charisma	Stone Cold
Volsinii ^{S2 FF}	+2 Wisdom, -2 Strength	Mark

^{FS} From First Steps.

^{LG} From Living Gods.

^{S1 FF} From Season One: First Steps.

^{S2 FF} From Season Two: Fantastic Frontiers.

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Shared Special Talents:

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Special Talents:

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Chapter 2:

Classes

2.1 Core Classes

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: d10

Class Skill	Key Ability
Balance	Dex
Boating	Dex
Climb	Dex
Cryptography	Dex
Cultures	Dex
Driver	Dex
First Aid	Dex
Gather Information	Dex
Handle Animal	Dex
Jump	Dex
Knowledge	Dex
Languages	Dex
Listen	Dex
Mechanics	Dex
Open Locks	Dex
Search	Dex
Spot	Dex
Survival	Dex
Swim	Dex
Tumble	Dex

Skills/Level: 6 + Intelligence Bonus

Table 2.1: The Explorer

Level	BAB	Fort	Reflex	Will	Defense	Initiative	Gear Picks	Res Pts	Special
1st	+0	+1	+2	+1	+1	+1	+0	+0	Starting Feats, All Over the World, Direction Sense +2, Obsessive *
2nd	+1	+2	+3	+2	+1	+2	+1	+1	Bookworm (1/2)
3rd	+2	+2	+3	+2	+2	+3	+1	+1	Bonus Feat
4th	+3	+2	+4	+2	+2	+3	+1	+2	Direction Sense +3, Uncanny Dodge (Dex bonus)
5th	+3	+3	+4	+3	+3	+4	+1	+2	Bonus Feat
6th	+4	+3	+5	+3	+4	+5	+2	+3	All Over the World (Advanced)
7th	+5	+4	+5	+4	+4	+6	+2	+3	Bonus Feat
8th	+6	+4	+6	+4	+5	+6	+2	+4	Direction Sense +4, Uncanny Dodge (Can't be Flanked)
9th	+6	+4	+6	+4	+5	+7	+3	+4	Bonus Feat, Danger Sense (Melee)
10th	+7	+5	+7	+5	+6	+8	+3	+5	Rugged (+2)
11th	+8	+5	+7	+5	+7	+9	+3	+5	Bonus Feat, Bookworm (1/4)
12th	+9	+6	+8	+6	+7	+10	+4	+6	All Over the World (Grand), Direction Sense +5, Uncanny Dodge (Traps +1)
13th	+9	+6	+8	+6	+8	+10	+4	+6	Bonus Feat
14th	+10	+6	+9	+6	+8	+11	+4	+7	Lifeline
15th	+11	+7	+9	+7	+9	+12	+5	+7	Bonus Feat, Danger Sense (Ranged)
16th	+12	+7	+10	+7	+10	+13	+5	+8	Direction Sense +6, Uncanny Dodge (Traps +2)
17th	+12	+8	+10	+8	+10	+14	+5	+8	Bonus Feat
18th	+13	+8	+11	+8	+11	+14	+6	+9	All Over the World (Perfect)
19th	+14	+8	+11	+8	+11	+15	+6	+9	Bonus Feat, Bookworm (1/10)
20th	+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.

Class Features

All of 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 1/4 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.

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 1/2 standard (rounded up).

At 11th level, this ability reduces the research time required to 1/4 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 the source of damage. The explorer's lifeline ability affects damage from attacks, falls, poison, and all other sources of injury.

Chapter 3:

Weapons

3.1 Melee Weapons

Table 3.1: Melee Weapons

Name	Picks	Accuracy	Damage	Error	Range Threat	Increment	Ammo	Qualities	Size	Weight
T/S/M/L combatant	-	-	1/1d2/1d3/1d4	-	-	-	-	-	-	-
Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name
Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name
Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name
Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name
Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name
Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name
Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name
Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name
Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name
Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name
Unarmed Attacks										

3.2 Firearms

Table 3.2: Firearms

Name	Picks	Recoil	Accuracy	Damage	Error	Range Threat	Increment	Ammo	Qualities	Size	Weight
Pistols (Single-Shot Mode Only)											
Beretta Model 92/92FS (Italy)											
9mm	1	12	-	1d10+1	1-2	20	15 ft. (max 165 ft.)	15	-	S	2 lb.
Colt M1911A1 (USA)											
.45 ACP	3	20	-	1d12	0	19-20	15 ft. (max 165 ft.)	7	RG, TD	S	2 lb.
FN Five-seveN (Belgium)											
5.7x28mm	2	0	-	1d10+1	1	20	15 ft. (max 165 ft.)	20	AP	S	2 lb.
Glock 17 (Austria)											
9mm P	3	14	-	1d10+1	1	20	15 ft. (max 165 ft.)	19	AA, CP	S	1 lb.
HK SOCOM (USA)											
.45 ACP	4	19	-	1d12	1	19-20	15 ft. (max 165 ft.)	12	TD, WL IN Laser Sight	S	3 lb.
.45 ACP (Subsonic)	4	15	-	1d12	1	19-20	15 ft. (max 165 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 330 ft.)	9	-	S	4 lb.
.44 Magnum	4	23	-	3d4+1	1-2	19-20	30 ft. (max 330 ft.)	8	TD	S	4 lb.
.50 A.E.	5	25	-	3d6+1	1-2	19-20	30 ft. (max 330 ft.)	7	TD	S	4 lb.
Makarov Pistol (Russia)											
9mm Makarov (Subsonic)	1	0	-	2d4	1	20	15 ft. (max 165 ft.)	8	IN Suppressor	S	2 lb.
Revolvers (Single-Shot Mode Only)											
SW Model 10 (USA)											
.38 Special	2	10	-	1d8+1	0	20	10 ft. (max 130 ft.)	6	DP	S	2 lb.
SW Model 29 (USA)											
.44 Magnum	4	23	-	3d4+1	0	19-20	15 ft. (max 150 ft.)	6	TD	5	4 lb.
Assault Rifles (Single-Shot, Burst, or Strafe Mode)											
Colt CAR-15 (USA)											
5.56x45mm NATO	4	0	-	4d4	1-2	20	130 ft. (max 1300 ft.)	30	CS, No Burst Mode	L	7 lb.
Colt M16A3 (USA)											
5.56x45 NATO	4	0	-	4d4	1-2	20	180 ft. (max 1800 ft.)	30	No Strafe Mode	L	9 lb.
Kalashnikov AK-47 (Russia)											
7.62x39mm Soviet	6	0	-	3d6	1	19-20	110 ft. (max 1100 ft.)	30	DP, RG	L	9 lb.
Kalashnikov AK-107 (Russia)											
5.45x39.5mm Soviet	6	13	+1 *	3d6+1	1-2	20	165 ft. (max 1650 ft.)	30	CS, DP	L	8 lb.
Sniper Rifles (Single-Shot Mode Only)											
Barrrett M82A1 "Light Fifty" (USA)											
.50 BMG	8	17	-	2d12+2	1-2	17-20	590 ft. (max 5900 ft.)	10	AP, TD	L	28 lb.
Dragunov SVU (Russia)											
7.62x54mm Soviet	4	17	+1	1d8+2	1-2	19-20	390 ft. (max 3900 ft.)	10	BP, IN 6x Telescopic Sighht, IN Suppressor	L	10 lb.

* See weapon description for additional rules.

Table 3.3: Firearms

Name	Picks	Recoil	Accuracy	Damage	Error	Range	Threat	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	5 ft. (max 60 ft.)	7	7	Single-Shot, Burst, or Strafe Mode [*]	L	7 lb.
20 Gauge Slug	5	10	-	4d4+2	1-3	19-20	10 ft. (max 130 ft.)	7	7	Single-Shot, Burst, or Strafe Mode [*]	L	7 lb.
Franchi SPAS-15 (Italy)												
12 Gauge Shot	5	16	-	5d4	1-2	20	5 ft. (max 60 ft.)	6	6	CS, DP, RG	L	9 lb.
12 Gauge Slug	5	19	-	2d12	1-2	19-20	10 ft. (max 130 ft.)	6	6	CS, DP, RG	L	9 lb.
Gurza KS-23 (Russia)												
23mm Shot	7	25	-	6d4+1	1-2	18-20	5 ft. (max 80 ft.)	3	3	AD, AK, SG	L	9 lb.
23mm Slug	7	25	-	5d6	1-2	18-20	30 ft. (max 330 ft.)	3	3	AD, AK, SG	L	9 lb.
Ithaca MAG-10 Roadblocker (USA)												
10 Gauge Shot	6	23	-	5d4+2	1-3	19-20	5 ft. (max 90 ft.)	2	2	-	L	11 lb.
10 Gauge Slug [*]	6	25	-	3d8+1	1-3	19-20	15 ft. (max 150 ft.)	2	2	AP [*]	L	11 lb.
Winchester 1300 (USA)												
12 Gauge Shot	5	22	-	5d4	1-2	20	5 ft. (max 60 ft.)	7	7	IN Detachable Bayonet	L	7 lb.
12 Gauge Slug	5	25	-	2d12	1-2	19-20	10 ft. (max 130 ft.)	7	7	IN Detachable Bayonet	L	7 lb.
Submachine Guns (Single-Shot, Burst, or Strafe Mode)												
CZ Scorpion (Czechoslovakia)												
9mm Makarov	1	0	-1	2d4	1-2	20	15 ft. (max 160 ft.)	30	30	CS	M	3 lb.
.380 ACP	1	0	-1	1d8	1-2	20	15 ft. (max 150 ft.)	30	30	CS, Single-Shot Mode Only	M	3 lb.
.32 ACP	1	0	-1	1d6+1	1-2	20	10 ft. (max 100 ft.)	30	30	CS, Single-Shot Mode Only	M	3 lb.
FN P90 (Belgium)												
5.7x28mm	5	0	-1	1d10+1	1-2	19-20	65 ft. (max 660 ft.)	50	50	AP, BP, RG, IN Day/Night Sight	M	6 lb.
HK MP4A3 (Germany)												
9mm P	4	0	-1	1d10+1	1-2	20	65 ft. (max 650 ft.)	30	30	CP, CS, DP, IN Suppressor	M	5 lb.
Ingram MAC-10 (USA)												
9mm P	1	0	-2	1d10+1	1-2	20	20 ft. (max 230 ft.)	30	30	-	M	6 lb.
.45 ACP	2	13	-2	1d12	1-2	19-20	15 ft. (max 160 ft.)	30	30	TD	M	6 lb.

^{*} See weapon description for additional rules.

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