
Stargate: Hexenstag

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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.

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, 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.

Class Skill	Key Ability
Balance	Dex
Climb	Dex
Concentration	Wis
Craft	Int
Escape Artist	Dex
First Aid	Dex
Hide	Dex
Intimidate	Str/Cha
Jump	Dex
Move Silently	Dex
Pilot	Dex
Sport	Str/Dex
Spot	Dex
Survival	Dex
Tumble	Dex

Skills/Level: 4 + Intelligence Bonus

Prerequisites:

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.

Abilities: Like the soldier, the guardian prizes all the physical abilities - Strength, Dexterity, and Constitution.

Vitality: d12

Table 2.2: The Guardian

Level	BAB	Fort	Reflex	Will	Defense	Initiative	Gear Picks	Res Pts	Special
1st	+1	+2	+0	+2	+1	+0	+0	+0	Starting Feats, Enforcer (Basic), Unbreakable *
2nd	+2	+3	+1	+3	+2	+1	+1	+1	Soak 1/Session
3rd	+3	+3	+1	+3	+3	+1	+1	+2	Toughness
4th	+4	+4	+1	+4	+3	+2	+1	+3	Bonus Feat
5th	+5	+4	+1	+4	+4	+2	+1	+3	Accelerated Healing
6th	+6	+5	+2	+5	+5	+2	+2	+4	Enforcer (Advanced)
7th	+7	+5	+2	+5	+6	+3	+2	+5	Toughness
8th	+8	+6	+2	+6	+6	+3	+2	+6	Bonus Feat
9th	+9	+6	+3	+6	+7	+4	+3	+6	Accelerated Healing, Superior Metabolism (No Damage with Save)
10th	+10	+7	+3	+7	+8	+4	+3	+7	Superior Conditioning
11th	+11	+7	+3	+7	+9	+4	+3	+8	Soak 2/Session, Toughness
12th	+12	+8	+4	+8	+10	+5	+4	+9	Bonus Feat, Enforcer (Grand)
13th	+13	+8	+4	+8	+10	+5	+4	+9	Accelerated Healing
14th	+14	+9	+4	+9	+11	+6	+4	+10	Soul of War
15th	+15	+9	+5	+9	+12	+6	+5	+11	Superior Metabolism (1/2 Damage with Failed Save), Toughness
16th	+16	+10	+5	+10	+13	+6	+5	+12	Bonus Feat
17th	+17	+10	+5	+10	+14	+7	+5	+12	Accelerated Healing
18th	+18	+11	+6	+11	+14	+7	+6	+13	Enforcer (Perfect)
19th	+19	+11	+6	+11	+15	+8	+6	+14	Soak 3/Session, Toughness
20th	+20	+12	+6	+12	+16	+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.

Class Features

All of 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 (Hurling)

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, 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.

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. 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.

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 $\frac{1}{2}$ damage (rounded down).

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. 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: d10

Class Skill	Key Ability
Bluff	Cha
Bureaucracy	Cha
Craft	Int
Diplomacy	Cha
Driver	Dex
First Aid	Wis
Knowledge	Int
Profession	Wis
Sense Moptive	Wis
Sport	Str/Dex

Skills/Level: 6 + Intelligence Bonus

Table 2.3: The Pointman

Level	BAB	Fort	Reflex	Will	Defense	Initiative	Gear Picks	Res Pts	Special
1st	+0	+1	+1	+2	0	+0	+2	+0	Starting Feats, Generous *, Versatility (6 Skills)
2nd	+1	+2	+2	+3	+1	+1	+3	+1	Assistance (1/2)
3rd	+2	+2	+2	+3	+1	+1	+3	+2	Lead 1/Session, Versatility (7 Skills)
4th	+3	+2	+2	+4	+2	+2	+4	+3	Tactics 1/Session
5th	+3	+3	+3	+4	+2	+2	+4	+3	Lead 2/Session
6th	+4	+3	+3	+5	+2	+2	+5	+4	Cross-Class Ability, Versatility (8 Skills)
7th	+5	+4	+4	+5	+3	+3	+5	+5	Lead 3/Session
8th	+6	+4	+4	+6	+3	+3	+6	+6	Tactics 2/Session (+2 bonus)
9th	+6	+4	+4	+6	+4	+4	+6	+6	Cross-Class Ability, Lead 4/Session, Versatility (9 Skills)
10th	+7	+5	+5	+7	+4	+4	+7	+7	Serendipity 1/Session
11th	+8	+5	+5	+7	+4	+4	+7	+8	Assistance (1/4), Lead 5/Session
12th	+9	+6	+6	+8	+5	+5	+8	+9	Tactics 3/Session, Versatility (10 Skills)
13th	+9	+6	+6	+8	+5	+5	+8	+9	Lead 6/Session
14th	+10	+6	+6	+9	+6	+6	+9	+10	Strategy 1/Session
15th	+11	+7	+7	+9	+6	+6	+9	+11	Cross-Class Ability, Lead 7/Session, Versatility (11 Skills)
16th	+12	+7	+7	+10	+6	+6	+10	+12	Tactics 4/Session (+3 bonus)
17th	+12	+8	+8	+10	+7	+7	+10	+12	Lead 8/Session
18th	+13	+8	+8	+11	+7	+7	+11	+13	Cross-Class Ability, Versatility (12 Skills)
19th	+14	+8	+8	+11	+8	+8	+11	+14	Assistance (1/10), Lead 9/Session
20th	+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.

Class Features

All of 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.

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 1/2 standard (rounded up).

At 11th level, the pointman's assistance reduces the time required to 1/4 standard (rounded up). Finally, at 19th level, the point man'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 x1, x.2; bookworm ($\frac{1}{2}$), direction sense +2, +3; uncanny dodge (Dex bonus).

Guardian*: Accelerated healing (1 vitality per 10 minutes, 2 wounds per day); bonus combat feat; Enforcer(Basic); soak 1/session; Toughness.

Scientist: Improvise +2, +3; learned; Ph.D. (1 skill);research.

Scout: Bushmaster x1, x2; rough living +2; sneak attack+1d6; stalker.

Soldier: Bonus combat feat x1; x2, x3; damage reduction 1/-; armor use +1

*This cross-class ability is only available if the pointman is a Jaffa, or with the GM's permission.

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 1/2 the pointman's class level or less, rounded down), an alien device (with an RP cost equal to 1/3, 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.

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.

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	8	-	1d10+1	1-2	20	15 ft. (max 165 ft.)	15	-	S	2 lb.
Colt M1911A1 (USA)											
.45 ACP	3	15	-	1d12	0	19-20	15 ft. (max 165 ft.)	7	RG, TD	S	2 lb.
FN Five-seveN (Belgium)											
5.7x28mm	2	6	-	1d10+1	1	20	15 ft. (max 165 ft.)	20	AP	S	2 lb.
Glock 17 (Austria)											
9mm P	3	8	-	1d10+1	1	20	15 ft. (max 165 ft.)	19	AA, CP	S	1 lb.
HK SOCOM (USA)											
.45 ACP	4	15	-	1d12	1	19-20	15 ft. (max 165 ft.)	12	TD, WL IN Laser Sight	S	3 lb.
.45 ACP (Subsonic)	4	14	-	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	8	-	3d4+1	1-2	19-20	30 ft. (max 330 ft.)	9	-	S	4 lb.
.44 Magnum	4	16	-	3d4+1	1-2	19-20	30 ft. (max 330 ft.)	8	TD	S	4 lb.
.50 A.E.	5	17	-	3d6+1	1-2	19-20	30 ft. (max 330 ft.)	7	TD	S	4 lb.
Makarov Pistol (Russia)											
9mm Makarov (Subsonic)	1	7	-	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	15	-	1d8+1	0	20	10 ft. (max 130 ft.)	6	DP	S	2 lb.
SW Model 29 (USA)											
.44 Magnum	4	16	-	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	13	-	4d4	1-2	20	130 ft. (max 1300 ft.)	30	CS, No Burst Mode	L	7 lb.
Colt M16A3 (USA)											
5.56x45mm NATO	4	13	-	4d4	1-2	20	180 ft. (max 1800 ft.)	30	No Strafe Mode	L	9 lb.
Kalashnikov AK-47 (Russia)											
7.62x39mm Soviet	6	14	-	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)											
Barrett M82A1 "Light Fifty" (USA)											
.50 BMG	8	20	-	2d12+2	1-2	17-20	590 ft. (max 5900 ft.)	10	AP, TD	L	28 lb.
Dragunov SVU (Russia)											
7.62x54mm Soviet	4	18	+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	14	-	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	14	-	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	15	-	5d4	1-2	20	5 ft. (max 60 ft.)	6	6	CS, DP, RG	L	9 lb.
12 Gauge Slug	5	15	-	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	17	-	6d4+1	1-2	18-20	5 ft. (max 80 ft.)	3	3	AD, AK, SG	L	9 lb.
23mm Slug	7	17	-	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	16	-	5d4+2	1-3	19-20	5 ft. (max 90 ft.)	2	2	-	L	11 lb.
10 Gauge Slug [*]	6	16	-	3d8+1	1-3	19-20	15 ft. (max 150 ft.)	2	2	AP [*]	L	11 lb.
Winchester 1300 (USA)												
12 Gauge Shot	5	15	-	5d4	1-2	20	5 ft. (max 60 ft.)	7	7	IN Detachable Bayonet	L	7 lb.
12 Gauge Slug	5	15	-	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	8	-1	2d4	1-2	20	15 ft. (max 160 ft.)	30	30	CS	M	3 lb.
.380 ACP	1	8	-1	1d8	1-2	20	15 ft. (max 150 ft.)	30	30	CS, Single-Shot Mode Only	M	3 lb.
.32 ACP	1	7	-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	6	-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	8	-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	8	-2	1d10+1	1-2	20	20 ft. (max 230 ft.)	30	30	-	M	6 lb.
.45 ACP	2	15	-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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