
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: Fantastic Frontiers.

^{S2 FF} From Season Two: Friends & Foes.

^{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.

1.2 Near-Human

Table 1.3: 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
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
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
Mature Primitive Near-Human	Per Near-Human	Per Near-Human
Gemmondian ^{S2 FF}	+2 Dexterity, -2 Intelligence	Ordinary Past
Nasyan ^{S2 FF}	+2 Dexterity, -2 Intelligence	Outdoorsman
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: Fantastic Frontiers.

^{S2 FF} From Season Two: Friends & Foes.

Primitive Near-Human

Abydonians

The residents of Abydos are descended from humans taken from Ancient Egypt to work in the naquadah mines of Ra. They have since been freed by the SGC and are now staunch allies of Earth.

Special Talents:

- +2 Constitution, -2 Intelligence. Abydonians are much hardier than their Earth counterparts, but while not necessarily less intelligent, they lack the rudiments of education that all Earth humans take for granted.
- +1 Species bonus with any skill check made in the following skills: Handle Animal, Survival.
- Cultural Weaponry: At 1st level, the character does not gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Languages: Ancient Egyptian is the native language of the Abydonians.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier or specialist.
- Primitive Society Bonus Feat: Abydonians automatically receive the Desert Training feat for free. All prerequisites for this feat - including minimum skill levels - are waived.

Argosians

The residents of Argos are descended from humans taken from Ancient Greece to be used as guinea pigs in one of Pelops' nanotechnology experiments.

Special Talents:

- +2 Charisma, -2 Strength. While Argosians have an almost unnatural attractiveness, their all but carefree existence left them little need for physical exertion.
- +2 species bonus with Disposition checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Evolutionary Advantage: Genetically Engineered (+2 to Constitution): Whether through cloning or DNA sequencing, some near-human cultures learn to tinker with the basic building blocks of human biology, mastering the art of genetic manipulation. A near-human character possessing this evolutionary advantage gains a +2 species bonus with one ability score of his choice, as befits his cultural concept.
- Evolutionary Disadvantage: Shortened Lifespan (100 days) or Gene Pool Deficiency (-2 to Intelligence).^{*} Shortened Lifespan: Some near-human cultures are either engineered to have short lives ("burning bright before winking out") or to develop shortened life spans as a result of their environment. For the purposes of determining aging effects, a near-human character possessing this evolutionary disadvantage is considered to be twice his current age, rounded up. Further, the character suffers a -1 species penalty with all Intelligence-based skill checks.

OR

Gene Pool Deficiency: In particularly small near-human communities and those within whose collective gene pool something goes missing, a deficiency builds up that can cause natural weaknesses. A near-human character possessing this evolutionary disadvantage suffers a -2 species penalty to one ability of the GM's choice, per the near-human cultural concept.

- Cultural Weaponry: At 1st level, the character does not gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Languages: Ancient Greek is the native language of the Argosians.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier or specialist.
- Primitive Society Bonus Feat: The Look. All prerequisites for this feat - including minimum skill levels - are waived.

^{*}Prior to SG-1's arrival on Argos, Argosians had the Shortened Lifespan Evolutionary Disadvantage. After the events of Brief Candle, they have the Gene Pool Deficiency Evolutionary Disadvantage.

Byrsa

The residents of Byrsa are descended from humans taken from ancient Carthage. Though they are not directly ruled by any Goa'uld, they remain vulnerable to slaving raids and other attacks from the System Lords.

Special Talents:

- **Evolutionary Advantage: Skill Enhancement (Hide, Move Silently):** For generations the Goa'uld have used Cartago as a favored source of new hosts. Having no way to directly fight them, the Byrsa developed the uncanny knack to almost fade from sight to avoid being taken. These techniques are taught from the time a Byrsa can walk, and are practiced daily.
One task or habit that becomes ingrained in a near-human's mind can sometimes turn into an advantage when involved in a mission away from his homeworld. A near-human character possessing this evolutionary advantage may choose one skill with which he's considered to possess the Unlocked Potential feat. This evolutionary advantage does not affect the number of times the character may typically choose the Unlocked Potential feat, nor the number of times it may be applied to the chosen skill.
- **Evolutionary Disadvantage: Vulnerability (Extreme Cold):** The Byrsa descend from stock that developed in Earth's equatorial regions, and they have lived in similar environments since being relocated by the Goa'uld. Given Cartago's mild weather, they have almost no experience with genuine cold.
Some worlds force human life to evolve with certain vulnerabilities to conditions and elements that are common or semi-common on other worlds (such as Earth). The GM chooses one condition or element. After a character with this evolutionary disadvantage is directly exposed to the chosen condition or element for 1 full round, he suffers 1d6 normal damage at the end of each round during which the exposure continues. The damage ceases when the character escapes direct exposure. Further, a character with this evolutionary disadvantage suffers an additional 1d6 normal damage per successful attack with a weapon made of or at least 50
Finally, if a character with this evolutionary disadvantage ingests 1 or more ounces of a chosen element, he is attacked with a poison having a Fort DC of 15, an onset time of 1 round, a primary damage value of 1d6 Con, and a secondary damage value of 2d6 Con.
- **Cultural Weaponry:** At 1st level, the character does not gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- **Languages:** Ancient Phoenician is the native language of the Byrsa.
- **Pay Grade:** While working with the SGC, the character is paid as an enlisted soldier or specialist.
- **Primitive Society Bonus Feat:** All Byrsa receive the Forest Training Feat. All prerequisites for this feat - including minimum skill levels - are waived.

Ceradorisns

The residents of Cerador are descended from Hindu stock and currently under the dominion of the goddess Kali.

Special Talents:

- +2 Constitution, -2 Intelligence.
- +1 Species Bonus with any skill check made in the following skills: Climb, Handle Animal. This bonus increases by an additional +1 at 4th level and every 4 character levels thereafter.
- **Evolutionary Advantage: Environmental Resistance (Heat):** Some near-humans possess the ability to function in environments of extreme radiation, cold, heat, and other conditions. A near-human character possessing this evolutionary advantage gains a +2 species bonus with Fortitude saves made to resist the effects of one chosen environment. This bonus increases by +1 at 2nd level and for every 2 character levels gained thereafter.
- **Evolutionary Disadvantage: Awe:** Many near-humans live directly under the dominion of the Goa'uld for most of their lives, instilling them with a sense of awe for their "gods." All Charisma-based skill

checks made by a character with the Symbiote feat that target a character with Awe gain a +4 circumstance bonus.

- **Cultural Weaponry:** At 1st level, the character does not gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- **Languages:** Ancient Dravidic is the native tongue of the Ceradorisns people.
- **Pay Grade:** While working with the SGC, the character is paid as an enlisted soldier. Near-human characters are often paid in barter or trade rather than a salary.
- **Primitive Society Bonus Feat:** Desert Training. All prerequisites for this feat - including minimum skill levels - are waived.

Cimmerian

The residents of Cimmeria are transplants from ancient Scandinavia, having been brought there by the Asgard.

Special Talents:

- +2 Constitution, -2 Charisma. The Cimmerians are a tough, hearty people, but their aggression and boisterousness can sometimes be unsettling to modern humans.
- +1 Species bonus to all Balance and Survival skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- **Cultural Weaponry:** At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- **Languages:** Old Norse/Old Nordic is the native language of the Cimmerians.
- **Pay Grade:** While working with the SGC, the character is paid as an enlisted soldier.
- **Primitive Society Bonus Feat:** Cimmerians automatically receive the Forest Training feat for free. All prerequisites for this feat are waived.

Denderrans

The residents of Dendera are descended from Egyptian stock taken by Ra to serve in his Goa'uld breeding ground. They have since overthrown their god and now struggle to survive in their harsh environment.

Special Talents:

- +2 Constitution, -2 Intelligence. Like many primitive societies, Denderrans are much harder than modern humans, but lack our advances in education and technology.
- +1 Species Bonus with any skill check made in the following skills: Climb, Survival. This bonus increases by an additional +1 at 4th level and every 4 character levels thereafter.
- **Evolutionary Advantage: Infestation Resistance:** A near-human character possessing this evolutionary advantage has developed some means of resisting being taken as a host by a Goa'uld, either due to a particularly tough skin, bone fragments blocking the spine, or some other means of blocking the normal entrance path of the Goa'uld larva. Though this advantage does not guarantee safety, it does mean that the larva must find an alternative entrance into the body of its potential host. Whenever a Goa'uld larva attempts to take a near-human character with this advantage as a host, it takes three half actions instead of one: one to discover the advantage, one to search for a secondary means of entrance, and one to enter the host's body.
- **Evolutionary Disadvantage: Gene Pool Deficiency (-2 to Charisma):** In particularly small near-human communities and those within whose collective gene pool something goes missing, a deficiency builds up that can cause natural weaknesses. A near-human character possessing this evolutionary disadvantage suffers a -2 species penalty to one ability of the GM's choice, per the near-human cultural concept.
- **Cultural Weaponry:** At 1st level, the character does not gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.

- Languages: Ancient Egyptian is the native language of the Denderrans.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier. Near-human characters are often paid in barter or trade rather than a salary.
- Primitive Society Bonus Feat: Swamp Training. Denderrans automatically receive the Swamp Training feat for free. All prerequisites for this feat- including minimum skill levels - are waived.

Gallicians

The residents of Galicia are transplants from dark age Morocco, transplanted by the Goa'uld, who abandoned them for reasons unknown.

Special Talents:

- +2 Constitution, -1 Charisma. The Gallicians as a whole are typically adaptable and subtle, but their suspicion of outsiders and strong theological beliefs can sometimes be off-putting to modern humans.
- +1 Species bonus to all Balance and Survival skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level, the character does not gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Languages: A variant of Arabic is the most common trading tongue, with some regional offshoots for the various cultures from North Africa.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier.
- Primitive Society Bonus Feat: Desert Training. All prerequisites for this feat are waived.

Mature Primitive Near-Human

Gemmondian

The Gemmondians descend from the Aztecs, taken from Central and South America by the Goa'uld centuries ago.

Special Talents:

- +2 Dexterity, -2 Intelligence. Gemmondians are adept craftsmen and very good with their hands, but their education system still lags behind modern humans.
- +1 Species bonus to all Profession (any one pre-industrial) and Sense Motive skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Evolutionary Advantage - Thick Skin: Characters from this culture developed in an environment where rugged living is a way of life. Adapting to the thick atmosphere and generations of life in harsh terrain, these near-humans are resistant to many forms of injury. Such characters gain a +2 natural armor bonus to their Defense. This bonus does not stack with the scout's armor bonus or similar bonuses.
- Evolutionary Disadvantage - Shortened Lifespan: Some near-human cultures are either engineered to have short lives ("burning bright before winking out") or to develop shortened life spans as a result of their environment. For the purposes of determining aging effects, a near-human character possessing this evolutionary disadvantage is considered to be twice his current age, rounded up. Further, the character suffers a -1 species penalty with all Intelligence-based skill checks.
- Cultural Weaponry: At 1st level, the character does not gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Languages: N'ahuatl (Aztec) is the native language of the Gemmondians.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier.
- Primitive Society Bonus Feat: Ordinary Past. All prerequisites for this feat are waived.

placeholder

Special Talents:

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- Cultural Weaponry: At 1st level, the character does not gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Languages:
- Pay Grade:
- Primitive Society Bonus Feat:

placeholder

Special Talents:

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- Cultural Weaponry: At 1st level, the character does not gain the Weapon Group Proficiency Feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Languages:
- Pay Grade:
- Primitive Society Bonus Feat:

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	Str
Cryptography	Int
Cultures	Wis
Driver	Dex
First Aid	Wis
Gather Information	Cha
Handle Animal	Cha
Jump	Str
Knowledge	Int
Languages	Int
Listen	Wis
Mechanics	Int
Open Locks	Dex
Search	Int
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Dex

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.

Prerequisites:

Species: Jaffa.

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

Vitality: d12

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

Skills/Level: 4 + Intelligence Bonus

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 (Hurled)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Handgun)

Weapon Group Proficiency (Rifle)

Unbreakable: The guardian may spend 1 action die to ignore any and all morale penalties for a number of minutes equal to the highest face on his current action dice type (for example, spending 1d6 in this fashion grants immunity for 6 minutes). Further, the guardian may spend his action dice to increase the result of any saving throw to resist fear made by an ally or teammate within verbal or visual contact.

This is the Guardian's core ability.

Enforcer: The guardians have long served the Goa'uld as enforcers, controlling occupied worlds through fear and oppression. At 1st level, the guardian gains a virtual basic skill feat called "Enforcer." This feat grants a +2 bonus with Concentration and Intimidation checks, and increases the guardian's threat range with these skills to 19-20.

At 6th level, the guardian gains the Advanced Skill Mastery feat for his Enforcer feat.

At 12th level, the guardian gains the Grand Skill Mastery feat for his Enforcer feat.

Finally, at 18th level, the guardian gains the Perfect Skill Mastery feat for his Enforcer feat.

All prerequisites for these feats - including minimum character level - are waived.

Soak: Beginning at 2nd level, once per session as a free action, the guardian may gain a number of points of damage reduction equal to his base attack bonus until the start of his initiative count during the following round. These points follow all the standard rules for damage reduction, 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 Motive	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.

Scientist

The SGC deals with a variety of situations and races unknown on Earth, these conditions call for the technical and scientific expertise of Earth's greatest minds, and those of her allies. The scientist may begin work with the SGC as a mild-mannered academic, but after a few operations on isolated worlds he quickly picks up the essentials of being an SG team member. A team without a scientist may find itself unable to glean a solution to a technical problem or an explanation for a mysterious event.

Abilities: The scientist contributes to his team's exploits with the strength of his mind, and a high Intelligence is therefore key. Also, Wisdom supports the analytical skills that let the scientist bring his mind to bear against a problem.

Vitality: d8

Class Skill	Key Ability
Appraise	Int
Balance	Dex
Computers	Int
Concentration	Wis
Craft	Int
Cryptography	Int
Cultures	Wis
Demolitions	Int
Diplomacy	Cha
Driver	Dex
Electronics	Int
First Aid	Wis
Forgery	Int
Hobby	Wis
Knowledge	Int
Languages	Int
Listen	Wis
Mechanics	Int
Profession	Wis
Search	Dex
Sense Motive	Wis
Spot	Wis
Surveillance	Wis
Survival	Wis
Xeno-Languages	Int

Skills/Level: 8 + Intelligence Bonus

Table 2.4: The Scientist

Level	BAB	Fort	Reflex	Will	Defense	Initiative	Gear Picks	Res Pts	Special
1st	+0	+0	+0	+2	+1	+0	+2	+1	Starting Feats, Learned, Professor *
2nd	+1	+1	+1	+3	+2	+1	+3	+2	Ph.D. (1 Skill)
3rd	+1	+1	+1	+3	+3	+1	+3	+3	Improvise +2
4th	+2	+1	+1	+4	+3	+2	+4	+4	Research
5th	+2	+1	+1	+4	+4	+2	+4	+5	Improvise +3
6th	+3	+2	+2	+5	+5	+2	+5	+6	Brilliant +1
7th	+3	+2	+2	+5	+6	+3	+5	+7	Improvise +4
8th	+4	+2	+2	+6	+6	+3	+6	+8	Research
9th	+4	+3	+3	+6	+7	+4	+6	+9	Brilliant +2, Improvise +5
10th	+5	+3	+3	+7	+8	+4	+7	+10	Know It All 1/Mission
11th	+5	+3	+3	+7	+9	+4	+7	+11	Improvise +6, Ph.D. (2 Skill)
12th	+6	+4	+4	+8	+10	+5	+8	+12	Brilliant +3, Research
13th	+6	+4	+4	+8	+10	+5	+8	+13	Improvise +7
14th	+7	+4	+4	+9	+11	+6	+9	+14	10-Second Solution
15th	+7	+5	+5	+9	+12	+6	+9	+15	Brilliant +4, Improvise +8
16th	+8	+5	+5	+10	+13	+6	+10	+16	Research
17th	+8	+5	+5	+10	+14	+7	+10	+17	Improvise +9
18th	+9	+6	+6	+11	+14	+7	+11	+18	Brilliant +5
19th	+9	+6	+6	+11	+15	+8	+11	+19	Improvise +10, Ph.D. (3 Skill)
20th	+10	+6	+6	+12	+16	+8	+12	+20	Know It All 2/Mission, Research

* **Core Ability** - A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

Class Features

All of the following are class features of the Scientist

Starting Feats: The scientist begins play with the following feats:

Armor Group Proficiency (Light)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Handgun)

Professor: As a free action, the scientist may spend 1 action die to grant the benefits of any basic skill feat he possesses to each other member of his team. The scientist may grant the benefits of any number of basic skill feats to his teammates, up to the number of basic skill feats he possesses, at a cost of 1 action die per feat granted. This effect lasts for the duration of the current scene

This is the Scientist's core ability.

Learned: Beginning at 1st level and for each class level gained thereafter, the scientist receives 1 additional skill point which must be spent on a Knowledge skill

The scientist also gains the Scholarly feat. All prerequisites for this feat - including minimum skill ranks - are waived.

Ph.D.: At 2nd level, the scientist may choose 1 Intelligence-based skill. His maximum ranks with this skill increase to his character level + 10. This skill rank maximum cannot be further increased by feats or other abilities (though it rises naturally as the scientist's character level increases).

At 11th level, the scientist may choose a second Intelligence-based skill to receive this benefit.

At 19th level, the scientist may choose a third Intelligence-based skill to receive this benefit.

Improvise: The scientist is a master of last minute inspiration and quick technical fixes. At 3rd level, he gains a +2 competence bonus with all repair checks (see the Computers, Electronics, and Mechanics skill descriptions for more information about repair checks). The scientist further gains this bonus with all inspiration checks made to learn the technological solution to a problem (if such a solution exists).

This bonus increases by an additional +1 at 5th level, and for every 2 character levels gained thereafter.

Research: The scientist's work branches out into a variety of fields, allowing him to develop unique specialties. At 4th level, and for every 4 character levels gained thereafter, the scientist may choose one of the following special abilities. Each of these abilities may be chosen multiple times.

Feat: The scientist gains one bonus basic or advanced skill feat. He must meet all prerequisites of the feat before choosing it.

Inspiration: Once per session as a free action, the scientist may make one inspiration check without spending an action die.

Versatility: The scientist chooses 2 cross-class skills. These skills become class skills for him. If the scientist uses his versatility class ability to turn Hobby into a class skill for him, then all Hobby focuses are considered to be class skills for him.

Brilliant: At 6th level, the scientist's Intelligence score rises by 1.

The scientist's Intelligence score rises by an additional 1 at 9th level, and for every 3 character levels gained there-after (to a total rise of 2 at 9th level, 3 at 12th level, 4 at 15th level, and 5 at 18th level).

Know It All: The scientist sometimes displays unusual knowledge of a topic. Far beyond what his comrades thought he knew. At 10th level, once per mission as a free action, the scientist may choose one basic skill feat he already possesses. He immediately gains the Advanced Skill Mastery and Grand Skill Mastery feats linked to this basic skill feat. All prerequisites for these feats -including minimum character level -are waived. The scientist retains these feats until the end of the current mission. These feats are temporary, and may not be used to meet the prerequisites of other feats or the requirements of a prestige class.

At 20th level, the scientist may use this ability up to twice per mission.

10-Second Solution: The team can usually count on the scientist for last minute solutions... that work. At 14th level, once per session, the scientist may designate one Intelligence- or Wisdom-based skill check with which he is considered to automatically roll a natural 20. This roll is considered a threat and may be activated as a critical success. The scientist must declare that he's using this ability before he makes the roll for the chosen activity.

Further, the designated skill check is accomplished in 1/2 the usual amount of time (rounded down), to a minimum of 1 half action.

Scout

With so many operations taking place on worlds with little or no technological infrastructure, the SGC finds itself with a pressing need for operatives with experience in primitive conditions. A team without a scout may find itself unable to adapt, maneuver, or survive if cut off from the Stargate.

Abilities: The Scout must be able to survive in an alien environment without logistical support. This makes the scout's Wisdom and Constitution scores of paramount importance.

Vitality: d10

Class Skill	Key Ability
Balance	Dex
Climb	Str
Concentration	Wis
Craft	Int
Cultures	Wis
Driver	Dex
First Aid	Dex
Gather Information	Cha
Handle Animal	Cha
Hide	Dex
Innuendo	Wis
Jump	Str
Listen	Wis
Move Silently	Dex
Search	Int
Sport	Str/Dex
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Dex

Skills/Level: 6 + Intelligence Bonus

Table 2.5: The Scout

Level	BAB	Fort	Reflex	Will	Defense	Initiative	Gear Picks	Res Pts	Special
1st	+0	+2	+1	+0	0	+1	+1	+0	Starting Feats, Stalker, Trailblazer *
2nd	+1	+3	+2	+1	+1	+2	+2	+1	Rough Living +2
3rd	+2	+3	+2	+1	+1	+3	+2	+2	Bushmaster
4th	+3	+4	+2	+1	+2	+3	+2	+3	Sneak Attack +1d6
5th	+3	+4	+3	+1	+2	+4	+3	+3	Bushmaster
6th	+4	+5	+3	+2	+2	+5	+3	+4	Hunter
7th	+5	+5	+4	+2	+3	+6	+4	+5	Bushmaster
8th	+6	+6	+4	+2	+3	+6	+4	+6	Sneak Attack +2d6
9th	+6	+6	+4	+3	+4	+7	+4	+6	Bushmaster, Hunter
10th	+7	+7	+5	+3	+4	+8	+5	+7	Alert (+2)
11th	+8	+7	+5	+3	+4	+9	+5	+8	Bushmaster, Rough Living +4
12th	+9	+8	+6	+4	+5	+10	+6	+9	Hunter, Sneak Attack +3d6
13th	+9	+8	+6	+4	+5	+10	+6	+9	Bushmaster
14th	+10	+9	+6	+4	+6	+11	+6	+10	Overrun
15th	+11	+9	+7	+5	+6	+12	+7	+11	Bushmaster, Hunter
16th	+12	+10	+7	+5	+6	+13	+7	+12	Sneak Attack +4d6
17th	+12	+10	+8	+5	+7	+14	+8	+12	Bushmaster
18th	+13	+11	+8	+6	+7	+14	+8	+13	Hunter
19th	+14	+11	+8	+6	+8	+15	+8	+14	Bushmaster, Rough Living +6
20th	+15	+12	+9	+6	+8	+16	+9	+15	Alert (+4), Sneak Attack +5d6

* **Core Ability** - A character only ever gains the core abilities of the first base class and the first prestige class he chooses.

Class Features

All of the following are class features of the Scout

Starting Feats: The explorer begins play with the following feats:

Armor Group Proficiency (Light)

Armor Group Proficiency (Medium)

Armor Group Proficiency (Heavy)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Hurling)

Weapon Group Proficiency (Handgun)

Weapon Group Proficiency (Rifle)

Trailblazer: The scout's primary responsibility is ensuring that every member of his team survives the hostile environments sometimes encountered beyond the gate. As a free action, the scout may spend 1 action die to grant the benefits of any one terrain feat he already possesses to each member of his team. The scout may grant the benefits of any number of terrain feats to his teammates, up to the number of terrain feats he possesses, at a cost of one action die per feat granted.

This effect lasts for the duration of the current scene.

This is the Scout's core ability.

Stalker: Beginning at 1st level, and for every class level gained thereafter, the scout receives 1 additional skill point which must be spent on the Survival skill.

The scout also gains the Outdoorsman feat. All prerequisites for this feat- including minimum skill ranks - are waived.

Rough Living: The scout's time spent living in the wilds toughens him against cuts and bruises. At 2nd level, he gains a +2 natural armor bonus to his Defense (this bonus stacks with armor and class Defense bonuses, even though armor and class Defense bonuses don't stack with one another). The scout also gains a +2 competence bonus with all saves made against environmental dangers.

At 11th level, both of these bonuses increase to +4.

At 19th level, both of these bonuses increase to +6.

Bushmaster: At 3rd level, the scout gains 1 bonus basic combat or terrain feat. He must meet all prerequisites for the feat before choosing it.

At 5th level and for every 2 class levels gained thereafter, the scout gains 1 additional basic combat or terrain feat, with the same restrictions.

Sneak Attack: At 4th level, the precision of the scout's blows causes additional damage. The scout gains a +1d6 sneak attack bonus to damage when either flanking a target or attacking a target who is currently denied his Dexterity bonus to Defense (including a target who is flat-footed or immobilized).

This bonus increases by an additional +1d6 at 8th level and for every 4 class levels gained thereafter.

This bonus is only applied to ranged attacks when the target is within 1 range increment. Beyond that, the accuracy needed to hit the target's vitals cannot be managed.

The scout may make a sneak attack with any weapon (or unarmed attack) - even a weapon that deals subdual damage. However, he cannot use a weapon that deals normal damage to inflict subdual damage during a sneak attack, even by accepting the standard -4 circumstance penalty to do so.

Further, the scout's effectiveness with autofire and strafe attack actions is limited when making a sneak attack.

Finally; the scout may not sneak attack targets who are immune to critical hits, who have total concealment, or whose vitals are out of reach.

Hunter: At 6th level, and for every 3 class levels gained thereafter, the scout may choose one of the following special abilities. Unless otherwise specified, each of these abilities may only be chosen once.

Feat: The scout gains one bonus advanced skill feat for which the Outdoorsman feat must be a prerequisite. The scout must meet all prerequisites for the feat before choosing it. The scout may choose this special ability more than once, each time gaining one additional advanced skill feat, with the same restrictions.

Game Hunter: The scout is highly skilled at hunting animals, able to drop even largest game with just one ranged shot or melee strike. When the scout attacks a target animal (i.e. any creature with an Intelligence of 2 or lower), his threat range increases by 3 (e.g. a threat range of 19-20 becomes 16-20).

Keen Senses: The scout's sense of smell is so keen that he may detect opponents purely by their typically undetectable odor. He senses the presence of other people (and animals) within 30 ft. unless they have specifically masked their scent or are scentless. This range increases to 60 ft. if the target is located upwind and drops to 15 ft. if the target is located downwind. Distinctive scents (such as blood, carrion, offal, and perfume) are detected at twice this usual distance.

This ability only informs the scout that someone (or something) is present - it doesn't provide a sense of direction toward the target unless the scout is adjacent to the target (i.e. within 5 feet).

Per the GM's discretion, the scout may also identify familiar odors, such as known foods, his teammates, etc., with the same clarity that most people can identify such things by sight.

Finally the scout ignores visibility penalties while tracking.

Man Hunter: The scout's vast knowledge of the wilds may even be applied when his prey is hiding in an urban setting. He may use his Survival skill when tracking at all times, even when tracking indoors. The scout must possess the Track feat before choosing this ability.

Night Vision: The scout gains the Blindsight 5-ft. Radius feat and can see up to 60 ft. in all but total darkness as if it were daylight. All prerequisites for this feat - including minimum character level - are waived.

Silent Rush: The scout gains the benefits of the Hidden Run feat while operating in any terrain covered by one of his terrain feats. All prerequisites for this feat - including minimum skill ranks and other feats - are waived.

Woodcraft: The scout possesses a huge arsenal of tricks and techniques - for use during outdoor operations. The competence bonuses gained from all terrain feats he possesses increase by an additional +1 (to a total competence bonus of +3). This ability may be chosen a second time, increasing the scout's total competence bonuses by an additional +1 (to a total competence bonus of +4).

Alert: At 10th level, the scout's Wisdom rises by 2.

At 20th level, the scout's Wisdom rises by an additional 2 (to a total rise of 4).

Overrun: The scout knows that the first few seconds of any fight are often the most critical. At 10th level, once per session as a free action at the start of the first round of combat the scout and each of his teammates and allies within 30 ft gains a modified version of the Great Cleave feat that may be used with unarmed, melee, and ranged attacks. This benefit lasts for a number of rounds equal to each character's Wisdom modifier, but no longer than the scout's Wisdom modifier (minimum 1 round).

This ability may only be used in a terrain covered by one of the scout's terrain feats.

Soldier

A mainstay of SG field teams, the soldier is drawn from highly trained and disciplined military forces associated with the Stargate Command. The soldier is the team's backbone during firefights - no other member of an SG team is as expertly trained with combat techniques and strategies. How that training manifests differs from one soldier to another - some are intense martial artists, while others are master marksmen. Without at least one soldier around, the team is likely to find itself outgunned during a serious fight.

Abilities: Strength, Constitution, and Dexterity are the soldier's most important abilities. They enable superiority in combat, and for a soldier, nothing is more vital.

Vitality: d12

Class Skill	Key Ability
Balance	Dex
Climb	Str
Concentration	Wis
Craft	Int
Demolitions	Int
Driver	Dex
First Aid	Wis
Intimidate	Str/Cha
Jump	Str
Profession	Wis
Sport	Str/Dex
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Dex

Skills/Level: 4 + Intelligence Bonus

Table 2.6: The Soldier

Level	BAB	Fort	Reflex	Will	Defense	Initiative	Gear Picks	Res Pts	Special
1st	+1	+1	+0	+2	0	+1	+1	+0	Starting Feats, Bonus Feat, Accurate *
2nd	+2	+2	+1	+3	+1	+2	+2	+1	Damage Reduction 1/-
3rd	+3	+2	+1	+3	+1	+3	+2	+1	Bonus Feat
4th	+4	+2	+1	+4	+2	+3	+2	+2	Armor Use +1
5th	+5	+3	+1	+4	+2	+4	+3	+2	Bonus Feat
6th	+6	+3	+2	+5	+2	+5	+3	+3	Weapon Specialization
7th	+7	+4	+2	+5	+3	+6	+4	+3	Bonus Feat
8th	+8	+4	+2	+6	+3	+6	+4	+4	Armor Use +2
9th	+9	+4	+3	+6	+4	+7	+4	+4	Bonus Feat, Weapon Specialization
10th	+10	+5	+3	+7	+4	+8	+5	+5	Portable Cover (1/4 Cover)
11th	+11	+5	+3	+7	+4	+9	+5	+5	Bonus Feat, Damage Reduction 2/-
12th	+12	+6	+4	+8	+5	+10	+6	+6	Armor Use +3, Weapon Specialization
13th	+13	+6	+4	+8	+5	+10	+6	+6	Bonus Feat
14th	+14	+6	+4	+9	+6	+11	+6	+7	One in a Million
15th	+15	+7	+5	+9	+6	+12	+7	+7	Bonus Feat, Weapon Specialization
16th	+16	+7	+5	+10	+6	+13	+7	+8	Armor Use +4
17th	+17	+8	+5	+10	+7	+14	+8	+8	Bonus Feat
18th	+18	+8	+6	+11	+7	+14	+8	+9	Weapon Specialization
19th	+19	+8	+6	+11	+8	+15	+8	+9	Bonus Feat, Damage Reduction 3/-
20th	+20	+9	+6	+12	+8	+16	+9	+10	Armor Use +5, Portable Cover (1/2 Cover)

* **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 Soldier

Starting Feats: The explorer 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)

Weapon Group Proficiency (Tactical)

Accurate: Whenever the soldier spends 1 action die to increase an attack check or a Strength- or Constitution-based skill check, 2 dice are added instead of 1 (e.g. a 1st-level soldier's bonus of 1d4 becomes 2d4).

This is the Soldier's core ability.

Bonus Feat: At 1st level the soldier gains 1 bonus feat from any combat tree (basic, melee, ranged, or unarmed). He must meet all prerequisites for the feat before choosing it.

At 3rd level, and for every 2 class levels gained thereafter, the soldier gains 1 additional bonus combat Feat, with the same restrictions.

Damage Reduction: Starting at 2nd level, the soldier can easily shrug off most minor damage, gaining 1 point of damage reduction.

At 11th level, the soldier's damage reduction increases to 2 points.

At 19th level, the soldier's damage reduction increases to 3 points.

These points follow all the standard rules for damage reduction, and stack with points of damage reduction gained from armor, other class abilities, and other character options.

Armor Use: Starting at 4th level, the soldier's total Defense bonus when wearing armor increases by +1 and the total armor check penalty he suffers from wearing armor is reduced by 1.

At 8th level, and for every 4 class levels gained thereafter, this Defense bonus increases by an additional +1 and the armor check penalty decreases by an additional 1.

This ability cannot reduce the soldier's armor check penalty below 0.

Weapon Specialization: At 6th level, the soldier chooses one weapon category with which he's proficient (e.g. "barehanded", "dagger", "grapple", "shotgun", etc.). He is considered to specialize with this weapon category, inflicting 2 additional points of damage with each successful hit using any included weapon. If the soldier's choice is a ranged weapon category, this bonus applies only when the target is within 1 range increment.

At 9th level, and for every 3 class levels gained thereafter, the soldier may specialize with one additional weapon.

Portable Cover: Starting at 10th level, whenever the soldier takes a standard half action attack, he is considered to benefit from one-quarter cover until his next action, even when standing out in the open.

At 20th level this benefit increases to one-half cover.

Cover bonuses do not stack, so the soldier only gains the bonuses offered by the greatest percentage of cover from which he currently benefits (e.g. a 10th-level soldier behind three-quarters cover receives no additional benefit from this ability).

One in a Million: At 14th level, once per session, the soldier may designate one attack check, Reflex or Fortitude save, or ability or skill check for which Strength, Constitution, or Dexterity is applied. The soldier is considered to automatically roll a natural 20 with this check. This roll is considered a threat and may be activated as a critical success. The soldier must declare that he's using this ability before he makes the roll for the chosen activity.

Wheelman

The wheelman thrives on high-speed chases and the rush of deadly battles. He is both the team's vehicle specialist and a trained combatant second only to the soldier class. Without a wheelman, the team might find itself unable to cope when a mission requires breakneck speed and nerves of steel, or a quick getaway.

Abilities: Dexterity is by far the most important ability for a wheelman, since it is the basis for all vehicle skills, as well as ranged attack rolls. Intelligence is his secondary ability — as a source of extra skill points, many of which are devoted to combat skills.

Vitality: d12

Class Skill	Key Ability
Balance	Dex
Boating	Dex
Craft	Int
Demolitions	Int
Disguise	Cha
Driver	Dex
Escape Artist	Dex
Handle Animal	Cha
Intimidate	Str/Cha
Jump	Str
Mechanics	Int
Open Lock	Dex
Perform	Cha
Pilot	Dex
Profession	Wis
Sport	Str/Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Swim	Str

Skills/Level: 6 + Intelligence Bonus

Table 2.7: The Wheelman

Level	BAB	Fort	Reflex	Will	Defense	Initiative	Gear Picks	Res Pts	Special
1st	+1	+0	+2	+0	+1	+1	+1	+0	Starting Feats, Daredevil, Custom Ride (4 RP) [*] , Lucky [*]
2nd	+2	+1	+3	+1	+1	+1	+2	+1	Kick Start 1/Session
3rd	+3	+1	+3	+1	+2	+2	+2	+2	Bonus Feat
4th	+4	+1	+4	+1	+2	+2	+2	+3	Familiarity +1, Custom Ride (5 RP) [*]
5th	+5	+1	+4	+1	+3	+3	+3	+3	Bonus Feat
6th	+6	+2	+5	+2	+4	+4	+3	+4	Elbow Grease +2
7th	+7	+2	+5	+2	+4	+4	+4	+5	Bonus Feat
8th	+8	+2	+6	+2	+5	+5	+4	+6	Familiarity +2, Custom Ride (6 RP) [*]
9th	+9	+3	+6	+3	+5	+5	+4	+6	Bonus Feat, Elbow Grease +4
10th	+10	+3	+7	+3	+6	+6	+5	+7	Soup Her Up (25%)
11th	+11	+3	+7	+3	+7	+7	+5	+8	Bonus Feat, Kick Start 2/Session
12th	+12	+4	+8	+4	+7	+7	+6	+9	Elbow Grease +6, Familiarity +3, Custom Ride (7 RP) [*]
13th	+13	+4	+8	+4	+8	+8	+6	+9	Bonus Feat
14th	+14	+4	+9	+4	+8	+8	+6	+10	"That's Impossible!"
15th	+15	+5	+9	+5	+9	+9	+7	+11	Bonus Feat, Elbow Grease +8
16th	+16	+5	+10	+5	+10	+10	+7	+12	Familiarity +4, Custom Ride (8 RP) [*]
17th	+17	+5	+10	+5	+10	+10	+8	+12	Bonus Feat
18th	+18	+6	+11	+6	+11	+11	+8	+13	Elbow Grease +10
19th	+19	+6	+11	+6	+11	+11	+8	+14	Bonus Feat, Kick Start 3/Session
20th	+20	+6	+12	+6	+12	+12	+9	+15	Familiarity +5, Soup Her Up (50%), Custom Ride (9 RP) [*]

^{*} **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 Wheelman

Starting Feats: The wheelman begins play with the following feats:

Armor Proficiency (Light)

Armor Proficiency (Medium)

Weapon Group Proficiency (Handgun)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Rifle)

Weapon Group Proficiency (Tactical)

Custom Ride: At the start of each mission, the wheelman gains 4 resource points with which he may requisition a team vehicle, vehicles, or vehicular improvements. This bonus increases by an additional 1 resource point at 4th level, and for every 4 class levels gained thereafter.

The wheelman may spend these resource points independently or together with his regular allotment, or may pool them with other team members' resource points for more expensive vehicles and improvements. These bonus resource points may only be used to requisition vehicles and vehicular improvements.

When multi-classing, these resource points are only received when the character gains a level in his wheelman class.

This is one of the Wheelman's two core ability.

Lucky: Whenever the wheelman spends 1 action die to increase a vehicle-related skill check (such as Mechanics or Driver), 2 dice are added instead of 1 (e.g. a 1st-level wheelman's bonus of 1d4 becomes 2d4). In addition, the Gamemaster must spend 1 extra action die to activate each of the wheelman's errors with a vehicle-related skill check as a critical failure.

This is one of the Wheelman's two core ability.

Daredevil: During a vehicular scene, the wheelman may choose daredevil-only maneuvers and weather certain other maneuvers more easily.

Kick Start: Starting at 2nd level, once per session, the wheelman may change a failed Mechanics skill check to a success by giving the target device a whack in frustration.

At 11th level, the wheelman may use this ability up to twice per session, and at 19th level, the wheelman may use this ability up to three times per session.

Bonus Feat: At 3rd level, the wheelman gains the Speed Demon feat or 1 bonus chase feat. He must meet all prerequisites for the feat before choosing it.

At 5th level and for every 2 class levels gained thereafter, the wheelman gains 1 additional bonus chase feat or an Advanced Skill feat with Speed Demon as a prerequisite, with the same restrictions.

Familiarity: Starting at 4th level, at the start of each mission, the wheelman may designate any 1 vehicle that he's already operated in play for at least 20 days minus a number of days equal to his Wisdom modifier as 'familiar'. The wheelman may designate his custom ride as familiar if he wishes.

For the duration of the current mission, the wheelman gains a +1 competence bonus with Boating, Driver, Mechanics, Pilot, and maneuver checks made using the vehicle with which he's 'familiar'. He also gains this bonus with attack checks made firing the vehicle's weapons.

At 8th level and for every 4 class levels gained thereafter, each of these bonuses increase by an additional +1.

Elbow Grease: Starting at 6th level, the wheelman gains a +2 competence bonus with Mechanics repair checks, whether the repairs are to a vehicle or another item.

At 9th level and for every 3 class levels gained thereafter, this bonus increases by an additional +2.

Soup Her Up: Starting at 10th level, at the start of each mission, the speed, MPH, Defense, wound point maximum, hardness, and options of any vehicle with which the wheelman is familiar are increased to 125% standard (rounded up). If the vehicle's handling modifier is positive, this bonus applies to it as well; otherwise, the vehicle's handling modifier is reduced to 75% standard (rounded down).

At 20th level, each of these bonuses increases to 50%.

"That's Impossible!": Starting at 14th level, once per game session when driving a vehicle, the wheelman may force it to utterly defy physics for one maneuver. For example, the wheelman might fly an X-301 Interceptor through a seemingly annihilative gravity well, vertically loop a helicopter with a two-bladed rotor, leap a motorcycle over a train just as a flatcar goes past, balance an 18-wheeler on half its wheels, etc.

During a vehicular scene, the wheelman may ignore the negative penalties of any maneuver. At all other times, the Gamemaster determines this ability's effects, based on requests made by the wheelman and the conditions at hand.

2.2 Prestige Classes

Ace

Some characters show an uncanny mastery of the air, becoming deadly fighter pilots or agile chopper specialists. While highly specialized, these daring operatives can provide immediate support during missions involving travel and life or death escape situations. More importantly within the Stargate SG-1 setting, their experience with aviation translates to a place at home in the stars as well.

Class Skill	Key Ability
Driver	Dex
Electronics	Int
First Aid	Wis
Intimidate	Str/Cha
Jump	Str
Knowledge	Int
Mechanics	Int
Pilot	Dex
Profession	Wis
Search	Int
Sport	Str/Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Tumble	Dex

Skills/Level: 4 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Dexterity: 13+

Base Attack Bonus: +5

Knowledge (Aircraft) or (Spacecraft):

2+ ranks

Pilot: 8+ ranks

Sport (Skydiving): 4+ ranks

Spot: 8+ ranks

Feats: Wind Rider

Abilities: Dexterity is the essential ability for a combat pilot, followed closely by Intelligence.

Vitality: d12

First Steps pg. 90

Bodyguard

Hired professional or dedicated servant of the state, the bodyguard is a master of defensive combat and protection techniques. Bodyguards are typically assigned to SG teams to protect important off-world NPCs or to act as mission team escorts.

Class Skill	Key Ability
Balance	Dex
Craft	Wis
Cultures	Wis
Demolitions	Int
Driver	Dex
Escape Artist	Dex
First Aid	Wis
Intimidate	Str/Cha
Listen	Wis
Profession	Wis
Search	Int
Sport	Str/Dex
Spot	Wis
Surveillance	Wis

Skills/Level: 4 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Base Attack Bonus: +5

First Aid: 4+ ranks

Intimidate: 6+ ranks

Spot: 8+ ranks

Feats: Alertness, Improved Initiative, Quick Draw

Abilities: Constitution and Dexterity provide the bodyguard with the vitality to soak up attacks, as well as the agility and accuracy to strike back with precision and speed. Less aggressive bodyguards may find Wisdom useful for identifying threats, and Charisma for maintaining a favorable relationship with their charges.

Vitality: d10

Core Book pg. 169

Field-Analyst

All SG teams utilize characters trained to gather audio/visual intelligence and perform evidence analysis. Given the often perilous nature of SGC missions, field analysts are just as handy with a rifle as recording equipment, and are rarely at a loss for how to proceed during an investigation, no matter where the action turns.

Class Skill	Key Ability
Appraise	Int
Bluff	Cha
Boating	Dex
Bureaucracy	Cha
Computers	Int
Cryptography	Int
Cultures	Wis
Demolitions	Int
Diplomacy	Cha
Driver	Dex
Gather information	Cha
Innuendo	Wis
Knowledge	Int
Languages	Int
Listen	Wis
Pilot	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis

Skills/Level: 6 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Wisdom: 13+

Bureaucracy: 4+ ranks

Gather Information: 6+ ranks

Search: 6+ ranks

Surveillance: 8+ ranks

Feats: Alertness

Abilities: Intelligence and Wisdom are by far the field analyst's most critical abilities, supporting the bulk of his investigative techniques. Dexterity falls a distant third, supporting the field analyst's backup combat skills.

Vitality: d10

Core Book pg. 171

Field-Medic

Characters trained to provide medical support in crisis situations are always welcome among SG teams, especially those assigned to risky situations or combat missions. A paramedic and search-and-rescue specialist with a variety of skills, the field medic is great insurance that the rest of the team will make it home alive.

Class Skill	Key Ability
Boating	Dex
Concentration	Wis
Craft	Int
Cultures	Wis
Driver	Dex
Electronics	Int
First Aid	Wis
Hobby	Wis
Jump	Str
Knowledge	Int
Languages	Int
Mechanics	Int
Pilot	Dex
Profession	Wis
Search	Int
Sport	Str/Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Swim	Str

Skills/Level: 6 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Intelligence: 13+

First Aid: 8+ ranks

Survival: 6+ ranks

Swim: 4+ ranks

Feats: Bandage

Abilities: A high Wisdom score provides the field medic with bonuses for all his most important skills, though a high Strength can also be helpful in restraining or carrying difficult patients.

Vitality: d10

Core Book pg. 172

Forward

Working far behind enemy lines to identify targets, guide weapons, and support other operations, the forward is a talented and capable scout. As warfare has advanced and covert operations have become more sophisticated, the forward has kept up with the times, expanding his abilities through electronic warfare, gadgets, and especially drones. This last ability makes him especially valuable to the SGC. as he is able to pilot MALPs, UAVs, and other remote vehicles with exceptional skill.

Class Skill	Key Ability
Balance	Dex
Boating	Dex
Climb	Str
Computers	Int
Cryptography	Int
Cultures	Wis
Driver	Dex
Electronics	Int
Gather Information	Cha
Hide	Dex
Intimidate	Str/Cha
Jump	Str
Knowledge	Int
Move Silently	Dex
Pilot	Dex
Sport	Str/Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Swim	Str

Skills/Level: 6 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Computers: 4+ ranks

Electronics: 8+ ranks

Survival: 4+ ranks

Surveillance: 4+ ranks

Feats: Electronic Warfare Basics, Outdoorsman.

Abilities: Forwards favor Wisdom and Strength, operating without civilized comforts as they carry out their missions.

Vitality: d10

Grunt

While the soldier represents the zenith of combat flexibility, some characters focus more heavily on one or more narrowly-defined aspects of warfare. The grunt is a master of heavy weaponry and a strong team player in combat situations.

Class Skill	Key Ability
Concentration	Wis
Craft	Wis
Demolitions	Int
Driver	Dex
First Aid	Wis
Intimidate	Str/Cha
Jump	Str
Listen	Wis
Profession	Wis
Search	Wis
Sport	Str/Dex
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Dex

Skills/Level: 4 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Strength: 13+

Feats: Iron Will, Weapon Group Proficiency (Tactical) *.

***Special:** Jaffa characters need the Weapon Group Proficiency (Rifle) instead of Weapon Group Proficiency (Tactical).

Abilities: The grunt focuses on ranged combat, and is therefore best served by a high Dexterity, but the variety of physical challenges he faces makes Strength quite important as well.

Vitality: d12

Season 1 pg. 130

Hazardous Material Specialist

(HAZMAT)

Occasionally SGC teams encounter dangerous materials, hostile environments or alien biological or chemical weapons. When this happens, hazardous materials specialists decontaminate the team members, the area around the Stargate, vehicles, etc. These specialists are also called in to identify dangerous agents on other planets and, if possible, remove or neutralize them, making it safe for other SGC teams to explore. At times hazardous materials specialists are even called in to assist medical teams in treating alien races.

Class Skill	Key Ability
Bureaucracy	Cha
Computers	Int
Concentration	Wis
Craft	Int
Demolitions	Int
Driver	Dex
Electronics	Int
First Aid	Wis
Knowledge	Int
Listen	Wis
Mechanics	Int
Profession	Wis
Search	Int
Spot	Wis
Survival	Wis

Skills/Level: 4 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Constitution: 13+

Concentration: 2+ ranks

First Aid: 6+ ranks

Knowledge (Chemistry): 2+ ranks

Search: 6+ ranks

Feats: Mother Hen, NBC Training

Abilities: Constitution is the primary ability of hazardous materials specialists as they need to have very high tolerances to the substances they are sometimes exposed to. Intelligence and Wisdom are also very important as nearly all of the hazardous materials specialist's abilities have one of these as their key ability.

Vitality: d12

Officer

Life in the military demands that characters work within a hierarchy: to lead as well as to follow. The natural leader builds the trust of his superiors and the loyalty of subordinates, bringing out the best in others during missions. Characters trained by or recruited from the ranks of the commissioned have unparalleled ability with organizing a team's efforts and driving others to succeed.

Class Skill	Key Ability
Bluff	Cha
Boating	Dex
Bureaucracy	Cha
Computers	Int
Cultures	Wis
Diplomacy	Cha
Driver	Dex
Hobby	Wis
Innuendo	Wis
Intimidate	Str/Cha
Knowledge	Int
Languages	Int
Perform	Cha
Pilot	Dex
Profession	Wis
Sense Motive	Wis
Sport	Str/Dex
Spot	Wis
Surveillance	Wis
Survival	Wis

Skills/Level: 6 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Charisma: 13+

Bureaucracy: 4+ ranks

Diplomacy: 8+ ranks

Intimidate: 4+ ranks

Feats: Hard Core, Persuasive.

Abilities: Charisma is the officer's most important ability, allowing him to effectively command others even in the most perilous situations. Intelligence is also critical, providing the wide array of skills needed during field crises.

Vitality: d10

Core Book pg. 173

Prime

The Prime is among the most trusted servants of a Goa'uld System Lord, a devoted warrior of his honor guard. A System Lord's First Prime controls his complement of Jaffa warriors, and acts both as a personal bodyguard and a General in battle.

Only a Jaffa who's proven himself both loyal and talented may occupy this position, but even Primes are not immune to feelings of doubt - Teal'c, one of the most cherished members of the SGC, is the former First Prime of Apophis and a perfect example of how even the most loyal followers can be convinced to abandon an evil cause.

Class Skill	Key Ability
Balance	Dex
Bureaucracy	Cha
Climb	Str
Concentration	Wis
Craft	Int
Demolitions	Int
Diplomacy	Cha
First Aid	Wis
Hide	Dex
Intimidate	Str/Cha
Jump	Str
Listen	Wis
Pilot	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Spot	Wis
Survival	Wis
Swim	Str
Tumble	Dex

Skills/Level: 6 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Charisma: 13+

Base Attack Bonus: +5

Spot: 4+ ranks

Feats: Symbiote

Abilities: While Strength and Constitution are of great importance to most combat-oriented classes, Charisma is critical for the Prime. It allows him to command large numbers of troops and impose his will on followers.

Vitality: d10

Core Book pg. 175

Sniper

In case of emergencies, the SGC maintains a stable of operatives dedicated to black operations - a "dirty tricks squad," so to speak. While these characters sometimes operate alone, they're just as frequently used to supplement the abilities of an SG mission team.

The most common (and the most feared) of these operatives are snipers. Trained extensively in a variety of firearms, the sniper specializes in eliminating an opponent from great distances, often with no sign of his passing.

Class Skill	Key Ability
Balance	Dex
Bluff	Cha
Climb	Str
Concentration	Wis
Craft	Int
Disguise	Cha
Driver	Dex
Hide	Dex
Hobby	Wis
Intimidate	Str/Cha
Jump	Str
Move Silently	Dex
Open Lock	Dex
Profession	Wis
Search	Int
Sleight of Hand	Dex
Spot	Wis
Surveillance	Wis
Survival	Wis
Tumble	Dex

Skills/Level: 6 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Dexterity: 13+

Base Attack Bonus: +5

Hide: 4+ ranks

Spot: 8+ ranks

Feats: Far Shot, Marksman

Abilities: Considering the sniper's reliance on stealth, Dexterity is without a doubt his most prized ability. This is particularly true since the sniper specializes in the use of long-range weaponry. Wisdom, with its emphasis on accurate perception and patience, is also key for a successful sniper.

Vitality: d10

Tactician

A tactician brings keen insight to the battlefield, empowering his allies to do their best in combat, and tripping up their enemies with the unexpected.

Class Skill	Key Ability
Appraise	Int
Bluff	Cha
Concentration	Wis
Cultures	Wis
Diplomacy	Cha
Driver	Dex
First Aid	Wis
Gather Information	Cha
Hobby	Wis
Knowledge	Int
Languages	Wis
Listen	Wis
Pilot	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis
Survival	Wis

Skills/Level: 6 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Dexterity: 13+

Base Attack Bonus: +4

Knowledge (Military History): 2+ ranks

SpProfession (Military) or (Mercenary)ot:
4+ ranks

Feats: Combat Instincts

Abilities: The tactician requires a broad base of abilities to reach his peak performance, though Wisdom and Dexterity are more important than most.

Vitality: d10

Living Gods pg. 140

Vacuum-Jockey

Few environments in which the SGC has conducted operations are as unforgiving as the high frontier of space. Those few specialists in zero-G and vacuum operations who are attached to the SGC are rarely called upon, but are absolutely critical to the success of any mission in which they find themselves involved.

Class Skill	Key Ability
Balance	Dex
Bureaucracy	Cha
Climb	Str
Computers	Int
Concentration	Wis
Electronics	Int
Escape Artist	Dex
Jump	Str
Knowledge	Int
Listen	Wis
Mechanics	Int
Move Silently	Dex
Pilot	Dex
Profession	Wis
Sleight of Hand	Dex
Spot	Wis
Sport	Str/Dex
Surveillance	Wis
Survival	Wis
Tumble	Dex

Skills/Level: 6 + Intelligence Bonus

Prerequisites:

Character Level: 5+

Strength: 13+

Dexterity: 13+

Constitution: 15+

Balance: 8+ ranks

Spot: 4+ ranks

Feats: Astronaut Wings

Abilities: Dexterity is vital to physical operations let alone basic survival - in space. Wisdom is equally critical for the benefits it provides a trained observer, and Intelligence enables the vacuum jockey to maximize the benefits of his training.

Vitality: d10

Valkyrie

The Valkyries are the elite combat units of the Asgard and are regarded as great warriors among humankind. Despite their frail build and slight frame, the Valkyries are swift and capable combatants that specialize in analyzing and then overwhelming their enemies. Valkyries use the Asgard's advanced technologies to gain an edge over opponents; they study their enemies' movements, apply mathematical theories and statistical analyses to battle tactics, and formulate plans to overcome their natural physiological handicaps through the application of intelligence and force. They know their weapons (and the technology that powers them) intimately and are able to apply this knowledge in practical situations in order to take their opponents down quickly and efficiently.

Class Skill	Key Ability
Balance	Dex
Bluff	Cha
Bureaucracy	Cha
Computers	Int
Concentration	Wis
Craft	Int
Cultures	Wis
Demolitions	Int
First Aid	Int
Hide	Dex
Intimidate	Str/Cha
Listen	Wis
Move Silently	Dex
Pilot	Dex
Profession	Wis
Search	Int
Sense Motive	Wis
Sleight of Hand	Dex
Spot	Wis
Survival	Wis

Skills/Level: 6 + Intelligence Bonus

Prerequisites:

Species: Asgard

Character Level: 5+

Intelligence: 13+

Base Attack Bonus: +5

Knowledge (Tactics): 8+ ranks

Sense Motive: 4+ ranks

Feats: Far Shot, Goa'uld Hunter, Perfect Stance

Abilities: Intelligence and Dexterity are the most important abilities to the Valkyrie. The Valkyrie's philosophy revolves around the application of scientific theory and statistical probability to combat, making Intelligence key to their tactics. They also make extensive use of the shock spear and other ranged weapons, making Dexterity essential during combat.

Vitality: d10

Chapter 3:

Weapons

3.1 Firearms

Table 3.1: 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	S	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 3.2: 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	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	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	CS, DP, RG	L	9 lb.
12 Gauge Slug	5	15	-	2d12	1-2	19-20	10 ft. (max 130 ft.)	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	AD, AK, SG	L	9 lb.
23mm Slug	7	17	-	5d6	1-2	18-20	30 ft. (max 330 ft.)	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	-	L	11 lb.
10 Gauge Slug *	6	16	-	3d8+1	1-3	19-20	15 ft. (max 150 ft.)	2	AP *	L	11 lb.
Winchester 1300 (USA)											
12 Gauge Shot	5	15	-	5d4	1-2	20	5 ft. (max 60 ft.)	7	IN Detachable Bayonet	L	7 lb.
12 Gauge Slug	5	15	-	2d12	1-2	19-20	10 ft. (max 130 ft.)	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	CS	M	3 lb.
.380 ACP	1	8	-1	1d8	1-2	20	15 ft. (max 150 ft.)	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	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	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	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	-	M	6 lb.
.45 ACP	2	15	-2	1d12	1-2	19-20	15 ft. (max 160 ft.)	30	TD	M	6 lb.

* See weapon description for additional rules.

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