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ON THE COVER

In this illustration by M. Wayne Miller we see Phoenix-1 heading out on a diplomatic mission as Maste/Bythel looks back with confidence.

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Foreword

Why did you buy this game?

Thank you for your purchase, by the way. Seriously though, what struck you? The beautiful art? The unending pursuit to own every piece of Stargate franchise merchandise? An impulse buy?

I would wager your love of Stargate. Tap every fourth person, and they'll likely say, "That one with MacGyver?" The fifth or sixth person you reach out to might say, "I saw it in the theatres." But before you hit eighth or ninth, you'll find someone who's seen more than a few episodes. And definitely by the twelfth, I'll wager you'll find a fan. That's something beautiful.

So why do you love the show? Before you make a character in this new Stargate SG-1 Roleplaying Game, spend time on that question. The adventure? The exploration? The romance? The nice thing about Stargate SG-1, and this is true of most smart science fiction, is that you can passively experience it while doing the dishes, or you can invite almost every episode to "hold a mirror" to you and your preconceptions about countless topics.

Despite being set in the here-and-now, the Stargate itself gives us not only that vehicle for exploration both into outer space, but also into the inner space of our own lives. Can the actions of one person light a spark that ignites action in others, like with Teal'c? Can family learn to put aside enmity and reconnect with each other as Jacob Carter did? And, lest we forget, might we doom a society by bypassing Gate network protocols to get a lock? Okay, maybe not that one.

Each week we are invited to ponder what other worlds might be, through an allegorical lens — through the eyes of SG-1. With each team member we may see a facet of ourselves, and as we travel from planet to planet we grow with them. Then again, you might not care about any of that. You may just want the action!

In the pages which follow, it's your turn to step through the gate. Expect to encounter almost all of the facets you've grown to love about the show. The stories which follow have been meticulously cultivated and considered to fit into the television timeline, with new characters, races and planets mixed with some old ones to fill in the world of Phoenix Site and beyond. Every new addition has been deliberate and exhaustively argued over (believe me, I was there).

That being said, as with any work that is set within an existing continuity, we do ask that you keep an open mind and give us some leeway in a couple of places. As gamers, and more importantly, as fans ourselves, we believe it will make your play time all the more enjoyable.

You've watched the show, so you're trained for this. Phoenix Site is in your capable hands.

Good luck, and godspeed.

-David Read

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Dedication



Philip Kevin Loyer

In Loving Memory to our partner Philip Kevin Loyer who was a lover of all things gaming and sci-fi. You will always live on as our General.

This book is dedicated to you.

1980- 2018

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4. Origins

5. Classes

6. Equipment

7. Feats

8. Using Ability Scores

9. Missions

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Chapter 1
Introduction



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WELCOME TO STARGATE COMMAND

Greetings, Traveler. You've been recruited by Stargate Command (SGC) to defend the galaxy against the Goa'uld System Lords. Stationed at the secret Phoenix Site, you now embark upon your training within the Stargate program.

Each adventure through the Stargate opens a journey to known and unknown worlds where the future of civilizations may be decided.

Your decision to join our cause is greatly appreciated by the Tau'ri and the people of the Milky Way galaxy.

Getting Started

This Core Rulebook will serve as your guide. Use it to aid in your training for our explorations and in battles to come.

The *Stargate SG-1 Roleplaying Game* is a sci-fi tabletop game, where you assume the role of a Stargate team member, working with a secret off-world Stargate Program – designated Phoenix Site.

As a member of the Stargate Phoenix Site, you and your teammates will go on missions guided by a Gatemaster to explore new worlds and cultures, obtain new technologies, and fight to preserve freedom across the Milky Way Galaxy.

The Stargate is dialed using constellation symbols in a sequence, with the point of origin being last. This is the origin symbol of the Phoenix Site's Stargate.

WHAT IS A ROLEPLAYING GAME?

In a roleplaying game, you create a character of your choosing based on the rules laid forth in this book. The character you develop is completely in your control. His or her actions are your actions. The Gatemaster (GM) will tell you about the journey you are on and describe the details of the scene or situation.

For example, the GM may tell you, "Your SG team is walking through a 3-meter tall sea of grass. In the distance, you hear the sound of staff weapon fire. What do you do?"

As a Player Character, you choose how to respond. If you are a Jaffa Soldier, you might take off running towards the sound. If you are a Tok'ra Diplomat, you could cautiously approach, listening for clues. If you are an Unas Scout, you might utilize high ground to perform recon.

Based on your actions, your Gatemaster will tell you what happens next. In order to determine the outcome, she may ask you to roll dice based on a skill developed by your character. Play continues in this fashion through a series of encounters, until your objective is complete and the story concludes. Based on your performance, you will receive mission points that allow you to advance your character for the next time you play!

Player Characters

The Player Characters (PCs) are the heroes of the story. While not at the level of the legendary SG-1, your missions are still vitally important in the fight against the galaxy's many dangers.

The majority of this book talks about the options for creating and advancing your character.

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The Gatemaster

Being the Gatemaster (GM) can be as much fun as, if not more, than being a player. You control the story and the non-player characters that interact with the player characters.

There are chapters in this book that will aid you with building a story that mimics a television series, as well as advise you on determining the outcome of various situations.

Stargate Program

Earth's Stargate Program was historically preceded by the unearthing of an ancient metallic ring during an Egyptian archeological expedition in 1928 by Dr. Langford and his daughter Catherine. This seemingly unearthly artifact was adorned with symbols that were unrecognizable by scholars of that time, and it was accompanied by cover stones that displayed hieroglyphic text describing the object as a "Stargate." The device was brought to the United States to keep it out of Nazi hands and was later installed deep beneath Cheyenne Mountain in Colorado for further study.



When grave threats were discovered in the galaxy, in the form of the Goa'uld System Lords, the United States established Stargate Command under the leadership of General Hammond. Nine teams, known as Stargate (SG) teams, were initially created to travel through the Stargate to assess threats, open negotiations with other civilizations, and procure technology to defend Earth. Most exploratory teams had a military lead, a cultural anthropologist or archaeologist, a scientist, and a soldier. This allowed them to be a truly exploratory group, collaborating (usually) with each other, and alien civilizations.

Stargate Command has tackled their mandate head-on, establishing formal diplomatic relations with races such as the Tok'ra, Tollan, Nox, and many more. The Asgard – discovered by Dr. Catherine Langford and the SG-1 team in 1997 to be one of the "Four Great Races" – are in possession of powerful technologies, including plasma weapons, hyperdrive generators, and matter transporters. Some of the more advanced races are reluctant to help the Tau'ri (the galaxy-wide name for inhabitants of Earth), wanting us to adapt and evolve without outside help. However, Stargate Command has endeavored to show these races that we can, and should, work towards a more peaceful galaxy. Humanitarian efforts on behalf of the organization even saved entire populations, such as the Edorans, from extinction. When taking combative or defensive action has been deemed absolutely necessary, Stargate Command always protects innocents first, ensuring as often as possible the continued freedom and existence of their world.

As is the case in so many galaxies, there are some races who, without fail, are bent on domination. The Goa'uld are one such race - scavengers and absolute amoral despots. They have enslaved millions of races and planets, just to serve their own goal of galactic domination. The Goa'uld prey on each race's search for meaning, appearing as "gods" to them, and then beat the people into submission to serve. Stargate Command (SGC) has become the last line of defense against the Goa'uld for not just Earth, but countless other worlds. SGC fights the Goa'uld and their Jaffa armies, and actively work to counter the very belief system that these aliens are gods. Winning "hearts and minds" remains an integral part of the Stargate Command's ultimate strategy, just as much as acquiring defensive technologies and fighting battles against the Goa'uld.

Earth's participation in interplanetary affairs has had a lasting positive impact on the galaxy. Stargate Command has begun to establish strong outposts across the Milky Way Galaxy. Some Jaffa, previously assumed to be devoted only to the Goa'uld, have secretly been working with Tau'ri to create an organized rebellion at multiple sites. The Tok'ra, whose very existence and name mean to work against the Goa'uld, have decided to join forces with Stargate Command, specifically to run counter-intelligence efforts.

Stargate Command and its allies have not defeated these evil aliens, but with allies like the Asgard and YOU, we can free the countless millions enslaved by these oppressors!

IMPORTANT NOTE: SPOILER WARNING!

The setting for this game occurs specifically in season 6 of the *Stargate: SG-1* TV program. This book will contain spoilers for events from seasons 1 through 6. Additionally, it is written with the assumption that season 6 has come to a close, despite gameplay occuring during season 6, so that future story and supplement compatibility are as simple and clear as possible.

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Phoenix Site

A well-kept secret for years, even from some SG teams, the Stargate Phoenix Site's origins were born from a distinct need to allow independent in-galaxy work with our alien allies.

Stargate Phoenix began as the SG teams made contact with several intelligent cultures, often distant Earth descendants, that were under the control or influence of the Goa'uld. These SG team visits were many times a spark that lit the spirits of an abject world.

As more and more alien worlds rose up, the President of the United States (POTUS) authorized the formation of an off-world site under the SGC. Commanded by Major General P.K. Loyer, its mission is to establish an off-world SG command center that trains volunteers who choose freedom and knowledge over oppression.

Once trained, these SG teams could be sent on missions with the exploration and defense of the free galaxy in mind.

You are an operative of the Phoenix Site.

What's in this book?

The first part of the this rulebook (chapters 1-8) contains all the information players need to create a character to join the Stargate Phoenix Site. You may choose from a set of playable races and classes and learn all of the skills, feats, equipment, and world-building abilities that allow your character to thrive as an SG team member.

The second part of the Core Rulebook (chapters 9-13) is intended for the Gatemaster (GM), the person who guides the player characters on their adventures. As the storyteller, the GM weaves the tale of the players' SG team exploring through the gate. It also includes guidance for running a campaign set within the background of Season 6 of the *Stargate: SG-1* TV show.

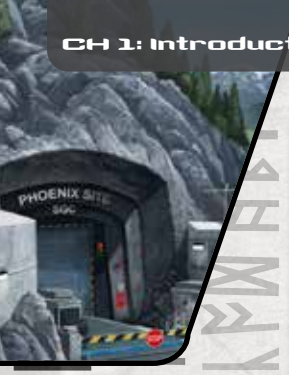
CORE CHANGES TO 5TH EDITION

One of the elements that makes a roleplaying game unique is the rules employed to shape the story being told. To simulate a modern television series narrative, we've added and altered some rules from the standard D&D 5th Edition games you might be familiar with, notably the following:

- **5 Level Classes:** In addition to having very different class options to choose from, your character gains levels in a training class only until level 5. Once SGP team members complete their core training, they are free to guide their own advancement by purchasing feats.
- **Meters:** Instead of the standard imperial measurements, we use the metric system using 1m increments in place of 5ft.
- **Ranged Vs. Melee:** While melee combat certainly happens, SGP teams often engage enemies with firearms. GMs may find a grid-map is unwieldy to keep track of combatants during most combat.
- **The Tension Die:** Ranging from 1d4 (Comedic) to 1d12 (All is Lost), this die sets the tone of an episode and its scenes.
- **Damage Lethality:** At most Tension ratings, it's assumed that damage isn't lethal by default.
- **Encounter Types:** In addition to traditional action, Stargate encounters cover any situation where success is not guaranteed or where the outcome depends on player choice. Encounters range from battles with enemies to convincing a judge or sneaking through an enemy base.
- **Determination Points:** Characters have a number of determination points (DP) that act as a wagering resource during certain encounter types. Some feats and abilities also allow you to use DP in additional ways.
- **Initiative & Moxie:** Initiative can be determined by a character's Dex or Wis (instead of just Dex). In addition, we've added Moxie (using Int or Cha) for use in non-action encounters.
- **Mission Points :** Like experience points, mission points (MP) are how a character earns advancement. They aren't awarded for combat but instead for completing missions. You typically earn between 3 and 5 MP per session.

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Basic Training

The following are the terms and phrases you'll find throughout this book.

1D6, 1D8, 1D10, ETC.

This notation refers to the number of dice and their type. Dice are used throughout the game to determine success, failure, and damage amounts. In the notation, the first number represents the number of dice of that type to be used; the last number indicates the number of sides the die has. So, for example, 2d6 would indicate two 6-sided dice.

You will also see notations like 3d8+2. In this example, you would roll three 8-sided dice, add up the total, and add 2 to the result.



GENERAL P.K. LOYER
PHOENIX SITE COMMANDER

ADVANTAGE AND DISADVANTAGE

In certain situations, an Ability check, attack roll, or saving throw may be modified because you either have Advantage or Disadvantage; the Gatemaster will inform you when this is the case. When you have Advantage, you roll 2d20 instead of 1d20 and take the higher value of the two dice. When you have Disadvantage you do the same, but take the lower value of the two dice.

ARMOR CLASS (AC)

When physically attacked, the only thing standing between you and damage is your Armor Class. The armor you wear, plus your ability to evade attacks, make up what is your Armor Class. When an enemy performs an attack, the Gatemaster may ask, "does a 15 hit your AC?" If your armor class is 16 or higher, then you are safe, and the blow bounces off, or you dodge the bolt completely. If your AC is 15 or lower, then the hit has come close enough to be concerning, and you will suffer Hit Point damage (which can eventually lead to serious problems).

ATTACK ROLL

When attacking a combatant, you will need to roll 1d20 and add your Attack bonus. The Gatemaster compares this total against the target's Armor Class to determine if your attack does damage.

CHECK

When a player character tries to perform certain actions, the Gatemaster may ask you for a check. This will involve rolling 1d20 and usually adding a bonus to the result. Depending on the type of action, the added bonus will vary. For example: if you are attempting to sneak into an enemy camp, you will be asked to make a Stealth check. To do this, you will roll 1d20 and add the bonus provided by your Dexterity and Stealth proficiencies.

COMBATANT

Typically, the definition of a "combatant" is a player character, non-player character, or creature that is involved in a combat encounter.

DETERMINATION POINTS (DP)

Each character has a number of determination points that function as a form of currency for social and mental encounters. These points are often 'bid' – like poker chips – to allow a character to persevere in the encounter or, at a minimum, avoid failure.

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DIFFICULTY CLASS (DC)

When you need to make a check, the Gatemaster will determine (sometimes in secret) the minimum value the total check must equal in order to successfully perform the action. This minimum value is defined as the Difficulty Class (or DC). For example, the DC for quickly climbing a ladder is very easy (5), a rope is medium (15), and a sheer cliff is very hard (25).

ENCOUNTER

When a challenge is initiated, whether tactical or social, the Gatemaster will ask for an Initiative or Moxie check to officially begin the encounter. An encounter can be short and combative (such as a firefight), or it might take hours or even days and be more strategic (navigating an alien jungle).

GATEMASTER (GM)

The Gatemaster is the main storyteller. The GM tells you about the mission you are on, the environment you are in, and the challenges that you face. They also control the non-player characters and enemy combatants.

HIT POINTS (HP)

Hit Points, sometimes called Health Points, are how much damage a character can mitigate before an attack has landed powerfully enough to render you unconscious (and possibly die). A character with their full HP is called "healthy." If they have more than half of their total HP remaining, they are "scuffed," and if they are half or below half they are "wounded." Once a character reaches 0 HP, they are unconscious.

INITIATIVE & MOXIE CHECK

Each character has an initiative and moxie modifier that is calculated when you build your character. These checks are used during encounters to decide the order of character actions.

LEVELS

Over time your player character will gain levels. As you advance in Levels, you improve some base values and gain new abilities.

MISSION POINTS (MP)

As you go on missions, you gain mission points. Usually, you gain 3-5 Mission Points per mission. Once you have reached a certain number of MP you gain a level (see page 21).

NON-PLAYER CHARACTER (NPC)

All characters in a mission that are not controlled by the players are non-player characters and are generally controlled by the Gatemaster.

PLAYER CHARACTER (PC)

The characters you create to be SG team members are known as the player characters – PCs for short. These are the characters you control on Stargate missions.

ROLEPLAYING

Roleplaying is the act of performing the actions of a character. Depending on your comfort level, this can be done from a third- or first-person perspective, for example, "Kulera takes out her tranq gun and loads it with a stim." Or, "I take out my tranq gun and load it with a stim." Those that really get 'in character' may even speak in their PC's voice.

ROUND

In game time, a combat round lasts approximately 6 seconds. Non-combat rounds are more flexible and may represent anything from a minute to several hours of activity. All characters take a turn in a round, and each encounter can have multiple rounds.

GAME SEASON/EPISODE/SCENE

This game is designed to emulate a television series, and to that end our campaigns are organized into seasons and episodes. A season is approximately 13 game sessions called episodes. Each episode is comprised of various scenes as determined by the Gatemaster and the actions the PCs take.

To avoid confusion, when we refer to an episode of *Stargate: SG-1* we will do so by the episode's title. Each title is accompanied by a season and episode number in parentheses. For example, the Phoenix Site is established after the events of "Allegiance" (S6).

TENSION DIE (TD)

The Gatemaster assigns each episode a tension rating. This is expressed as a die code (ranging from 1d4 to 1d12). Higher die types represent more dangerous and tense episodes or scenes. When a mechanic calls upon the use of the tension die it is expressed as +TD. For instance, an attack might deal 1d8+TD damage, thus increasing the potential damage in higher tension scenes.

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Suggested for Play

In order to play the *Stargate SG-1 Roleplaying Game*, you will need the following items:

DICE & PENCIL

At a bare minimum, you will need polyhedral dice of the following types: 1d20, 1d12, 1d10, 1d8, 1d6, and 1d4. You may find it advantageous to have multiple of these dice so you may roll them all together (such as 3d6). Usually the game will not call for more than 2d20, but some dice (especially the d6) may be rolled in groups of 10 or more.

You'll need a pencil or the like in order to keep track of health points, conditions, or the names of NPCs important to your mission.

3 TO 7 PEOPLE

One of your players will need to play the role of Gatemaster, and you need other players to be characters in the mission. It is not recommended to have over 6 players plus the Gatemaster, as gameplay starts to slow down, and everyone won't get as much action.

CHARACTER SHEET

This book will teach you how to create a character from scratch. A blank character sheet can be downloaded from our website at StargateTheRPG.com/blank.

If you'd like to jump right in and start playing, you can also download our pre-generated iconic characters. It may also be useful to take a look at these starter characters if you're new to roleplaying games. Download the pre-generated iconic characters at StargateTheRPG.com/iconic.

OTHER GAMING TOOLS

The *Stargate SG-1 Roleplaying Game* can be played in a theatre of the mind, but some like to play using a gridded playmat and miniatures. This is completely optional but helps some people picture a scene, especially close quarters combat.

The last and most important thing you will need to play is an imagination. Roleplaying allows you to immerse yourself into the game's universe. The more imagination you put into the game, the more fun will be had by all involved. Listen carefully to the story and challenges your Gatemaster presents and find inventive ways to solve the problems and engage with the other PCs.

THEATRE OF THE MIND VS GRID MAPS

Throughout this book we assume that players are using a "Theatre of the Mind" style of play. This means the game is designed to function without a grid-map, and instead plays out purely in the mind of the players, or on quick sketches rather than a map.

However, a variety of gameplay tools have been created and published over the years, and many GMs may wish to use miniatures alongside grid or terrain maps. To achieve this goal, the GM should determine the scale and use these guidelines:

Miniatures Game Terrain

If you're using miniatures or model terrain without a grid, assume that 1m of range is equal to 1" (or 2.5cm) on the tabletop. Use the base of miniatures to denote their location. A model whose base is within 1" of another model's base is within melee range.

1m Space Maps

If the map you are using is drawn so that 1m is equal to 1 space, then little conversion is necessary. Characters in adjacent spaces are "within 1m" of each other and are therefore within melee range, for instance.

5ft or 1.5m Grid Maps

Maps designed for use in games with 5ft spaces (or 1.5m spaces) function similarly to 1m space maps. Reduce all distances by 1/3 (multiply by 2 then divide by 3, rounding up) to determine the distance in spaces. Additionally, any range of "1m" is assumed to reach into the adjacent space, despite technically being half a meter short.

2m Grids

Like 5ft grid maps, 2m maps assume 1 space equals 2m. Treat them the same as 5ft maps, but reduce the ranges by half to determine the number of spaces (instead of 1/3).

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Example of Play

Cleo (the Gatemaster) is running a game for his friends, Quaid (playing A'Tir, the soldier), Topanga (playing Maste, the diplomat), Mirza (playing Bervell, the engineer), and Dave (playing Oringo, the scout). They've been playing weekly for a couple of months, hot on the trail of an Ancient's journal rumored to describe the construction of the first two Stargates.

The Phoenix team's mission this week involves coming through the Stargate to an arboreal world looking for the source of a mysterious radio signal recently detected by one of Earth's deep space telemetry satellites and bearing strangely similar characteristics to the fragment of the journal they already possess.

The GM and players begin with a mission briefing and Cleo sets this episode's Tension Die at a D6 (standard). In addition, the mission has a prep rating of 1 (the basics), and the PCs selected their additional equipment accordingly before stepping through the Stargate.

Cleo (GM): "As the Milky Way Galaxy hurtles past, you step forward onto another alien world. A thick forest of evergreens around the Stargate's clearing reaches towards a pale pink sky."

Mirza (Bervell): "I start working with my Tactical Radio; I want to see what I can figure out about the signal."

Cleo (GM): "Make a DC 15 Engineering check."

Mirza rolls a 20-sided die, the result comes up 16. He adds his Intelligence modifier (+3) and his Proficiency bonus (+3) to the result.

Mirza: "I got a 22!"

Cleo: "You have little trouble finding the signal's frequency after a little adapting to account for the difference in interstellar distance. This is definitely the right planet; the coded static of the signal is clear, but you can't pinpoint the source from here."

Quaid (A'Tir): "I'm gonna start setting up a perimeter around the gate. Where is the Dial Home Device?"

Cleo: "There it is. It's covered in dead leaves and dirt, but it appears intact."

Quaid: "Then A'Tir gets to work digging a few holes for landmines along the most likely approach by hostiles."

Cleo: "It's pretty tricky to figure out that approach in a forest like this. Make a DC 20 Survival check."

Quaid rolls a d20 and gets a 9. He adds his Wisdom bonus (+1) and his Proficiency bonus (+3).

Quaid: "Shoot, only a 13. I think I'll save the mines for now then."

Cleo: "So, what are Maste and Oringo doing?"

Topanga (Maste): "I think Maste is just enjoying the natural environment and taking deep breaths. She's been studying that alien language in the library all week."

Dave (Oringo): "This seems too calm. I'm going to look outside the clearing for tracks, especially signs of recent Jaffa traffic. The Goa'uld have been one step ahead of us this whole time."

Cleo: "Ok. Make a DC 15 Perception check."

Dave makes a Perception check, rolling a d20 and gets a 13. He adds his Wisdom bonus (+2) and his Proficiency bonus (+3), for a total of 18.

Cleo: "Well, the good news is you don't spot any Jaffa or their tracks. However, you do find tire tracks not too far into the trees."

Dave: "Oringo calls Bervell over to look at these tire tracks."

Mirza: "Tracks? Out here. That can't be right! Bervell investigates."

Cleo: "Make a DC 10 Engineering check."

Mirza makes an Engineering check, rolling a d20 and gets a 20. He adds his Intelligence bonus (+3) and his Proficiency bonus (+3), for a total of 26. Mirza pumps his fist.

Cleo: "These are definitely tracks from a Tau'ri vehicle, specifically all-terrain motorcycle tires. If you were back on Earth, you could probably figure out the brand. It looks like two riders on bikes."

Mirza: "We should track them. They might be responsible for the signal."

Quaid: "How did they get out here? We can't assume they're friendly. Let's get tracking."

Dave: "Oringo tastes the dirt, sniffs the wind, and then begins following the tracks."

Cleo: "These tracks are pretty fresh and motorcycles in a forest are easy to follow. Your passive Survival is at least 15, right?"

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Dave: "I've got a +6 modifier to Survival, and I've got the Tracking feat for advantage."

Cleo: "Then there's no chance of failing to track your quarry, but you'll need to succeed on a DC 20 Survival check if you want to catch up with them before dark."

Dave makes a Survival check, rolling two d20s and getting a 3 and a 14. He adds his Wisdom bonus (+3) and his Proficiency bonus (+3) to the higher number (14), for a total of 20.

Cleo: "It takes over two hours of travel through the thick woods, but luckily the bikes appeared to have been slowed by the dense trees. As you move up a small hill, the sun is setting, making the pink sky take on an orange-golden hue. You can hear the sound of a bike revving its engine on the other side of the hill, and two voices shouting."

Dave: "Well, I guess that's my job too. I sneak up the hill and peek over the other side."

Deciding there is little chance that two arguing thieves will notice Oringo in the dense trees, Cleo doesn't call for an Ability check.

Cleo: "As you crest the hill through a copse of ancient pines, you can clearly make out a gully. Approximately 100m downhill from your position there are two human men arguing. They're dressed in bulky leathers, and one is tending a cooking fire while stabbing a metal fork in the air to make his point. They have a leather tarp nailed between two trees to create a shelter, and six Tau'ri motorcycles lay in a patch of dirt not too far from the tent."

Topanga: "Why don't I go down and talk to them? They look more like scavengers, they might be able to tell us where they got Tau'ri tech from."

Mirza: "I bet they don't even know the bikes need gas. We might be able to find some clues if I can get a better look at them."

Topanga: "We need to get answers from them, let's try to get them to talk."

Dave: "I'll sneak around to cut off their escape if they try to run."

Quaid: "What direction does the gully run?"

Cleo: "Roughly north to south by whatever magnetic field is moving your compass."

Quaid: "I'll come from the north if Oringo can sneak up from the south, that way they're cut off in either direction."

Topanga: "Sounds like a plan, just don't go spooking them till I get a chance to say hello. Let's not repeat P4G."

Cleo: "Ok, what's Maste's approach? How long do Oringo and A'Tir have to get into position?"

Topanga: "I'll give them a few minutes to flank, then I'll slowly walk down the hill with Bervell, our hands up and empty. I want it to be obvious we're not here to fight."

Cleo: "I'll need Stealth checks from both Oringo and A'Tir."

Both players make a Stealth check, Oringo's final result is 24 and A'Tir's is 15. Cleo checks the passive perception of her bandits, which is 11, and finds that neither of them were spotted.

Cleo: "Oringo is able to get within 20 meters of their position without attracting attention, but A'Tir is still about 50 meters down the barren gully."

Topanga: "Here goes nothing!"

Cleo: "As you walk down the hill, you keep your hands in the air to show they are empty. One of them spots you about halfway down, so 50 meters away, points you out to his comrade, who shouts, 'Hold! We've nothing to share and want nothing of yours! Leave!'"

Topanga: "Well at least they aren't cold-blooded murderers. I'm going to shout to them, maybe Bervell was right? I'll tell them 'My name is Maste, I can help with those,' and point to the bikes."

Cleo: "That's a Persuasion check, you're a stranger in the middle of the woods, so it's pretty tricky at DC 25."

Maste makes a Persuasion check, and gets a 15 on the die. She adds her Charisma bonus (+4) and her Proficiency bonus (+3), for a total of 22.

Cleo: "You've got their attention, but one of them picks up a spear and shouts, 'You stay there! I'm Gren and this is Carven. You no doubt heard the tales, but we ain't heard none 'bout you.'"

Quaid: "A'Tir is going to sneak up closer. Does that require another Stealth check?"

Cleo: "It sure does! They're watching for danger now, so you'll be contested by their Perception checks."

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Quaid grimaces as his Stealth check gets a final result of 9. Cleo rolls both bandits' Perception and gets a 17 and a 10.

Cleo: "As you move down the gully, you're forced to dart between two trees and they spot you. The one with the knife yells 'It's a trap!' and they both start running to the bikes."

Cleo then sketches out a map on a blank piece of paper for the players. She draws the gully and tent, denotes the treeline, and then marks the location of the motorcycles and the PCs, with Oringo only 20m away to the south, Maste and Bervell 50m away to the east (and up a slope) and finally A'Tir in the gully 50m to the north.

Cleo: "Let's roll for initiative and get an order of action."

Each player rolls a d20 and adds their Dexterity or Wisdom modifier to the roll. Oringo has a feat that makes him proficient in Initiative checks, so he also adds his Proficiency bonus. Cleo rolls for the bandits and arranges each combatant in order from highest to lowest. Oringo is highest, followed by the bandits, then Maste, A'tir, and finally Bervell.

Cleo: "Oringo is up first."

Dave: "Oringo dashes forward, drawing his tactical spear, and closing to 8 meters."

Cleo: "The bandits get to the bikes and each stand one out of the dirt. Grev gets his engine started, but Carven isn't sure how it works. Maste is up."

Topanga: "I thought we agreed it wasn't going to be like P4G. I activate my Inspire, so everyone gets a d8 temporary HP and +1 AC from my defensive motivation feat. Then I move towards the bikes."

Topanga rolls 1d8 and scores a 6. Each of the players notes down that their character has 6 Temporary HP, as well as the bonus to Armor Class.

Cleo: "A'Tir is up."

Quaid: "I'm going give a warning shot with my Ma'Tok. I'm not trying to hit them, but I want to kick up a lot of dirt if I can."

Quaid rolls a d20, gets a 13. He adds his Ma'Tok attack bonus of +7 for a total of 20.

Cleo: "I think anything over a 10 is enough to kick up a cloud of dirt, with a 20 you get an impressive explosion of debris. It's Bervell's turn."

Mirza: "I'm going to run towards the bikes too, I'll draw my sidearm as we move up, but I'm not going to point it at anyone yet. I'll yell 'We just want to talk!' but I don't really expect that to work now."

Cleo: "Normally, you'd be at a disadvantage, but that's undone by the advantage from A'Tir's imposing display. Give me a Persuasion check.

Mirza rolls a d20 and adds his +1 Charisma modifier to the result of 7 for a total of 8. He isn't proficient in Persuasion, so he doesn't add his Proficiency bonus.

Cleo: "Unfortunately that isn't very convincing. Oringo is up again."

Dave: "Maste will be so mad if I stab one of these guys. I'll move up to within striking distance of Carven. I should be able to get there with my movement and a Dash action for the rest.

Cleo: "Grev hops on his bike and yells for the other bandit to join him. He then uses a Ready action to prepare to drive once Carven gets on. Carven needs to dash to get to the bike and mount it so he provokes an Attack of Opportunity from Oringo."

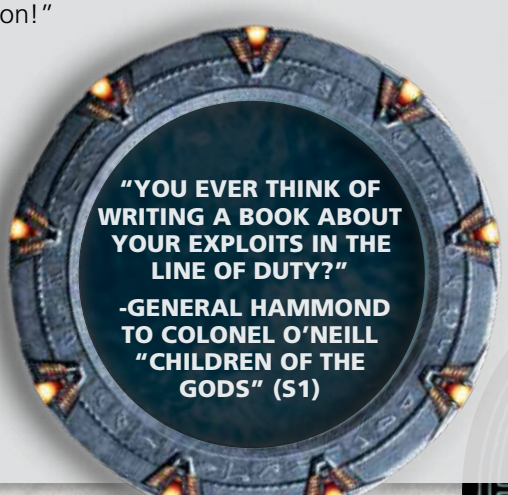
Dave rolls an attack roll with his spear: an 11 on the d20 and a +7 for his Attack modifier total 18. Cleo compares that to Carven's AC of 14, and the attack is a hit.

Cleo: "You strike him with your spear, let's see how badly."

Dave then rolls his spear's damage dice of 2d8 and gets a 5. He adds his Damage modifier of +4 to the attack.

Dave: "Looks like 9 damage."

Cleo: "You hit him, but it doesn't look like you drew blood through his armor. He makes it to the bike, gets on, and Grev's Ready action triggers. The chase is on!"



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Chapter 2
Character Creation



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Chapter 2
Character Creation

THE MAKING OF A HERO

In the story, each player controls an avatar called a Player Character (or PC). A PC is one of the protagonists and in The Stargate SG-1 RPG that means an agent of the Phoenix Site. An SG team is formed from a group of PCs that have been recruited from the many planets accessible via the compound's Stargate.

Each PC is unique and is defined by a combination of characteristics: Race, Origin, Class, Ability Scores, the player's description of their PC, and at higher levels the feats you purchase. This chapter will guide you through creating a PC.

CHARACTER CONCEPT SPARKS

Before you can begin making choices to build your character, you will need a concept. If you don't already have a concept in mind or are new to the Stargate franchise, you may wish to look at the race and class chapters for a spark of inspiration. If you want to craft a more detailed background, you can draw inspiration from Stargate: SG-1, specifically seasons 1 through 6.

Humans are found throughout the series, especially the Tau'ri. Likewise, examples of Jaffa characters are explored in many episodes, for instance "Bloodlines" (S1) explores family and some customs of the Jaffa.

The Aturen are a new race created for the game, and are associated with the Nox who first appeared in "The Nox" (S1). The Tok'ra first appeared in "In the Line of Duty" (S2). Finally, the Unas first appeared in Thor's Hammer (S1).

GALLOWGLASS: CONCEPT

As we proceed through creating a PC, we'll follow along as, our fictional player, David creates Lt. Gallowglass, a new recruit of the Phoenix Site. The first step is to determine a rough concept. David wants to play an inquisitive character with a background in Tau'ri law enforcement, so he decides that Lt. Gallowglass is a coast guard medic from Texas who uncovered a ring of smugglers dealing in off-world artifacts. This lead to his recruitment by General Loyer.

Character Creation Overview

Step	Synopsis
1: Race	Choose a race then note its racial abilities, proficiencies, ability score modifiers, and bonus hit points.
2: Origins	Choose two origins from the list of possible generic biomes, background, and racial origins. Your origins must be of different types.
3: Class	Choose a class and note your level, hit points, proficiences, and special abilities.
4: Ability Scores	Generate and assign six ability scores, apply adjustments from your race, and note down your final ability score modifier for each of the six ability scores.
5: Description	Give some thought to what your character looks like and the general temperament and posture they evoke.
6: Other Attributes	Calculate your total HP, Armor Class, Speed, Initiative, and Moxie.

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1. Choose a Race

The Phoenix Site is an inter-planetary operation with members from five different intelligent species. Chapter 3: Races (page 22) provides details on individual race options. Choose a race and or a race option.

Note your character's race (such as Aturen) or racial option (such as Noxian Pacifist) on your character sheet, as well as any Proficiencies, Abilities, or Racial modifiers to ability scores granted by your choice. Lastly, note how many Hit Points your race provides, as this will be added to other sources in Step 6.

GALLOWGLASS: RACE

David decides that Lt. Gallowglass is from Earth, specifically Texas. He chooses human as his race and notes that his race gives him two skill proficiencies, the Recover and Galactic Seeds abilities, and +10 Hit Points.

2. Choose Two Origins

Your origins determines who you were before enlisting. Origins provide additional personal items, proficiencies, or abilities. You will find backgrounds in Chapter 4: Origins (page 34).

Choose two Origins and note them on your character sheet, as well as the abilities and proficiencies granted. You may choose any two origins, but each must be of a different category (biome, background, or racial).

Biome origins are not specific to one planet. They are intended for characters from any planet. These are useful to a player who wishes to create a new world or to be from a specific location on a known canonical planet.

Background origins are more specific. They cover common societal roles (e.g. academia or law enforcement) that can exist in a variety of cultures.

Racial origins are specific to a species and many have a biological component. Others are unique backgrounds to canonical cultures within the Milky Way. These are not intended for generic use, but for players wishing to play canonically inspired characters.

GALLOWGLASS: ORIGINS

David decides that Lt. Gallowglass joined the Coast Guard after high school as a path to building skills and applying to medical school. He chooses the Armed Forces and Urban origins and notes down their abilities.

3. Choose a Class

While race and background determine who a character was before the Phoenix Site, class determines the nature of your training. Your class determines the abilities and proficiencies learned during training. As your character adventures he will progress levels. Each class has five ranks that provide class abilities as the character advances. Most campaigns begin at level 1, but if you're building a higher level character, you will need to note all the abilities earned up to that level.

Note your character's class on your character sheet, as well as the proficiencies granted by your class and the Proficiency bonus at your current level (at level 1 this is +2). Each class also grants feats of a special type as noted in the class features. Select this feat and note it on your character sheet. Lastly, note how many Hit Points your class provides; these will be added to your total Hit Points in step 6.

Your class only restricts what your character learns for the first five levels. Once you're level 5 you'll start to purchase individual feats from Chapter 7: Feats (page 82) to advance your character.

Note: It is possible at this stage for a character to have the same proficiency more than once from multiple sources. If this occurs, you may choose a different proficiency in place of the duplicate, but the new proficiency must be of the same type (skill, tool, weapon, etc.).

GALLOWGLASS: CLASS

David decides that Lt. Gallowglass trained as a medic, and the character's fascination with biology was leading him to be a medical doctor. However, he leapt at the chance to study alien anatomy when General Loyer recruited him.

David chooses the Medic class and notes down the Athletics, Insight, Medicine, and Science skill proficiencies, and the Med Kit and Outbreak Kit tool proficiencies. In addition, he notes his First Aid ability and chooses the Crash Training procedure feat. Finally, he notes the +8 HP that his character is gains at level 1.

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4. Ability Scores

A character's ability scores determine much of their natural aptitude and modify almost every d20 roll you will make. The six ability scores are Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha).

Each ability has a score which you must generate. Each score also determines an Ability modifier, which is the value you add to rolls when using that ability (see table 2-1: Ability Scores modifiers). For instance, a fit character might have a strength of 16, which provides a +3 modifier to certain d20 rolls relying on the character's raw strength. The abilities are described starting on page 105.

There are two ways to determine your attributes in the Stargate SG-1 RPG: randomly and purchased. Check with your GM, as they may want every player using the same system.

Regardless of the method for generating ability scores, no character may begin play with an ability score above 20.

TABLE 2-1: ABILITY SCORE MODIFIERS

Score	Mod	Score	Mod
01	-5	16-17	+3
02-03	-4	18-19	+4
04-05	-3	20-21	+5
06-07	-2	22-23	+6
08-09	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30+	+10

GALLOWGLASS: ABILITY SCORES

David's GM has decided to use the purchased ability score method. As Lt. Gallowglass is a fairly bright guy, David begins by purchasing a 15 Intelligence and a 13 Wisdom (spending 14 points). He then chooses to be fairly well rounded, purchasing a 10 in his Constitution, Dexterity, and Charisma scores (spending 6 points). Lastly, he purchases a 14 Strength (spending his last 7 points), as his PC has built up some muscle with regular excercise and carrying a heavy medical pack.

RANDOM ABILITY GENERATION

To randomly generate your ability scores, roll four 6-sided dice (4d6) and record the total of the highest three dice. Repeat this five more times, for a total of six numbers. Now take your six numbers and assign each to one of your character's six abilities. Then, modify this number based on your character's race to find your final ability scores and their modifiers.

PURCHASED ABILITY GENERATION

This method allows you to build a character with a set of chosen ability scores. A character has 27 points to spend on their ability scores (see table 2-2), with higher scores costing more points. This allows a character to have three high and three low values (15, 15, 15, 8, 8, 8), completely average values (13, 13, 13, 12, 12, 12), or any combination you wish. Purchase and assign a value to each ability score, then modify those final scores by your Racial modifiers. Finally, determine your modifier for each ability.

TABLE 2-2: ABILITY SCORE COSTS

Score	Cost	Score	Cost
08	0	12	4
09	1	13	5
10	2	14	7
11	3	15	9

CHOOSING WHICH SYSTEM

Many GMs will have a favored system for character creation. Some even swear by one and castigate the other, but there are legitimate reasons to use either system: pragmatic, logistic, and thematic. The random generation method is well suited to campaigns where the GM intends to have players run multiple characters in a sweeping epic or in campaigns with a focus on officers managing the Phoenix Site. The purchase method is well suited to organized events.



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5. Description

Now that you've got the basics of your character's game aspects, it's time to flesh them out as a person. You'll need to think of a name and consider what the character physically looks like and how they behave most of the time. Your character's race and background should influence these descriptions, as no man is an island.

Take your character's ability scores into consideration as you craft their personality and appearance. Each attribute will influence a character in various ways, and even characters with identical attribute scores can be very different from one another.

For example, high Strength usually corresponds with a burly or athletic body, while a character with low Strength might be scrawny or plump.

A character with high Dexterity is probably lithe and slim, while a character with low Dexterity might be either gangly and awkward or heavy and thick-fingered.

A character with high Constitution usually looks healthy, with bright eyes and abundant energy. A character with low Constitution might be sickly or frail.

A character with high Intelligence might be highly inquisitive and studious, while a character with low Intelligence might speak simply or easily forget details.

A character with high Wisdom has good judgment, empathy, and a general awareness of what's going on. A character with low Wisdom might be absent-minded, foolhardy, or oblivious.

A character with high Charisma exudes confidence, which is usually mixed with a graceful or intimidating presence. A character with low Charisma might come across as abrasive, inarticulate, or timid.

GALLOWGLASS: DESCRIPTION

After looking over the character sheet, David decides Lt. Gallowglass is a tall African American, standing about 6'2" with a neatly trimmed hairstyle. He has several tattoos from the Coast Guard. Gallowglass has broad shoulders giving his piercing eyes a menacing look that are at odds with the man's genuinely friendly smile.

6. Other Attributes

Now it's time to determine a few final attributes. These qualities determine how difficult you are to kill, how fast you can move, as well as your base level of competence in your areas of proficiency.

PROFICIENCY BONUS

Your Proficiency bonus represents your general competence based on your rank. You add your Proficiency bonus to d20 rolls that use a skill, tool, or weapon that you are proficient with. At 1st level, your Proficiency bonus is +2. (See table 2-3) for the Proficiency bonus at higher levels.

HIT POINTS

Your Hit Points (HP) will increase as you level. At level one your HP are equal to the full value of your Hit Dice (HD) + your Constitution modifier + your Racial HP bonus. For instance, a level 1 human Soldier with a 13 Constitution, would begin play with a total of 21 HP (10HP for d10 HD, 1 HP for Constitution, and 10 HP for human).

DETERMINATION POINTS

Your Determination Points (see page 134) are equal to your Proficiency bonus, plus a bonus determined by your class choice.

ARMOR CLASS

Armor class is determined by the armor you wear. There are two types of armor: Light, which adds your Dexterity modifier to a fixed value based to determine your AC, and Heavy which simply sets your AC to a specific value.

SPEED

Every character has a base speed of 6m. This value might be adjusted by class features or your race.

INITIATIVE

The order in which a characters act in combat is determined by an Initiative roll. A character's Initiative modifier is equal to their Dexterity or Wisdom modifier, whichever is higher.

MOXIE

The order characters act in non-combat encounters is determined by a Moxie roll. A character's Moxie modifier is equal to their Intelligence or Charisma modifier, whichever is higher.

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Gaining Experience

As PCs go on missions, they will earn Mission Points (MP). Typically, each PC will earn between 3 and 5 MP per mission, depending on a variety of factors, as determined by the GM.

GAINING LEVELS (1-5)

You're part of a Tau'ri military operation now, and like it or not, that means structure and discipline. The classes presented in Chapter 5: Classes represent military personnel advancing along training determined by Stargate command. While leveling from 1 to 5, the player will make some choices, but many of their character's abilities will be defined by their class.

From level 1 to 5, a character simply earns Mission Points that are used to gain levels. Every 5 MP they earn moves them up one level in their chosen class, granting them new abilities and perks.

Once a character reaches level 5, (20 MP) they become a specialist. Any MP in excess of the 20 points required to earn level 5 are carried over to "Specialist Leveling" and are available to spend in that fashion, but the initial 20 points are spent on gaining levels 1 through 5 and are not available to be spent on feats.

SPECIALIST LEVELING (5+)

Once a character reaches level 5, they no longer gain abilities based on their class, as Phoenix Site command learned the value of skillset diversity the hard way. Instead, your character advances as a specialist. As you earn MP, you spend it directly on purchasing feats (see chapter 7). These feats cover a wide variety of effects from increased attribute values, new abilities, additional abilities from your class, or even abilities from other classes.

Each feat has an MP cost that you must spend to purchase the feat. Once you have spent 10 MP, your character advances to the next level. This always comes with additional Hit Points (based on your character's hit die), and at some levels an increase in your Proficiency bonus.

You don't have to spend all your MPs at once. Indeed, you'll often need to save your Mission Points, as feats can cost as much as 9 MPs.

At noted levels you also gain a bonus feat. These feats increase the damage of a weapon type (as described in Chapter 7: Feats). These bonus feats are free and does not cost additional MP. Note, the feat requires you to choose a weapon proficiency. If you wish to apply the feat to other weapon types, the feat must be purchased.

TABLE 2-3: ATTRIBUTES BY LEVEL

Level	Prof. Bonus	MP Earned	Bonus Feat
1	+2	0	—
2	+2	5	—
3	+2	10	—
4	+2	15	—
5	+3	20	Attack Specialist
Level	**Prof. Bonus**	**MP Spent**	**Bonus Feat**
6	+3	10	—
7	+3	20	—
8	+3	30	—
9	+4	40	—
10	+4	50	—
11	+4	60	Attack Veteran
12	+4	70	—
13	+5	80	—
14	+5	90	—
15	+5	100	—
16	+5	110	—
17	+6	120	Attack Ace
18	+6	130	—
19	+6	140	—
20	+6	150	—

HANDLING HIT POINTS

Each time you gain a level, you will gain a number of HP based on your HD. You also gain your Constitution modifier each level. You do not add your racial HP each level.

This means a characters HP can be calculated as: Total HP from HD + (Constitution modifier x level) + Racial HP.

A campaign might roll Hit Dice each level, or the GM may use the average for Hit Die (rounding up). When using averages, a d6 gives 4HP, a d8 gives 5HP, a d10 gives 6HP, and a d12 gives 7HP. Characters always gain their full HD to HP at 1st level.

The HP provided by your class and constitution improve as you level. The racial HP modifier, however, is a one time bonus that is not improved as you level.

If a character's Hit Die improves, they gain 1 HP per level, as the average of their Hit Dice from previous levels also increases. You do not re-roll your HP if your Hit Die improves, you simply gain the average difference.

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Chapter 3
Races



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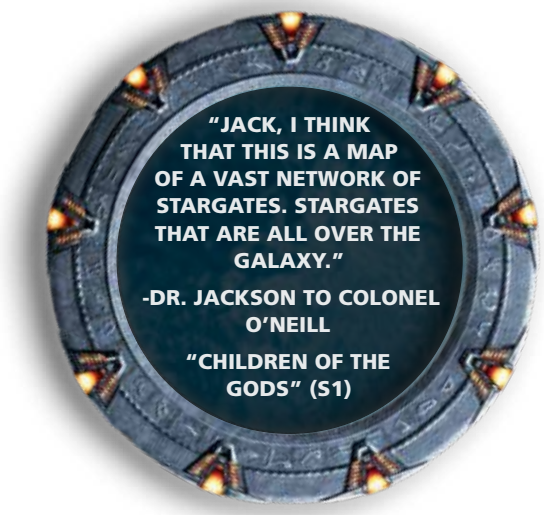
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A Coalition of Planets

Every flame begins with a spark. While the spark of galactic rebellion may have been SG-1, the resulting conflagration touches every world in the Milky Way with a Stargate, and even some without. People from every walk of life and every corner of the known cosmos have rallied against the Goa'uld and other would-be oppressors by joining the Stargate Phoenix Site. Together they hope to liberate more societies from slavery and more souls from oppression.

This is not without its own trials and tribulations. Whenever people from different backgrounds must live and work together, there will be friction, and within the Phoenix Site these differences can be vast. From biological needs like grooming and diet to cultural issues like dialect and customs, it falls to the individual members of the Phoenix Site to look beyond these differences to a better galaxy.

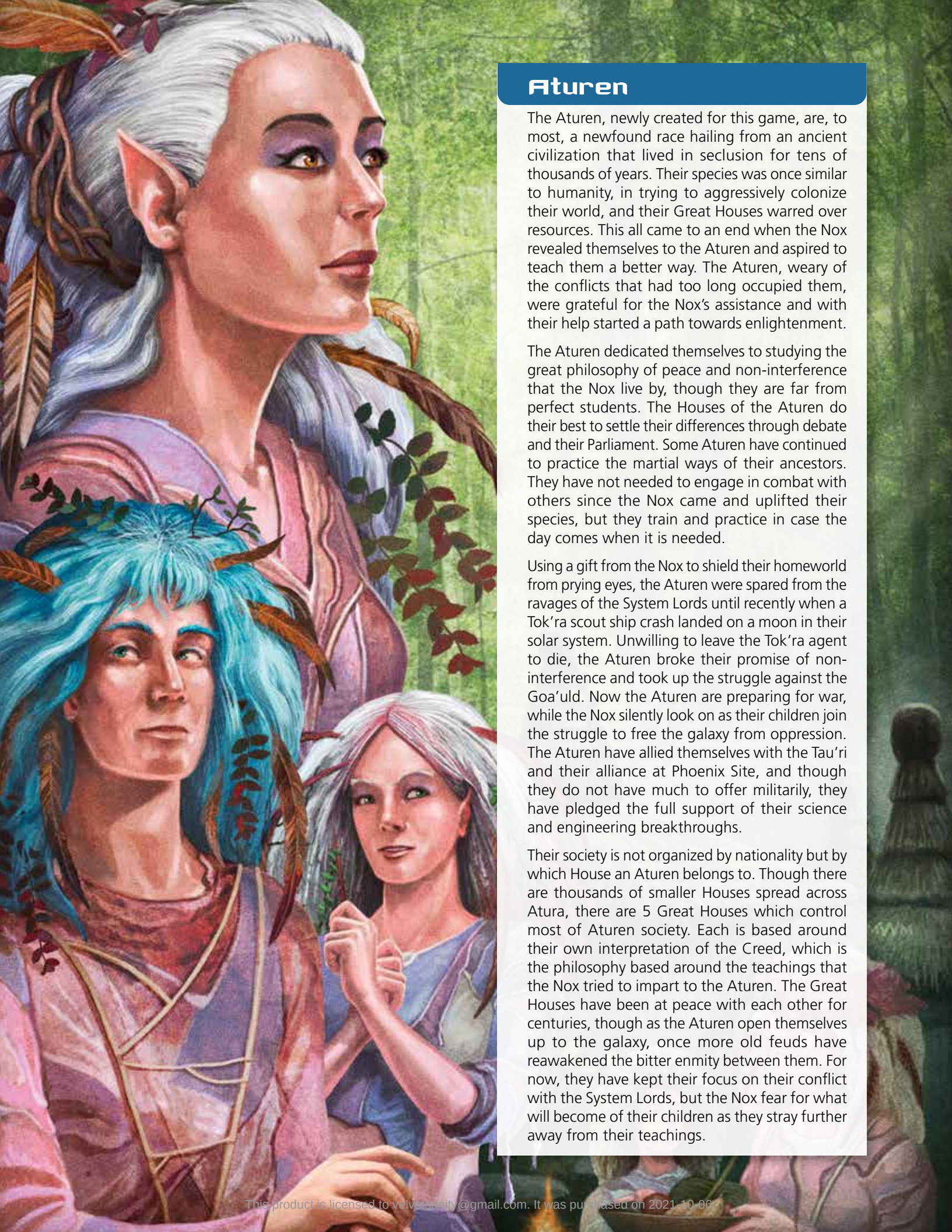


Across the Milky Way

The PC you create for your Stargate adventure can be from a world either canonical or original, allowing for almost any kind of character imaginable. If you're the type of fan who loves engrossing themselves in an element of the known Stargate canon, you might craft a character who heralds from a world seen in the Stargate SG-1 series, such as a Thor-worshiping warrior from Cimmeria who wishes to prove himself against the Goa'uld. If you've got a specific character in mind, you might use the races and origins to create a wholly new world for your campaign that fits the specific needs of your character background.

The five races presented in this chapter are those that have, so far, had recruits join the Phoenix Site. The most common of which are humans, who were spread across countless planets by the Goa'uld millennia ago. While many recruits and the command brass of the Phoenix Site are Tau'ri from Earth's US Air Force, other Tau'ri military agents are occasionally recruited by General Loyer. This means the largest single group living in the Phoenix Site are Tau'ri, but they do not make up the majority. Depending on a variety of factors, the population wavers between a quarter and a third Tau'ri human. The rest of the Phoenix Site is populated by individual humans from other worlds as well as organized groups of Aturen, Jaffa, Tok'ra, and Unas. Humans and many other races can be found on planets established in the Stargate canon, or who might hail from a wholly new planet designed with your character's background in mind.

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Aturen

The Aturen, newly created for this game, are, to most, a newfound race hailing from an ancient civilization that lived in seclusion for tens of thousands of years. Their species was once similar to humanity, in trying to aggressively colonize their world, and their Great Houses warred over resources. This all came to an end when the Nox revealed themselves to the Aturen and aspired to teach them a better way. The Aturen, weary of the conflicts that had too long occupied them, were grateful for the Nox's assistance and with their help started a path towards enlightenment.

The Aturen dedicated themselves to studying the great philosophy of peace and non-interference that the Nox live by, though they are far from perfect students. The Houses of the Aturen do their best to settle their differences through debate and their Parliament. Some Aturen have continued to practice the martial ways of their ancestors. They have not needed to engage in combat with others since the Nox came and uplifted their species, but they train and practice in case the day comes when it is needed.

Using a gift from the Nox to shield their homeworld from prying eyes, the Aturen were spared from the ravages of the System Lords until recently when a Tok'ra scout ship crash landed on a moon in their solar system. Unwilling to leave the Tok'ra agent to die, the Aturen broke their promise of non-interference and took up the struggle against the Goa'uld. Now the Aturen are preparing for war, while the Nox silently look on as their children join the struggle to free the galaxy from oppression. The Aturen have allied themselves with the Tau'ri and their alliance at Phoenix Site, and though they do not have much to offer militarily, they have pledged the full support of their science and engineering breakthroughs.

Their society is not organized by nationality but by which House an Aturen belongs to. Though there are thousands of smaller Houses spread across Atura, there are 5 Great Houses which control most of Aturen society. Each is based around their own interpretation of the Creed, which is the philosophy based around the teachings that the Nox tried to impart to the Aturen. The Great Houses have been at peace with each other for centuries, though as the Aturen open themselves up to the galaxy, once more old feuds have reawakened the bitter enmity between them. For now, they have kept their focus on their conflict with the System Lords, but the Nox fear for what will become of their children as they stray further away from their teachings.

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The Aturen are tall and thin, with an average height between 6'4" and 7' tall. Their hair and eyes can be any color, often growing more vibrant with age. Most Aturen belonging to a particular House will often have similar traits. Having expanded across their world, Aturen have multiple skin tones, though their skin is often paler than humans.

Aturen technology seems strange to the Tau'ri, but it is no less impressive. The Aturen seek to live in symbiosis with their environment, and their technology has an organic feel to it. An Aturen computer will be built into a wall where its edges blend in with the wall itself, and Aturen weaponry has smooth, curved edges to it. Most of what their technology is built from is grown in massive groves on their planet, and even their houses are built within trees and hillsides. Aturen computers and scanners are far more advanced than the Tau'ri, though due to their reclusive nature the Aturen never needed to develop advanced starships of their own. The few ships they developed are only capable of traveling within their own star system.

ATUREN WORLDS

As far as the SGC is aware, there are no Aturen settlements of note not on Atura. While Aturens live and work at the Phoenix Site, most come from one of the five great houses. However, a few notably skilled medics do hail from minor houses.

ATUREN RECRUITS

Most Aturens subscribe to a philosophy of non-violence, which makes them an odd fit for a military institution like the SGC. However, their talents as healers and diplomats (as well as their close association with the Nox) have led General Loyer to make a special dispensation. An Aturen typically won't carry a weapon, although some make an exception for tranquilizers which do no permanent harm. Some radical pacifists prescribe to a more hard-line or "pure" philosophy, in which they refuse to cause harm in any way, including rendering a target unconscious against its will.

Adherents to both philosophies tend to lead by example when it comes to their teammates. They understand pacifism isn't the way of all beings and hiding does nothing to bring others around to their way of thinking. They will frequently advise their fellows against violence but tend to refrain from sabotage or other forms of prevention. However, in some extreme cases, Aturens have been known to interpose their own body to save the life of an innocent, willing to risk their own safety to preserve life.

Aturen Traits:

Hit Points: You gain +10 additional HP.

Ability Score Increase: Choose either Wisdom or Charisma to improve by +2.

Proficiencies: Choose any two skill proficiencies.

NATURAL RESILIENCE

An Aturen gains advantage on any saves against disease or poison.

NATURALIST

Whenever you make a Science Check that involves an ecosystem and the creatures within, you add +TD to the check.

Noxian Pacifist Traits:

Hit Points: You gain +8 additional HP.

Ability Score Increase: Choose either Constitution or Charisma to improve by +2.

Proficiencies: Choose any two skill proficiencies.

INVISIBILITY

While not as skilled as the Nox, you can use advanced mental techniques honed by years of pacifism to hide yourself from view. As an action you may gain the invisible condition for one minute (10 rounds of combat). You may use this ability a number of times per long rest equal to your Proficiency bonus. If you take an action affecting a non-friendly target (such as an attack), your invisibility ends.

PACIFIST

You are unwilling to cause harm to a living creature in any way. You may not willingly harm another living being.

You cannot take any action that deals HP damage or attribute damage to a living creature.

You gain disadvantage on all attack rolls, even those against non-living targets or with weapons that don't deal damage.

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Human

Life on Earth began in the primordial oceans, slowly evolving into the upright biped of the modern era. Millennia ago, the Goa'uld System Lord Ra arrived on Earth and used his technology to fool the citizens of Ancient Egypt into worshiping him as a god. Ra was eventually forced to leave Earth after his slaves revolted. By then he had exported millions of his followers off-world. The humans were so useful to the System Lords, they bred them for use as hosts for the Goa'uld, and to seed various worlds throughout the galaxy.

Little more than tools of the Goa'uld, the transplanted humans had no opportunity to revive their native culture and often lived knowing only submission to their overlord. Some planets had little value to the Goa'uld after the establishment of human settlements and these supplicants were left to fend for themselves, often thriving as their natural curiosity and drive were left unchecked.

On Earth humans made their first unescorted journey into the greater Milky Way when the ancient Stargate was uncovered, almost ten millennia after the first humans were enslaved. Under the direction of the United States Air Force, special teams were sent through the Stargate on exploratory missions. Even after so many years apart, the Tau'ri found other humans who were virtually indistinguishable from themselves. The members of SG-1 witnessed the cruelty and tyranny of the Goa'uld and were not content to simply explore, but instead work to liberate the oppressed.

HUMAN WORLDS

Human life in the galaxy evolved on Earth and was distributed over thousands of years by the System Lords. The Jaffa, who were created from genetically-modified humans, recognized these first humans from their folklore as the "Tau'ri," a name meaning "The people of Earth." Planets with major free human civilizations currently known to Stargate Command include the following:

Abydos (Undefined): The first planet where human life was observed outside of Earth's solar system. Abydos is the first planet visited by the Tau'ri under the auspices of the Stargate Command.

Argos (P3X-8596): Argos is populated by bronze-age humans experimented on by a System Lord to live accelerated lives but, the SGC was able to produce a cure.

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Cimmeria (P3X-974 and P3X-794): Ancient Cimmerians worshiped what are recognizable to the Tau'ri as the Norse gods, who still answer them in times of need. Thor's Hammer provides Cimmeria with protection against any Goa'uld invaders through the Stargate, including the Jaffa.

Langara (P2S-4C3): This planet is ruled by three great powers: the Kelownans, the Terranians, and the Andari Federation. While each faction holds the other in a state of high distrust, political tensions heated after Kelowna detonated a naquadria bomb. This pressed the then-allied Terranians and Andari Federation into discussion of a joint leadership.

Hebridan (Undefined): This technologically advanced planet is home to two sentient races, the human Hebridians and the reptilian Serrakin, who live in relative peace together. The planet does not have a Stargate and is accessible only by spacecraft.

Madrona (PX7-941): A terraformed planet whose weather is controlled by a device known to the iron-age Madronans as the "Touchstone."

Tollana: Settled by the technologically advanced Tollans after they were forced to evacuate their planet, Tollana was eventually destroyed by the forces of the Goa'uld System Lord Anubis. Despite having been razed, many Tollans consider Tollana their homeworld.

HUMAN RECRUITS

Humans excel at finding creative solutions to difficult problems, using their quick wit to make up for their frail bodies. They usually rely on tools and teamwork to accomplish tasks and are rarely seen alone in the galaxy. In every iteration of Tau'ri genetic descendants observed by Stargate Command, humans band together, forming cities and nations across their planet.

Most human recruits are Tau'ri, making up the largest portion of Stargate Command. Sometimes, recruits with exceptional skills are recruited out of different military branches or scholarly programs to join the team. Men and women join Stargate Command in almost equal numbers.

On many planets where Stargate teams have found solutions to the traumas caused by the Goa'uld, locals feel compelled to join the fight against the galaxy's many threats. While some within Stargate Command are reluctant to take recruits from planets that have not developed a certain level of technology or from planets with very small populations, exceptions can be made by specific commanders, such as General Loyer.

Human Traits

Hit Points: You gain +10 additional HP.

Ability Score Increase: Choose either Intelligence or Charisma to improve by +2.

Proficiencies: Choose any two skill proficiencies.

RECOVERY

When you recover HP due to a short rest, you regain an additional +TD HP.

GALACTIC SEEDS

Humans are so common in the galaxy, they gain advantage on all Persuasion and Deception Checks made during first contact with any group not having yet met visitors from another world.

Abydonian Traits

Hit Points: You gain +10 additional HP.

Ability Score Increase: Choose either Constitution or Charisma to improve by +2.

Proficiencies: Choose one skill proficiency and one weapon proficiency.

RECOVERY

When you recover HP due to a short rest, you regain an additional +TD HP.

FREE FROM RA

Your people struggled to become free from the Supreme System Lord Ra, with the help of SG-1. Your will to resist grants advantage on all saves against Goa'uld technology.

Tollan Traits

Hit Points: You gain +8 additional HP.

Ability Score Increase: Choose either Intelligence or Wisdom to improve by +2.

Proficiencies: You are proficient in Science plus an additional skill of your choice.

PHASE-SHIFT

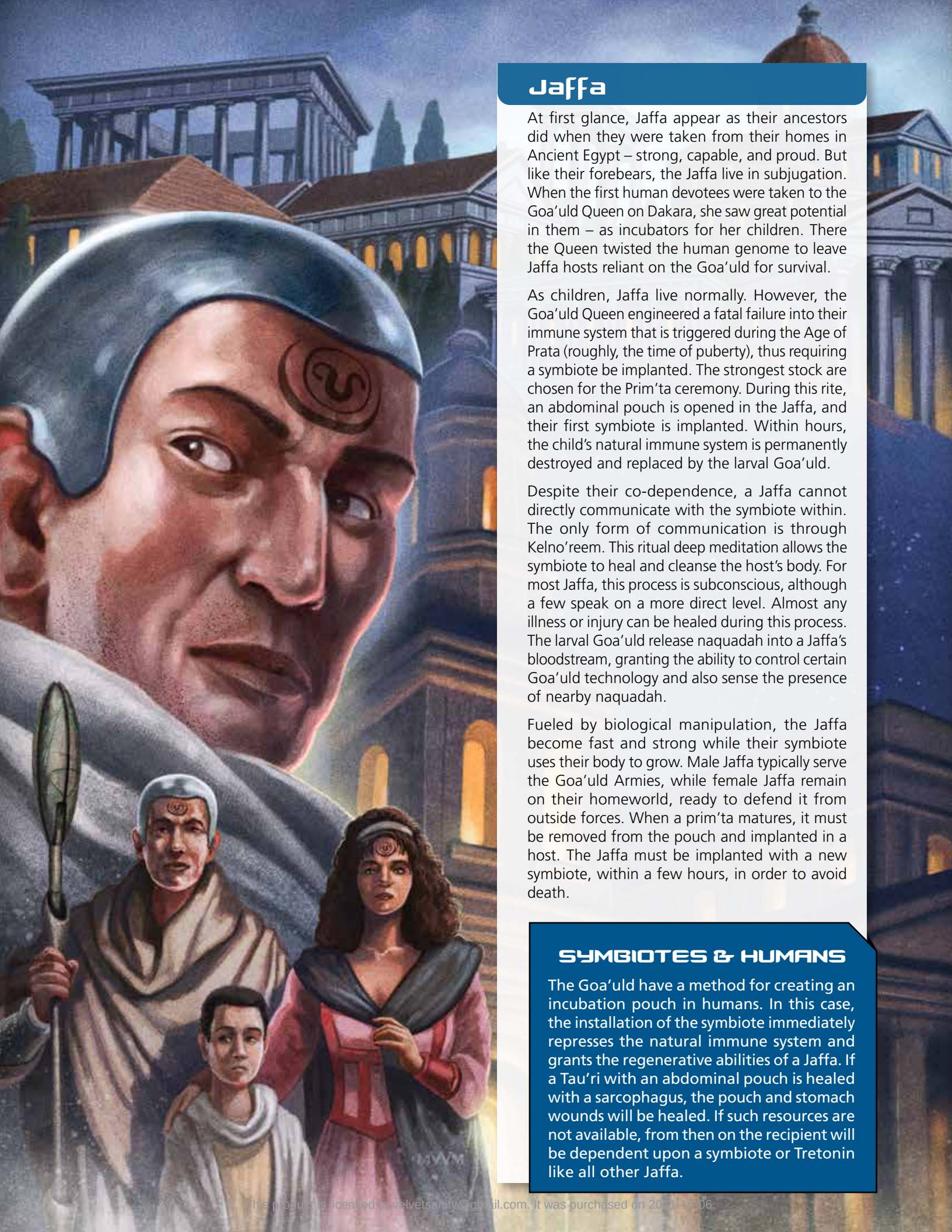
You add a phase device to your base kit.

ADVANCED TECHNOLOGY

Whenever you make an Engineering Check to discern the function of technology with a Tech level of 4 or higher, you add +TD to the check.

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Jaffa

At first glance, Jaffa appear as their ancestors did when they were taken from their homes in Ancient Egypt – strong, capable, and proud. But like their forebears, the Jaffa live in subjugation. When the first human devotees were taken to the Goa'uld Queen on Dakara, she saw great potential in them – as incubators for her children. There the Queen twisted the human genome to leave Jaffa hosts reliant on the Goa'uld for survival.

As children, Jaffa live normally. However, the Goa'uld Queen engineered a fatal failure into their immune system that is triggered during the Age of Prata (roughly, the time of puberty), thus requiring a symbiote be implanted. The strongest stock are chosen for the Prim'ta ceremony. During this rite, an abdominal pouch is opened in the Jaffa, and their first symbiote is implanted. Within hours, the child's natural immune system is permanently destroyed and replaced by the larval Goa'uld.

Despite their co-dependence, a Jaffa cannot directly communicate with the symbiote within. The only form of communication is through Kelno'reem. This ritual deep meditation allows the symbiote to heal and cleanse the host's body. For most Jaffa, this process is subconscious, although a few speak on a more direct level. Almost any illness or injury can be healed during this process. The larval Goa'uld release naquadah into a Jaffa's bloodstream, granting the ability to control certain Goa'uld technology and also sense the presence of nearby naquadah.

Fueled by biological manipulation, the Jaffa become fast and strong while their symbiote uses their body to grow. Male Jaffa typically serve the Goa'uld Armies, while female Jaffa remain on their homeworld, ready to defend it from outside forces. When a prim'ta matures, it must be removed from the pouch and implanted in a host. The Jaffa must be implanted with a new symbiote, within a few hours, in order to avoid death.

SYMBIOTES & HUMANS

The Goa'uld have a method for creating an incubation pouch in humans. In this case, the installation of the symbiote immediately represses the natural immune system and grants the regenerative abilities of a Jaffa. If a Tau'ri with an abdominal pouch is healed with a sarcophagus, the pouch and stomach wounds will be healed. If such resources are not available, from then on the recipient will be dependent upon a symbiote or Tretonin like all other Jaffa.

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JAFFA WORLDS

Dakara is the first world of the Jaffa. It was there among the ruins of the Ancients the Goa'uld Queen created the Jaffa and implanted the first prim'ta into hosts. Many Jaffa consider it the homeworld for their race, although all Jaffa known to the Phoenix Site were born offworld.

Because of their strength and fierce loyalty, the Jaffa were used in thousands of years of conquest. They can be found on countless worlds serving the will of various System Lords. Given the resilience granted to them, they are able to withstand great environmental adversity – allowing them to settle on almost any world within a star's habitable zone.

JAFFA RECRUITS

Recruits to the Phoenix Site are those Jaffa who have seen through the lies of the Goa'uld and recognized their state of slavery. Jaffa chosen for Phoenix Site teams may immediately cast off their symbiotes in favor of Tretonin, eager to enjoy privacy in their own bodies. The majority choose to keep their symbiotes for as long as possible, although the Phoenix Site does not have replacement symbiotes so Tretonin may become necessary.

TRETONIN

The Tau'ri gained the ability to manufacture Tretonin, a drug that can replace a Jaffa's immune system without a symbiote. Tretonin must be taken daily and its supply is controlled by the Tau'ri government. For rebellious Jaffa it can be a means to obtain freedom from their Goa'uld leaders. Tretonin does not give a Jaffa the improved healing of a Goa'uld symbiote, but will provide near-complete disease immunity and an extended lifespan. Tretonin can be a temporary or permanent replacement to the symbiote.

Jaffa who take Tretonin will quickly find their blood cleared of naquadah, leaving them unable to use certain Goa'uld technology or sense it around them.

Jaffa Traits

A Jaffa who still has a Goa'uld larva implanted in his abdominal pouch has the following abilities:

Hit Points: You gain +12 additional HP.

Ability Score Increase: Choose either Strength or Dexterity to improve by +2.

Proficiencies: You are proficient in Jaffa weapons (such as the Ma'Tok staff). In addition, choose any one skill proficiency.

SYMBIOTE

As long as a Jaffa has a symbiote, they may choose to gain advantage on any physical save (Strength, Dexterity, Constitution). A Jaffa may use this ability once per Proficiency Bonus (minimum 1), replenishing the uses during a long rest. If a Jaffa is deprived of their symbiote, they must make a DC 10 Constitution save each hour or suffer 1d4 Constitution damage.

KELNO'REEM

When the Jaffa takes a long rest, he heals damage as if his Hit Die had rolled its maximum value. The character does not heal naturally during a short rest.

Free Jaffa Traits

A Jaffa who has lost his symbiote or reached maturity without one has the following abilities:

Hit Points: You gain +10 additional HP.

Ability Score Increase: Choose either Dexterity or Wisdom to improve by +2.

Proficiencies: You are proficient in Jaffa weaponry (such as the Ma'Tok staff). In addition, choose any one skill or equipment proficiency.

TRETONIN PRESCRIPTION

The Jaffa takes regular doses of Tretonin. You gain advantage on any save against disease. If the character is ever deprived of Tretonin for a week or more, they suffer 1d4 Constitution damage each day.

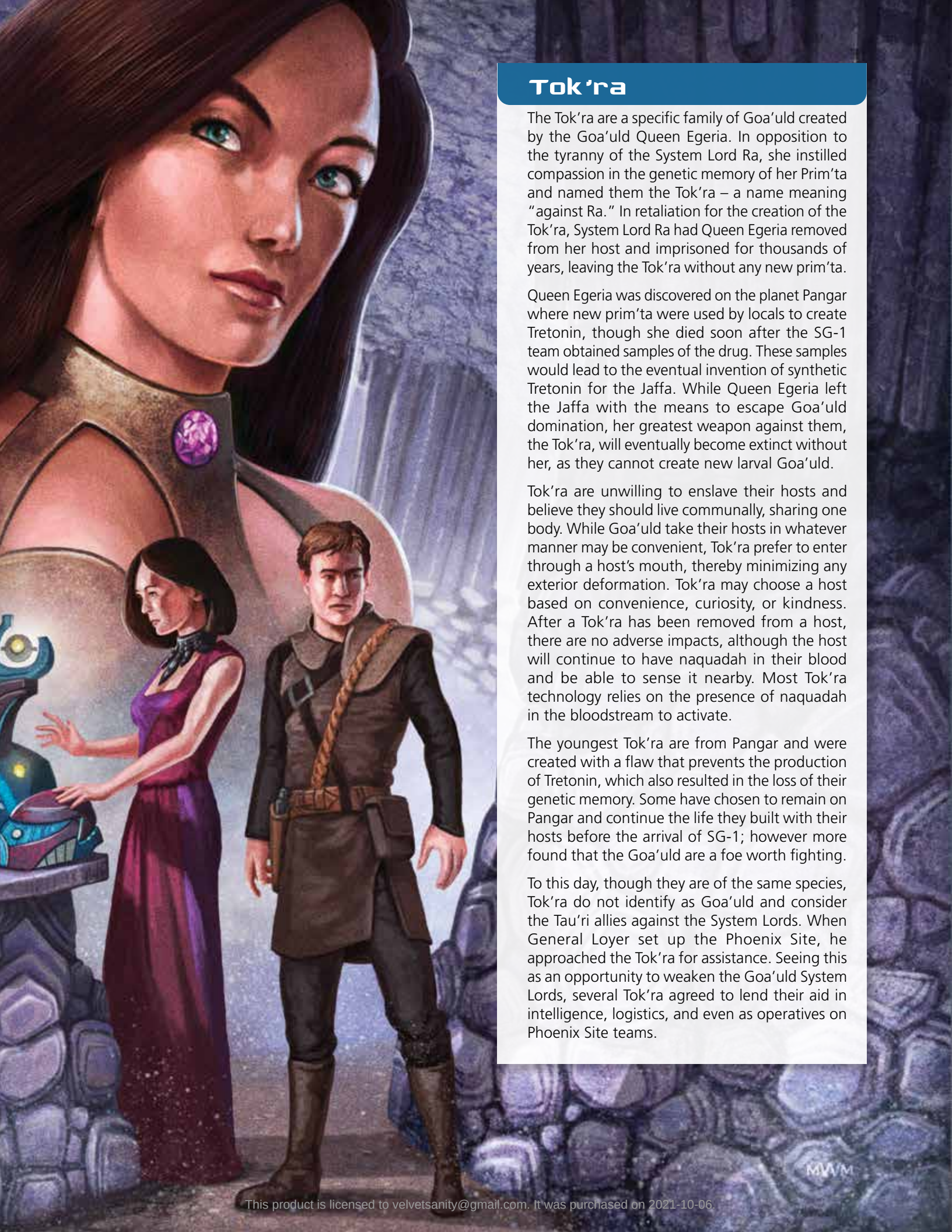
RESISTANCE TRAINING

Free Jaffa add half their Proficiency bonus to attack rolls with weapons they aren't proficient in.

Note: A Jaffa who loses his symbiote loses the Symbiote and Kelno'reem abilities and gains the Tretonin Prescription ability (if they can get the drug). They do not gain any other Jaffa traits or abilities.

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Tok'ra

The Tok'ra are a specific family of Goa'uld created by the Goa'uld Queen Egeria. In opposition to the tyranny of the System Lord Ra, she instilled compassion in the genetic memory of her Prim'ta and named them the Tok'ra – a name meaning "against Ra." In retaliation for the creation of the Tok'ra, System Lord Ra had Queen Egeria removed from her host and imprisoned for thousands of years, leaving the Tok'ra without any new prim'ta.

Queen Egeria was discovered on the planet Pangar where new prim'ta were used by locals to create Tretonin, though she died soon after the SG-1 team obtained samples of the drug. These samples would lead to the eventual invention of synthetic Tretonin for the Jaffa. While Queen Egeria left the Jaffa with the means to escape Goa'uld domination, her greatest weapon against them, the Tok'ra, will eventually become extinct without her, as they cannot create new larval Goa'uld.

Tok'ra are unwilling to enslave their hosts and believe they should live communally, sharing one body. While Goa'uld take their hosts in whatever manner may be convenient, Tok'ra prefer to enter through a host's mouth, thereby minimizing any exterior deformation. Tok'ra may choose a host based on convenience, curiosity, or kindness. After a Tok'ra has been removed from a host, there are no adverse impacts, although the host will continue to have naquadah in their blood and be able to sense it nearby. Most Tok'ra technology relies on the presence of naquadah in the bloodstream to activate.

The youngest Tok'ra are from Pangar and were created with a flaw that prevents the production of Tretonin, which also resulted in the loss of their genetic memory. Some have chosen to remain on Pangar and continue the life they built with their hosts before the arrival of SG-1; however more found that the Goa'uld are a foe worth fighting.

To this day, though they are of the same species, Tok'ra do not identify as Goa'uld and consider the Tau'ri allies against the System Lords. When General Loyer set up the Phoenix Site, he approached the Tok'ra for assistance. Seeing this as an opportunity to weaken the Goa'uld System Lords, several Tok'ra agreed to lend their aid in intelligence, logistics, and even as operatives on Phoenix Site teams.

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TOK'RA WORLDS

Because of their opposition to the System Lords, the Tok'ra have been unable to establish a home planet, instead making temporary bases through the use of special crystals. When used in the right geological area, oxygen is produced as a by-product of construction, allowing time to build life-support systems. Often, there is no exit to the surface, and teleportation rings are used to travel in and out. When a base is no longer needed, the crystals deconstruct themselves, leaving only rubble behind. The location of each base is kept a heavily-guarded secret, since each Tok'ra life lost is one that cannot be replaced.

A small number of Tok'ra were created after Queen Egeria was released from Ra's imprisonment. These younglings call Pangar home and nearly all have taken Pangaran hosts.

TOK'RA RECRUITS

All Tok'ra were created either during Queen Egeria's rebellion, the first of their kind, or after her return – they are either thousands of years old, or very young, but nowhere in between. Tok'ra recruits can be from any planet, though any not from Pangar are more likely to claim that they are from no planet at all.

A life of war has taught the Tok'ra how to fight, though their host may have a completely different set of skills. Perfect health and strong muscle cannot replace muscle memory, so many hosts train tirelessly in ancient techniques. Since either symbiote or host may control the body, Tok'ra speak lower than the host's natural octave and can cause the host's eyes to glow when clearer distinction between the two is warranted.

Like Goa'uld, Tok'ra release naquadah into the bloodstreams of their hosts which they use to manipulate both Tok'ra and Goa'uld technology. A Tok'ra may be valuable on any mission where naquadah technologies are being handled, though their primary role against the Goa'uld is espionage. Due to the similarity of their species, a Tok'ra can pass as Goa'uld even upon deep inspection. Cunning Tok'ra have infiltrated the ranks of the System Lords, passing information back to their allies or committing sabotage.

The Tok'ra refuse to use the sarcophagus to extend their lives due to its adverse effects on mental stability. Without the sarcophagus, each Tok'ra will live only their natural lifespan (or less), though instead if they had a ready supply of hosts, such a span could be nearly indefinite.

Tok'ra Traits

A Tok'ra created by Queen Egeria millennia ago has the following abilities:

Hit Points: You gain +10 additional HP.

Ability Score Increase: Choose either Intelligence or Wisdom to improve by +2.

Proficiencies: Choose any two skill proficiencies.

SYNERGISTIC SYMBIOTE

As long as a Tok'ra has a symbiote they may choose to gain advantage on any mental (Intelligence, Willpower, Charisma) save. A Tok'ra may use this ability once per Wisdom modifier (minimum 1), replenishing the uses during a long rest. If a Tok'ra is deprived of their symbiote they lose this ability as their Regeneration ability.

REGENERATION

The Tok'ra is healed to full HP during a long rest. If a Tok'ra is deprived of their symbiote they lose this ability.

Pangaran Traits

A Tok'ra created recently on Pangar has the following abilities:

Hit Points: You gain +10 additional HP.

Ability Score Increase: Choose either Charisma or Wisdom to improve by +2.

Proficiencies: Choose any two skill proficiencies.

SHREWD DIPLOMATS

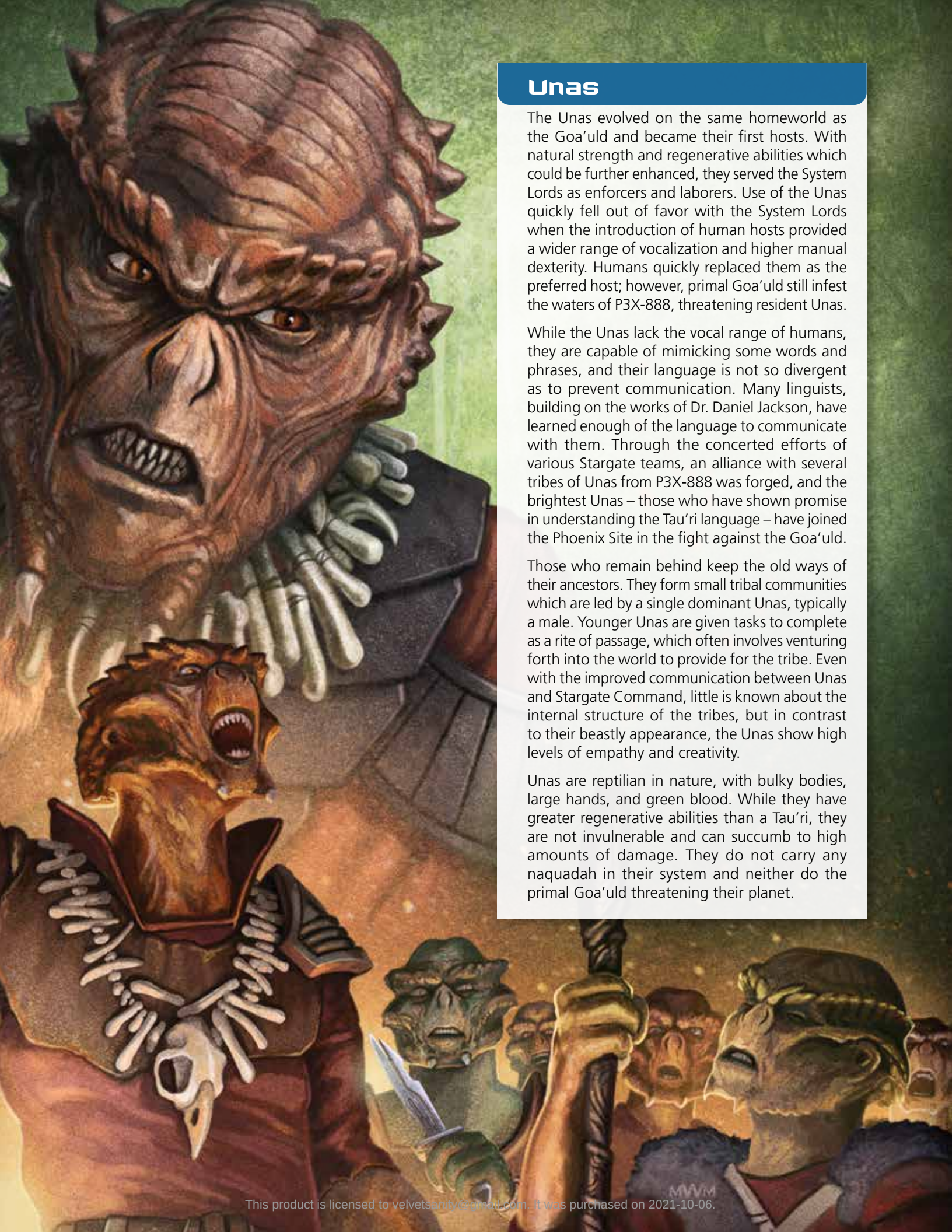
The people of Pangara are culturally pre-disposed to friendly contact and negotiation with outsiders. They may use Intelligence or Wisdom instead of Charisma when making a Persuasion Check.

REGENERATION

The Tok'ra is healed to full HP during a long rest. If a Tok'ra is deprived of their symbiote they lose this ability.

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Unas

The Unas evolved on the same homeworld as the Goa'uld and became their first hosts. With natural strength and regenerative abilities which could be further enhanced, they served the System Lords as enforcers and laborers. Use of the Unas quickly fell out of favor with the System Lords when the introduction of human hosts provided a wider range of vocalization and higher manual dexterity. Humans quickly replaced them as the preferred host; however, primal Goa'uld still infest the waters of P3X-888, threatening resident Unas.

While the Unas lack the vocal range of humans, they are capable of mimicking some words and phrases, and their language is not so divergent as to prevent communication. Many linguists, building on the works of Dr. Daniel Jackson, have learned enough of the language to communicate with them. Through the concerted efforts of various Stargate teams, an alliance with several tribes of Unas from P3X-888 was forged, and the brightest Unas – those who have shown promise in understanding the Tau'ri language – have joined the Phoenix Site in the fight against the Goa'uld.

Those who remain behind keep the old ways of their ancestors. They form small tribal communities which are led by a single dominant Unas, typically a male. Younger Unas are given tasks to complete as a rite of passage, which often involves venturing forth into the world to provide for the tribe. Even with the improved communication between Unas and Stargate Command, little is known about the internal structure of the tribes, but in contrast to their beastly appearance, the Unas show high levels of empathy and creativity.

Unas are reptilian in nature, with bulky bodies, large hands, and green blood. While they have greater regenerative abilities than a Tau'ri, they are not invulnerable and can succumb to high amounts of damage. They do not carry any naquadah in their system and neither do the primal Goa'uld threatening their planet.

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UNAS WORLDS

The Unas evolved on the same world as the Goa'uld, P3X-888, but as the Goa'uld grew in power, the Unas were dominated and their own development was stymied. When discovered by SG-1, they were still using spears and other primitive weapons to defend themselves.

Goa'uld-infested Unas are common agents of System Lords because their brutish appearance can terrorize Tau'ri populations into compliance. This, in addition to their use as a labor force, has left pockets of Unas on various planets throughout the galaxy.

UNAS RECRUITS

Factions of the Unas are dedicated to finding and freeing others from Goa'uld domination and are capable of doing so now that they have knowledge of the Stargate. It is not uncommon for individuals to ally with the Tau'ri. Those Unas who choose to join Phoenix Site are among the brightest and boldest of their tribal communities.

New recruits typically fall into one of two types: the mature Unas who seek adventure and the juveniles who have been tasked by their alphas to prove themselves alongside Phoenix Site. In both cases, the recruit must show they are capable of understanding complex orders and often are capable of forming simple sentences to improve communication with their teammates. Due to the reclusive nature of the Unas, only a few tribes have chosen to send more than a single individual, the vast majority of which are from P3X-888.

Unas recruits may experience difficulty using tools created for humans due to their oversized hands and limited flexibility. They typically prefer technologies without minute trigger mechanisms.

Unas recruits are usually a part of forward teams and combat forces, taking the lead when an address is uncovered and a new world must be explored. They excel at setting up new bases on distant worlds and defending against native wildlife and denizens who might object to the Phoenix Site's presence.

In addition to exploration, they often accompany diplomats and peacemakers on various civil missions where their mere presence can protect that emissary. Their barbarous appearance and poor speech can lead many newcomers to underestimate them, allowing an Unas potentially greater freedom than may be allotted to a Tau'ri under surveillance by their host society.

Unas Traits

Hit Points: You gain +14 additional HP.

Ability Score Increase: Choose either Strength or Constitution to improve by +2.

Proficiencies: Choose any two skill proficiencies.

IMPRESSIVE RESILIENCE

When you are the target of an attack, you may use your reaction to gain Resistance to damage for a number of rounds equal to a roll of the TD. You may use this ability once per long rest. While this ability is active, you cannot be reduced below 1 HP (regardless of how much damage you take).

ROBUST

Unas add +4 to their Strength to determine how much they can lift or carry. In addition, they gain advantage on Strength checks made to lift, carry, or push (such as battering open a door).

CLAWS

Unas have claws that can be used as a melee weapon that deals 1d6 damage.

Unchained Unas Traits

You are an Unas freed from Goa'uld slavery by agents of the Phoenix site.

Hit Points: You gain +14 additional HP.

Ability Score Increase: Choose either Strength or Constitution to improve by +2.

Proficiencies: Choose any two skill proficiencies.

UNDERESTIMATED

Non-Unas have a tendency to assume you understand less than you do. You gain advantage on any check to conceal the truth or otherwise lie to non-Unas.

IMPRESSIVE RESILIENCE

When you are the target of an attack, you may use your reaction to gain Resistance to damage for a number of rounds equal to a roll of the TD. You may use this ability once per long rest. While this ability is active, you cannot be reduced below 1 HP (regardless of how much damage you take).

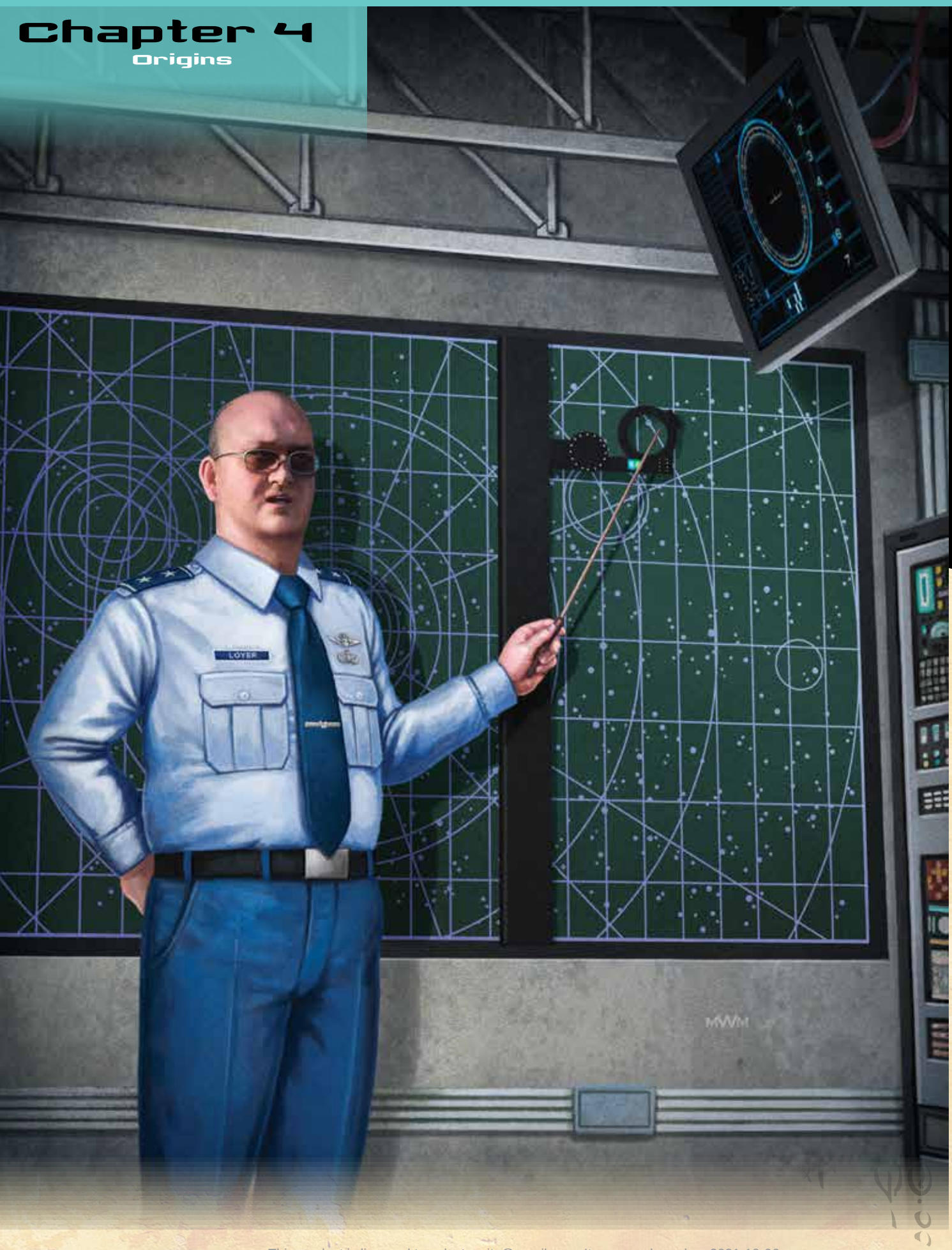
CLAWS

Unas have claws that can be used as a melee weapon that deals 1d6 damage.

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Chapter 4
Origins



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BUILDING A CHARACTER'S HISTORY

A character's origins are how we define the important elements of their life before the campaign. Each character selects two origins, but no two may be of the same category (Biome, Background, or Racial).

You can consider what elements of your background you want to focus on when choosing your origins, or alternatively, you could work backwards from the mechanics. You might find two origin abilities that fit your concept and craft a backstory to fit. After all, people with specific backgrounds are often recruited to fill specific positions within the Phoenix Site.

Perhaps your character is a human from a forest moon who spent his life watching the stars and mapping their path, only to be discovered by the Phoenix Site. The Arboreal and Scholar origins might be right for you.

Or you might be playing an Unas soldier recruited from a mountainous region chosen for his strength and hardy body. The Mountainous and Freedom Fighter backgrounds might best suit the character.

PLAYER CHARACTER BACKSTORY

In the Stargate SG-1 RPG, we refer to a character's backstory as an origin, for the specific purpose of creating PCs designed for a TV series campaign. RPG gamers, both new and veteran, often stumble when creating a PC backstory, especially considering the pitfalls faced by a creative mind. To avoid this fate, we focus on the origin of a character rather than a developed backstory, as that hinders play in subtle ways that aren't apparent at a campaign's start.

One common mistake is creating too much backstory for your character. After all, players are seeking a creative gaming experience that serves as both outlet and entertainment. Writing a complete backstory certainly feels like it would aid such a goal, especially when it comes to the player portraying that PC at the table. However, the events of the game season episodes are supposed to be the most interesting part of the character's life. By delving too thoroughly into a character's backstory you run the risk of overshadowing the campaign, not usually for other players, but for yourself.

By keeping the backstory simple you leave room to watch the character grow. A backstory is still a story, after all, and in a story we see characters grow, learn, and change. If your character has done too much of that before we meet them "on screen" then they either have to frequently relearn old lessons or not grow as a person.

You may want to consider using a common TV show archetype (such as the quipping leader or the arrogant egg-head) so you've got a rough idea of how the character acts, but leave plenty of open space in their history to add friends, family, and minor events that tie into the campaign's narrative and themes.

Think of your character not as a fully fledged individual (even though that's how you want them to feel). Instead, present them as a character in a TV show or movie. When we first meet Jack O'Neill, for instance, the details of his character background are scant. We learn that he is mourning the loss of his son, and that he's a very skilled soldier and field commander. We aren't given the details of his previous missions, and we don't need them. As the original movie and the SG-1 series continue, we learn a lot more about the character, including meeting old friends and learning about his previous career. The actors portraying O'Neill didn't need to know every minor detail of his background. Rather, they focused on the essential truths of the character so that they could bring the fictional to life on the screen. You can do the same on the tabletop!

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Biome Origins

These origins represent an environment, location, or terrain. Generally, biomes provide the character with an attribute bonus and a special ability to represent their adaptation to their homeworld.

It's possible for two characters from the same world to be from different biomes. Most planets have complex environments with many biomes created by stellar and geological factors.

ARBOREAL

A forest or densely wooded area. You might have been branch or floor dwelling, but your life was shaped by the trees. You're an expert climber and years of forest living have given you an iron grip.

Attribute: Strength +1

Natural Climber: You have a climb speed of 6m.

ARTIFICIAL

Your entire life was within a created environment, such as a space station, underground facility, or bio-dome. You are practical and careful, because you understand artificial environments intuitively.

Attribute: Wisdom +1

Life or Death Repairs: You gain advantage on engineering checks made when failure would deal damage or endanger your life (such as repairing an airlock before it fails or diffusing a bomb).

DESERT

Whether from sandy dunes or rocky badlands, your homeland was known for its water scarcity and high temperatures. Many worlds see civilizations built on the backs of desert communities that are forced to work together, developing commerce, trade, and the culture's first governments.

Attribute: Charisma +1

Heat Acclimated: You have resistance against fire damage.

GRASSLANDS

The rolling savannahs or tilled fields of your home were a bounty for the people in times of peace and a prize to be won in times of war. Clean air, abundant resources, and wide open spaces see many grassland youths grow healthy and tall.

Attribute: Constitution +1

Natural Sprinter: Your movement speed increases by 1m.

LUNAR

Your homeland was on a moon. You grew up in slightly lighter gravity, but few sights compare to a sunset eclipsed by the world above. Your three-dimensional awareness developed at an early age, thanks in no small part to the realities of lunar living.

Attribute: Dexterity +1

Eager Astronomer: You gain advantage on any Science Checks that pertain to astronomy.

MOUNTAINOUS

Steep cliffs, fjords, and high altitudes were the predominant features of your home, and you adapted young to a more vertical life. You're no stranger to physical effort, and you've got the strong physical core to show for it.

Attribute: Strength +1

Vertical Drop: Reduce the distance you fall by half for the purposes of calculating the damage suffered from falling.

OCEANIC

Your homeworld's vast oceans gave rise to people who knew its tides, reefs, and currents. You grew up with the ocean as a constant companion to be thanked and feared in equal measure.

Attribute: Wisdom +1

Gifted Swimmer: You gain a swim speed of 6m.

RAINFOREST

The forest canopy blocked out the skies of your world. Your youth was spent among the trees, their trunks and limbs providing for a staggering variety of wildlife and a tightly knit local community.

Attribute: Charisma +1

Tropics Adept: You do not suffer disadvantage on Ability Checks caused by rain or fog.

STARSHIP

You were raised aboard a vessel that travels the void of space, giving you the opportunity to adapt to a variety of environments and to learn a practical view on the sciences.

Attribute: Dexterity +1

Void Adept: You may use your Wisdom modifier instead of your Intelligence modifier when making a Science Check.

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TERRAFORMED

Your world, or part of it, was drastically altered by artificial means to better support your people. Despite careful planning, life is unpredictable, so you've grown accustomed to planning ahead while being ready for the inevitable unexpected.

Attribute: Intelligence +1

Strange World: Once per day you may use your reaction to gain advantage on a saving throw.

TOXIC

Your world's environment contains a substance deadly, or at least highly dangerous, to other people of your species. Either through engineering or genetic luck, the members of your culture are immune or at least highly resistant to the toxin.

Attribute: Constitution +1

Toxic Resistance: You gain resistance to either poison or necrotic damage (choose one).

TUNDRA

The frozen flatlands of your homeland hid much of their bounty beneath the ground. The temperature so rarely rose above freezing that your enduring people could use snow and ice in daily construction.

Attribute: Constitution +1

Cold Acclimated: You have resistance against cold damage.

SUBTERRANEAN

You grew up deep underground in caves or another natural complex, rarely if ever seeing the sky. Due to the real dangers of cave-ins and other dangers of the underworld, your people are quick on their feet with sharp eyes.

Attribute: Dexterity +1

Improved Vision: You treat areas of dim light as brightly lit (including the ability to discern color).

SWAMP

High water lines and dense foliage combine to create slow moving rivers that teem with life. You've learned long ago the value of being unseen, especially when so many of the dangers of your homeland lurked in the shadows of trees or beneath the surface of water.

Attribute: Wisdom +1

Patient Hunter: You may use your Wisdom modifier instead of your Dexterity modifier when making Stealth skill checks.

URBAN

Densely packed buildings and the press of people have created the most common artificial environment in the Milky Way. You're no stranger to the problem solving required when weaving through complex streets, underground transportation, or crowds.

Attribute: Intelligence +1

Melting Pot: You may use your Charisma modifier instead of your Wisdom modifier when making Culture skill checks.

VOLCANIC

Your civilization formed where your world's tectonic plates pressed upon one another, making it prone to eruptions of lava and noxious clouds. Volcanic worlds tend to have higher than standard gravity or are extremely mountainous, leading to denizens with steady arms and solid muscle.

Attribute: Strength +1

Heat Acclimated: You have resistance against fire damage.



The Phoenix-1 team finds itself on a volcanic world in search of a missing ally.

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Background Origins

Origins that represent a specific lifestyle, occupation, or hardship are background origins. Background origins typically grant the character a skill or tool proficiency as well as a special ability.

AVIATOR

The most common pilots assigned to the Phoenix Site are unsurprisingly drafted from the US Air Force. However, others pilots of more esoteric vessels have been recruited, such as Death Glider pilots and even a blimp/zeppelin operator or two.

Bonus Proficiency: Pilot

Crash Landing: You gain resistance against all damage suffered when you are a pilot or a passenger of a vehicle when it crashes or is destroyed.

DRIVER

Whether controlling a team of horses pulling a stagecoach or delivering illicit goods across borders on a dirt bike, the driver has developed skills at steering a vehicle rapidly in a variety of conditions.

Bonus Proficiency: Animal Handling

Speedster: Vehicles you are piloting and animals you are riding or driving gain +1 AC.

ENTERTAINER

You're no stranger to the spotlight. Whether it's playing an instrument in a local pub, gracing the stage in a theatrical production, or any number of potential performances, you're accustomed to putting on a show.

Bonus Proficiency: Performance

Zeitgeist: When making a Culture or Insight check to understand the importance or meaning of a piece of art or performance, you may use Charisma instead of Wisdom.



CAPT. S. RODRIGUEZ
PHOENIX-1

ENFORCEMENT

You wielded authority that was not your own to maintain that power, be it in service to a concept like the law or a more concrete patron such as a boss.

Bonus Proficiency: Intimidation

Air of Authority: Characters suffer disadvantage on Intimidation Checks that target only you.

ENSLAVED

You were recently freed from slavery, either by the SGC or one of its allies. Your life until now has been one of subjugation and toil.

Tool Proficiency: Choose any one tool proficiency.

Friend to Toil: When you would suffer exhaustion, you suffer 1 less level of exhaustion (minimum 1).

FORMER HOST

You once served as a host for a Goa'uld symbiote (whether hostile or friendly), and your body has forever been altered as a result.

Naquadah Blooded: Your blood contains trace amounts of Naquadah which allows you to activate and use some technology (such as many Goa'uld devices).

Symbiote Familiarity: Your close familiarity with a symbiote mind and its psychology grants you advantage on Insight Checks against characters with symbiotes.

FREEDOM FIGHTER

The oppression of a Goa'uld System Lord or another powerful force kept your people in bondage, but you fought back where others were cowed.

Bonus Proficiency: Stealth

Last Resorts: You suffer disadvantage on all Moxie checks, but gain advantage on all Initiative Checks.

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HEALER

You dedicated your life to healing the afflictions people suffer in their bodies and minds.

Bonus Proficiency: Medicine

Soothe: During a short rest you and your team members heal additional HP equal to your Proficiency bonus.

HERDSMAN

Many cultures make use of animals both as a food source and as a means of labor. Your people made use of flocks and beasts of burdens regularly, and you've learned to care for and train beasts.

Bonus Proficiency: Animal Handling

Beastfriend: When making Animal Handling Checks, you may use Charisma instead of Wisdom.

HUNTER/GATHERER

You come from a pre-agricultural society, or at least one who makes use of a commodity that must be hunted or found in the wild. You are thus, an expert at living off the land.

Bonus Proficiency: Survival

Irongut: You gain advantage on all saves against poison or other ingested substances.

LIAISON

Go-betweens and trusted functionaries rise up in nearly every civilization where multiple groups attempt to cohabitate and work together. You're one such individual, be it an assistant to a leader, an emissary to a foreign people, or simply a courier who must pass through neighboring lands.

Bonus Proficiency: Culture

Stranger to the Land: You gain advantage on any Charisma Checks to hide your foreign nature.

MERCHANT

Any civilization that develops money finds itself with professional money makers. It should come as no surprise that an organization like the Phoenix Site has use for such logistical minds, whether they developed their skills as a purveyor of goods directly to the public, or as a middle man procuring goods from other sources.

Bonus Proficiency: Insight

Efficient Logistics: You gain a +1 bonus to the total bulk of equipment you can carry.

MILITARY

You served in an organized military or militia, receiving training and maybe even direct combat experience. Note: Human characters who served in the Tau'ri military may want to select the Tau'ri military racial origin instead (they do not stack).

Bonus Proficiency: Choose any one armor or weapon proficiency.

Drills: You gain +1 HP per level.

PRESERVATIONIST

You feel at home in natural environments and wish to see them cared for, even those of other worlds. Perhaps you've witnessed the devastation that can be wrought on a planet by the Jaffa, or you might simply feel driven to protect the natural splendor on display in the Milky Way.

Bonus Proficiency: Nature

An Eye for Nature: You gain advantage on Intelligence and Wisdom Checks to identify the properties of plants.

POLITICIAN

Most organized governments have decision makers either appointed by a ruler, elected by the people, or chosen in other more unique ways. You've learned to maintain a delicate balance between commander and public servant while telling people what they want to hear.

Bonus Proficiency: Persuasion

Two Faces: When making Deception Checks you may use Intelligence instead of Charisma.

REFUGEE

You were forced to flee your lands for an extended period of time, possibly traveling great distances to seek asylum from the enemies of your enemies.

Bonus Proficiency: Athletics

New Environments: You gain advantage on any Athletics Checks to navigate an unknown wilderness environment.

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SAILOR

Many cultures throughout the Milky Way begin their exploration of the universe with what lies over the horizon of their oceans. Whether in military service or any number of trades, you have learned to keep your footing aboard a naval vessel.

Bonus Proficiency: Acrobatics

Sea Legs: You gain advantage on any Acrobatics check to maintain your balance or stay standing.

SCHOLAR

Regardless of how your society stored knowledge, you dedicated yourself to some aspect of its collection, dissemination, or preservation.

Bonus Proficiency: Science

Preserve Knowledge: You gain advantage on Persuasion checks with other Scholars, learned people, or those who wish to preserve knowledge in some way.

SENTRY

While often the task of soldiers, a trained and skilled sentry is a boon to many alien cultures. You're trained to keep vigilant and never let your watch falter, a skill that comes in handy in a Phoenix team.

Bonus Proficiency: Perception

Long Night: You ignore the first night without rest, only suffering ill effects starting on the second night as if it were the first.

SLEUTH

With a keen intellect, you've spent time professionally seeking troublesome truths in service of your society's laws. A sleuth uncovers those secrets either for themselves, a client, a policing force, or a clandestine organization.

Bonus Proficiency: Investigation

The Reveal: You gain advantage on any Persuasion checks to accuse someone of a crime or wrongdoing.

STUDENT

As with many youth, you were still deciding where life wanted to take you when the lure of the Stargate called. Now your eagerness to learn is directed into the unknown cosmos.

Bonus Proficiency: Perception

Quick Study: Once per mission, you may make an Intelligence save instead of another save.

SWINDLER

You've joined the Phoenix program under false pretenses, having developed a skilled liar's tongue and a desire to make your life better. However benign your true motives may be or how close to the truth your lie is, you've at least managed to get attached to a Stargate team, which you qualify as a success.

Bonus Proficiency: Deception

Low Profile: You may use Deception in place of Stealth when attempting to pass unnoticed through a populated area (such as a town or enemy base).

TEACHER

You've spent your life honing minds to pursue knowledge, only to have your limited view of the universe revealed by the Stargate. Now you've joined the Phoenix Site to learn so that you can help educate new recruits.

Bonus Proficiency: Insight

Patient Approach: Once per mission, you may make a Wisdom save instead of another save.

WRIGHT

From the first wheelmaker to expert repair technicians, the wright fills a vital role in any civilization. Regardless of your people's level of technological advancement, you've learned to approach problems in a pragmatic matter and are quick to learn new mechanical concepts.

Bonus Proficiency: Engineering

Measure Twice: You gain half your Proficiency bonus on ability checks with tools you are not proficient in.

UNDERWORLD

Any culture with laws has people who break those laws. You operated in the shadows of your society, and those skills can be useful to Stargate teams looking to procure contraband or lay low in an alien society.

Bonus Proficiency: Sleight of Hand

Black Market: You gain advantage on any ability check to make peaceful contact with members of the underworld.

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Racial Origins

These origins are specific to Stargate: SG-1 lore and are available only to characters of the noted race.

ATUREN SPIRITUALIST

You have been chosen, as a student, by the Nox. During your time there, you've been indoctrinated into some of their ancient practices.

Required Race: Aturen (Noxian Pacifist)

Ritual of Life: You can lead a ritual during a short rest to restore the dead to life. This requires a natural environment and two other characters. You must succeed at a DC 20 Culture Check, and if successful, a character that has been dead less than a day is brought back to life with 1 HP. If you fail, the character cannot be saved. You cannot use the ability while suffering from negative emotions, such as rage, sorrow, or guilt.

JAFFA RENEGADE

You served a System Lord as an honored guard, revering the Goa'uld as gods. But your eyes have opened to their petty nature, so you joined the Phoenix Site for a chance to free the Jaffa people.

Required Race: Jaffa (including Free Jaffa)

Attribute: Wisdom +1

Rebel: You gain advantage on saves caused by Goa'uld and other Jaffa.

STUDENT OF BRA'TAC

You trained under Master Bra'tac, as a result, you are precise and fluid with a Ma'tok.

Required Race: Jaffa (including Free Jaffa)

Attribute: Dexterity +1

Ma'tok Mastery: You treat any Ma'tok you wield as if it had the finesse weapon quality.

TAU'RI MILITARY

As an operation of the USAF, the Phoenix Site is technically part of the human military. In recent years, General Loyer recruited from other branches of the military. The majority of personnel assigned to the Phoenix Site are from this background.

Required Race: Human (must be from Earth)

Basic Training: You are proficient in martial arts, longarms, or heavy armor (pick one).

TOK'RA SPY

Working endlessly against the Goa'uld System Lords, the Tok'ra employ many spies whose experienced symbiotes can help them infiltrate deep within the Goa'uld ranks. Tok'ra spies are integral to the information gathering efforts of the Phoenix Site and frequently find themselves assigned to or leading teams during extraction missions.

Required Race: Tok'ra (but not Pangaran)

Attribute: Charisma +1

Passing: You gain advantage on any Deception Checks to trick targets into believing you are a Human, Goa'uld, or Jaffa.

UNAS ALPHA

You were once the alpha of a clan, but either left to join the Phoenix Site or failed to protect them. Among the Unas you are considered a natural leader and many Unas look to you for guidance.

Required Race: Unas (including Unchained Unas)

Attribute: Charisma +1

Clan Leader: Once per mission, other friendly Unas may call upon your presence to gain advantage on a save or attack roll.



Kambra and her siblings perform the ritual of life to save Ambassador Vinze.

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Chapter 5
Classes



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BUILDING A CHARACTER'S ROLE

In the Stargate SG-1 Roleplaying Game, your character's class is a loose military designation that combines their skill set, aptitudes, and training regimen. The first five levels of your character's training determines what abilities they begin with and acquire as they level up. Your class is how the brass of the Phoenix Site sees your character and what they expect of them, for the first few levels.

As an institution, the Phoenix Site guides its members' training until they have proven themselves. Once your character reaches level 5, however, this class ceases to be enforced by the military nature of the Phoenix Site.

At level 6, your character is allowed to stray from their designated class, and determine their own future training. You can focus on improving your abilities, learn the feats of other classes, or learn new abilities not part of the established classes.

In many other RPGs, a class defines who your character is and what they are capable of accomplishing. A player typically chooses their class and that determines the experience they will have from level 1 to 20, or beyond. However, this game is designed a little differently, so players accustomed to other games with classes may find that advancement acts in unexpected ways.

THE SIX BASIC CLASSES IN THE STARGATE SG-1 ROLEPLAYING GAME:



The Diplomat is charged with making peaceful contact with new civilizations and maintaining relationships with allied groups.



The Engineer maintains the wide range of technology used by the Phoenix Site.



The Medic is designated to keep their team healthy and combat-ready.



The Scientist investigates the mysteries of new worlds and lost cultures.



The Scout keeps his team safe in the wilderness and behind enemy lines.



The Soldier is tasked with keeping his team alive when inevitable danger looms.

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The Maste Maneuver

Another javelin shattered against the boulder just above A'tir's bald head. "Do you still wish to pursue peaceful contact?" His voice was stoic, almost emotionless, but we knew he was being sarcastic. He and Lanni had found cover behind a large outcropping, but we were forced to crouch just a few meters away behind a smaller stone that barely managed to obscure our body.

"Yes," we said, using Maste's voice. "We don't know anything about this species. Those could be children for all we know." Our point was somewhat undermined by a javelin landing in the dirt just a stride away.

Lanni broke into a sprint, snatching the javelin from the dirt as she passed, and then slid to a stop behind our stone. A memory flashed in Bythal's mind: she reminded us of someone. Adrenaline quickly chased nostalgia from her.

"Scootch" said Lanni as she kept low and crowded behind our stone. She turned the javelin over in her hand. "Look at how crude this is. The tip is a carbon flux'd iron… not too different than Tau'ri steel, but the haft is just a tree branch that appears to have been torn from the tree by hand."

"So they're scavengers?" we asked, both our minds puzzling out meaning in tandem.

Lanni nodded, "That seems likely, but…"

"I could end this now." A'tir shook his Staff weapon at us. "They are quite close together."

"No!" we shouted as both minds went through the contents of our pack. "We've got an idea!"

It took only a few heartbeats to find the care package in our pack. We'd brought it for the breath mints, but the tin held much more. We peeled off the lid as a javelin cracked on stone and another landed in the dirt.

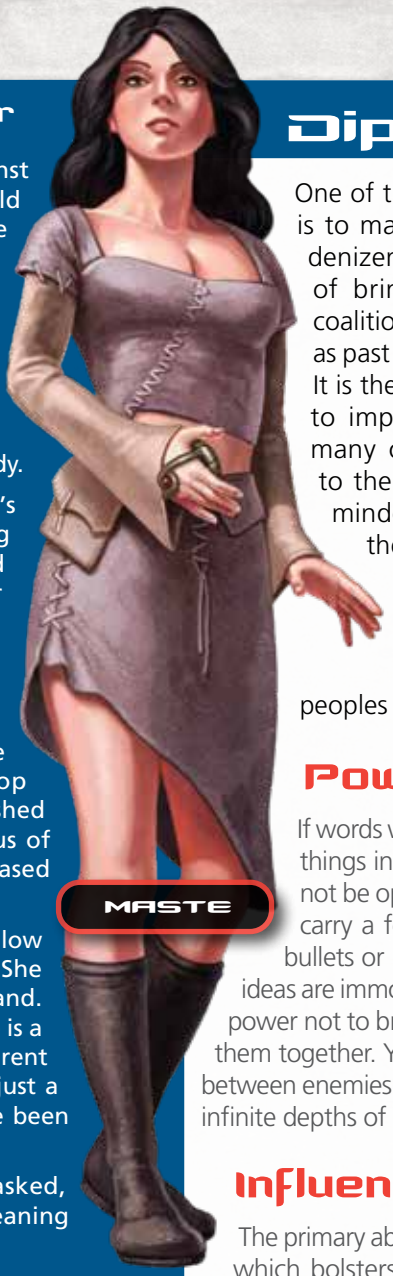
"How many more spears could they even have?" asked Lanni.

"It is impossible to know." answered A'tir.

We took a breath, feeling Bythal's lungs expand as we stood from cover. We threw a blue and red bottle from the care package as hard as we could. It fell short of the native's position, rolling to a stop a few meters from them.

"What was that?" asked Lanni as a distinct hiss came from the line of javelin throwers.

"A Pepsi, I don't know. It worked!" we said as the javelins stopped falling.



Diplomat

One of the Phoenix Site's primary goals is to make peaceful contact with the denizens of the Milky Way in hopes of bringing more worlds into the coalition. This isn't a job for soldiers, as past failures have frequently proven. It is therefore General Loyer's decision to implant a trained diplomat into many of the Phoenix teams, much to the annoyance of more martially minded advisors. When words are the weapons of choice, it is the diplomat on the front lines, ready to meet new species, to understand their cultures, and eventually convince entire peoples to join the fight for freedom.

Power of Words

If words weren't one of the most powerful things in the universe then speech would not be opposed by tyrants, but words can carry a force that cannot be stopped by bullets or blades. Words convey ideas, and ideas are immortal. As a diplomat you wield this power not to bring societies to ruin, but to bring them together. Your words find common ground between enemies and forge new friends across the infinite depths of space. Let's see a bullet do that!

Influencing People

The primary ability of the diplomat is inspiration, which bolsters your team with temporary hit points. In this way, the diplomat can serve as a preventative healer. In addition to this boost, your inspired team members benefit from your Inspiration feats, which can help them pass saves, make additional attacks, or a variety of other effects to make the team as effective as possible.

Creating a Diplomat

Diplomatic characters need a high charisma score to aid in their persuasion skill, as well as to enhance their inspirations. Of all your attributes, strength is probably the least important. To quickly make a diplomat, take the inspiration feat "defensive motivation" (see page 98) to grant your team members bonus armor class whenever they are inspired.

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Class Features

As a Diplomat, you gain the following class features:

HIT & DETERMINATION POINTS

Hit Points at 1st level: 8

Hit Points at Higher Levels: 5 per level

Hit Die: d8

Determination Points: +2

PROFICIENCIES

Armor: Light

Weapons: Common weapons, Sidearms

Tools: Med Kit, Translator, Pan-Cultural Wardrobe

Saving Throws: Wisdom & Charisma

Skills: Culture, Deception, Insight, Persuasion

EQUIPMENT KIT

You add a translator to your base kit (see page 58).

INSPIRE

Your mere presence inspires your comrades to pursue their mission in a myriad of clever, if sometimes unperceived, ways. During a long rest, you may grant all team members 1d6 temporary HP with an action (the die rolled is called the Inspire die). These temporary HP last until the next long rest or until removed by damage.

While a team member has these temporary hit points (called "Inspired" characters), they gain the benefits of your Inspiration feats (see page 98).

A character may only be Inspired by one source at a time. If a character is targeted by a second Inspire ability, the target character chooses which to benefit from.

INSPIRATIONS

You are adept at inspiring allies in specific ways, granting abilities to yourself and your team while they have temporary HP granted by your Inspire. Choose one Inspiration feat (see page 98) at 1st level, and then another at 3rd level and 5th level.

An Inspired character gains all of the benefits of your Inspiration feats while they have temporary HP from your Inspire ability.

Diplomat Features

Level	Features
1	Inspire, 1st Inspiration
2	Pep Talk, Word In An Ear
3	Force of Will, 2nd Inspiration
4	Diplomatic Expertise, Ability Score Improvement
5	Strong Personality, 3rd Inspiration

PEP TALK

Starting at 2nd level, you can give a stirring speech to your team. As an action once per mission, you can restore 1d4 Determination points to each member of your team (including yourself).

WORD IN AN EAR

Starting at 2nd level, you can inspire a single team member within 1m as an action. Roll your Inspire HP die and grant the target Inspire HP as normal. Characters who currently have Inspire HP are immune to this ability. A character may only be targeted by your Word In An Ear once per long rest (although other characters may still inspire them).

FORCE OF WILL

At 3rd level, you may use Inspire when you take a short or long rest. Characters already benefiting from your Inspire are immune to a second application.

DIPLOMATIC EXPERTISE

At 4th level, choose Culture, Insight, or Persuasion. Your Proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

ABILITY SCORE IMPROVEMENT

At 4th level, you can increase your Wisdom or Charisma by +2, or you can increase two ability scores of your choice by +1. As normal, you can't increase an ability score above 20 using this feature.

STRONG PERSONALITY

At 5th level, your Inspire die increases from 1d6 to 1d8.

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OSB (On Sight Berveling)

"I found the problem." I hoped the tactical radio could reach without the relay online, as I hung from the cliff in my climbing harness. I got nothing but static as I released some of my line, lowering a meter. If I started swinging, I could get a hand on the relay from here.

"A chunk of cliff fell off, we need to move the relay to higher ground."

I didn't really expect anyone to hear me, but Oringo's deep snarl was oddly easy to understand between pops and warbles. "Watch the rocks. Stones don't fall once."

It was good advice; I wasn't really sure how stuck in the relay it would be. Luckily, lubricants were not in short supply. The Tau'ri do love their oils. I previously rigged up a grease bomb for just these occasions, but with the loose rubble I'd need a spray-can in there. Like a pioneer.

With a few swings, my feet met stone and I set another piton in place. I was securing a line when I saw it: A flash of red scales. I let go as quick as I could, swinging back out to hang.

I spoke softly into the mic. "I've got a critter here. Little bit like an eel or a snake, maybe? Serpentine."

"What...it?" static, but Oringo's meaning came through.

"Just saw it for a moment, it looked bright red."

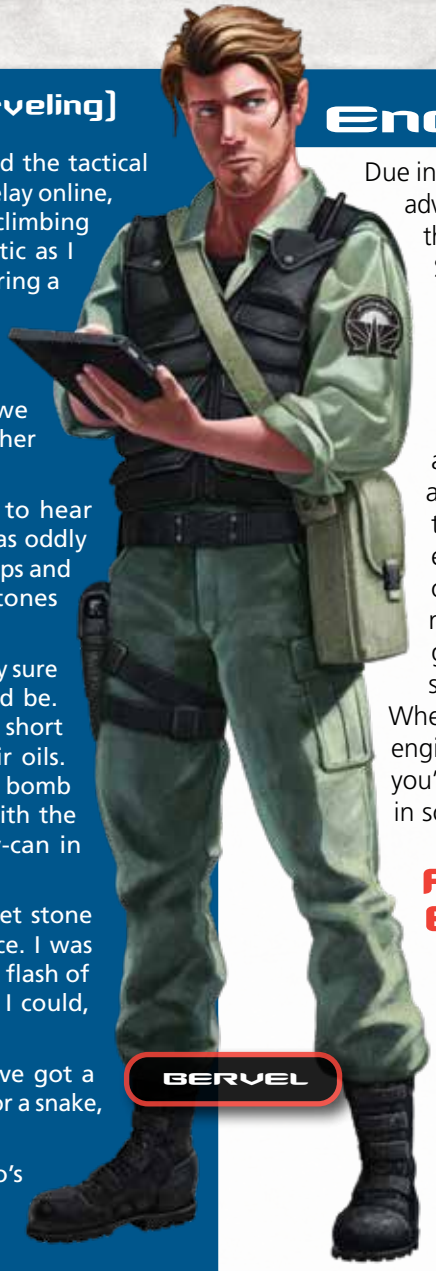
"Venomous–" punched through the static.

"I'm gonna try to freeze it out. It should be cold blooded right?" A whine and scrape cut off Oringo's response.

I enjoy working with Tau'ri equipment. Being forced to improvise. It brings me closer to my ancestors who crossed seas on log rafts. I primed the air in my grease bomb (cone sprayers with a shared reservoir). I dumped out most of the oil. It formed a magnificent prism of colors falling half a kilometer into the canyon below. Then I... well I shouldn't say, Loyer hates it when I use unauthorized compounds.

I tossed my improvised grenade. It worked perfectly, spitting streams of oily compound into every nook. The snake must have responded with fight instead of flight, because it reared its head, but it froze solid with it's cheek frills fully extended.

Only a little worried it would thaw, I swung in, grabbed it just behind the head, and put it in my pack for Lanni. The relay was mine, but I still had hours of climbing ahead.



Engineer

Due in no small part to the fantastical advances in technology throughout the Milky Way galaxy, the Phoenix Site is in need of more engineers than it could ever recruit. Field engineers are an even more specialized breed, capable of repairing alien technology with little more than duct tape and WD-40. Where scientists and diplomats are sent through the gate to puzzle out more esoteric questions like the origins of an alien virus or the meaning of friendship, you go through the gate to make sure everything keeps working. When confronted with alien tech, engineers are the first called in, and you're not afraid to get elbow deep in some unknown artifact.

A Tool For Every Job

Solutions are the first tool in any engineer's bag, but those solutions need real tools, real ideas, and real elbow grease. It's one thing to know a pump-generator needs maintenance, but another to swim down to it and improvise a submersible welding torch that won't just melt a weak seam into place. You're a problem solver first and foremost, no matter how complex the situation may seem at first.

Creative Solutions

The primary ability of the engineer is the special modifications he makes both to his own equipment and that of his team. A good engineer knows when to calibrate a team member's firearm and when to double check all the rivets in their armor.

Creating an Engineer

Engineer characters need a high intelligence score to aid in the engineering skill, as well as to enhance your ability to repair machines. Of all your attributes, charisma is probably the least important. To quickly make an engineer, take the modification feat "sidearm calibrations" (see page 99) to grant a team member (or yourself) bonus accuracy with their sidearm.

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Class Features

As an Engineer, you gain the following class features:

HIT & DETERMINATION POINTS

Hit Points at 1st level: 8

Hit Points at Higher Levels: 5 per level

Hit Die: d8

Determination Points: +2

PROFICIENCIES

Armor: Light

Weapons: Common weapons, Sidearms, Longarms

Tools: Engineering Kit, Explosives, Fabrication Kit

Saving Throws: Dexterity and Intelligence

Skills: Engineering, Pilot, Perception

EQUIPMENT KIT

You add an Engineering kit to your base kit (see page 58).

JURY RIG

You are an expert at field repairs, even when you have to get creative. When you use an engineering kit to repair a machine you heal 2d8 points of damage instead of 2d6.

In addition, you may repair an adjacent machine as an action rather than only during a short rest.

MODIFICATIONS

You don't just fix and maintain your equipment – you've also made some special modifications that enhance the effectiveness of you and your team's gear. Choose one modification feat (see page 99) at 1st level and another modification feat at 3rd and 5th level.

HOLD TOGETHER

At 2nd level, when you benefit from cover, you gain resistance to the damage of attacks hindered by that cover.

Engineer Features

Level	Features
1	Jury Rig, 1st Modification
2	Hold Together, Whack-It
3	Tune-Up, 2nd Modification
4	Broad Spectrum Scanners, Ability Score Improvement
5	Xeno-Tech Specialist, 3rd Modifcation

WHACK-IT

At 2nd level, you've learned the time-honored technique of a well placed thump. As a bonus action you can give one adjacent machine +1d6 temporary hit points. If this brings the machine's HP to above half its normal HP, it begins to function immediately. You may only maintain these temporary HP on one machine at a time.

TUNE-UP

At 3rd level, you add your Intelligence modifier to the amount repaired whenever you repair a machine or grant a machine temporary HP.

BROAD SPECTRUM SCANNERS

At 4th level, you can use Intelligence instead of Wisdom when making Perception Checks.

ABILITY SCORE IMPROVEMENT

At 4th level, you can increase your Dexterity or Intelligence by +2, or you can increase two ability scores of your choice by +1. As normal, you can't increase an ability score above 20 using this feature.

XENO-TECH SPECIALIST

Starting at 5th level, you have gained a broad understanding of various technologies alien to your home world. When performing an episode R&D encounter, you may use this out-of-the-box thinking to reduce the time required by one stage (minutes requires rounds, hours requires minutes, and so on). In addition, you gain advantage on any ability check to understand the function and design of a technology with which you are not already familiar.

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Medic

It's an unfortunate truth, but people get hurt. This is especially true in an exploratory organization that sends people throughout the galaxy to discover new worlds and peoples. On the frontlines, ready to confront such trauma, is the medic. Trained to deal with more than just broken bones, the medic must keep a team healthy, even from alien viruses and toxins. After all, it is the medic who stands on the bridge between life and death, telling their comrades to turn back to the world of the living.

The Healer's Art

Whether their med kit is filled with Penicillin or some alien fungus collected from the southern side of the Oa-voa tree, the medic must know what tools heal which wounds. This task is often made more difficult by the wide variety of species they are expected to tend to. Compound that with the near infinite assortment of infection and plague within the Milky Way, and the medic must always be ready to work on an unknown canvas, and for this reason their duty is often more an art form than a pure science.

Bloodied

The primary ability of the medic is first aid, which allows the medic to heal damage more rapidly than most other team members. It is important for a medic to know the key words "scuffed" (below full hit points, but at half or above) and "wounded" (below half hit points). These key words affect many of the medics abilities, including some procedures.

Creating a Medic

Medic characters need a high wisdom score to aid in the medicine skill, as well as to enhance your ability to heal. Of all your attributes, strength is probably the least important. To quickly make a medic, take the procedure feat "crash training" (see page 100) to allow you to revive a team member whose life signs have stopped, if you're quick enough.

Kulera's Calling

The vortex has always terrified me. I once saw a Colonel activate the gate with a pair of Jaffa on the ramp. One vanished completely, but the other was further down, it just took his top half. His legs didn't so much collapse, as kneel. His knees just sort of leaned forward and then collapsed to the side. It's an image that's stayed with me.

So I'm shaking, with my toes just behind the red safety line, my knees bent too, ready to sprint.

"Chevron Six encoded," came the voice over the loudspeaker. I looked to my right, and A'tir nodded at me, his body ready to run and his staff weapon ready to fire. I looked to my left and found Maste whispering to herself. Perhaps she was praying, but it was more likely I was witnessing a symbiote and host conversing.

I held my breath as the voice declared, "Chevron Seven locked." Then, a few heartbeats before the vortex exploded from the gate, I inched my toes back, but the line was well painted. The unstable energy exploded into a jet of mercurial liquid close enough to reach out and touch. I held back that desire, although I'd certainly get an interesting story about how I lost my hand.

Once the gate had calmed, A'tir shouted "Advance!" and we did. Nearly thirty of us, those behind me armed with rifles and even a few swords, rushed the gate. I'd gotten accustomed to having my atoms hurtled across the cosmos, but I wasn't ready for what I saw on the other side of the Stargate.

They lay there, bodies limp, eyes crying black ichor, and mouths open in anguish. Some silent, some crying quietly in pain. I let my eyes roll over the carnage for a moment, hoping to find someone I could help. A broken bone, a bloody arm, anything but these wailing half-corpses. I spotted a Private not even a few meters away. Most of his jaw was covered in blood, maybe he'd bitten his tongue.

I slid to a stop on my knees before I realized I'd even started running. I was washing the wound when the soldiers started calling all around me. "Medic!" I heard someone shout, Then another "Medic!" to my right. "Medic!" from a cloud of smoke. "Medic!"

KULERA

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Class Features

As a Medic, you gain the following class features:

HIT & DETERMINATION POINTS

Hit Points at 1st level: 8

Hit Points at Higher Levels: 5 per level

Hit Die: d8

Determination Points: +2

PROFICIENCIES

Armor: Light

Weapons: Common weapons, Sidearms, Shotguns

Tools: Med Kit and Outbreak Kit

Saving Throws: Dexterity and Wisdom

Skills: Athletics, Insight, Medicine, and Science

EQUIPMENT KIT

You add a Med Kit to your base kit (see page 58).

FIRST AID

Your extensive training in field medicine allows you to rapidly provide aid to a wounded team member. When you use a med kit to heal, you add your Proficiency bonus to the healed amount.

In addition, you may use a med kit to heal a wounded team member as an action (rather than during a short rest). Med kits cannot heal the target again until after a short rest.

PROCEDURES

You've learned a few advanced medical and scientific procedures you can employ in the field. Choose one procedure feat (see page 100) at 1st level and an additional procedure feat at 3rd level and 5th level.

INTERPRETING TRIAGE

A character doesn't actually learn a target's hit points as numerical number. Triage is simply the mechanical tool used to provide general medical information to the player. The character views this information as a collective of specifics that form an understanding of the creatures vital statistics and general well being.

Medic Features

Level	Features
1	First Aid, 1st Procedure
2	Triage, Unnoticed Field Medic
3	Man Down, 2nd Procedure
4	Physician Heal Thyself, Ability Score Improvement
5	First Response, 3rd Procedure

TRIAGE

Starting at 2nd level, you can observe a character's current physical condition as a bonus action with a DC 20 Medicine check. If successful, you learn the character's current and total HP as well as their total hit dice. You suffer disadvantage against a target if you are unfamiliar with its biology.

UNNOTICED FIELD MEDIC

At 2nd level, when you heal a team member using first aid, attacks against you suffer disadvantage until your next turn.

MAN DOWN

At 3rd level, while you are conscious and within 1m of a dying team member, they require one fewer death saves to stabilize.

PHYSICIAN HEAL THYSELF

At 4th level, you may use a med kit on yourself as a bonus action.

ABILITY SCORE IMPROVEMENT

At 4th level, you can increase your Intelligence or Wisdom by +2, or you can increase two ability scores of your choice by +1. As normal, you can't increase an ability score above 20 using this feature.

FIRST RESPONSE

At 5th level, you may add your Wisdom modifier to the damage you heal with a med kit. In addition, you may use a med kit to heal a scuffed team member as an action (rather than during a short rest).

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Lanni Vs. The DHD

"Am I going to have power?" I shouted over my shoulder to Bervell.

"That's not the problem!" I saw him stab his knife at something fast, blurry, and red. The dial home device lit up, a pale glow in the central hemisphere.

"I told you that wouldn't stay frozen," laughed Oringo. The big Unas scanned the sky, whirling a hand-shaped orb of C4 on a cord like a bola. He let go as the crescent silhouette of a death glider came over the hill.

The explosives stuck to the window. "Nice shot!" I turned back to the dial home device, the symbols weren't right...

"Press it!" shouted Bervell as he stabbed at the ground.

I fished the radio detonator out of my pocket. "Oh, yes. My sincerest apologies." Just a bit slow, I pressed the button, and a blast from the glider struck the ground on the other side of the Stargate, kicking dirt and roots into the air.

"There will be more," said Oringo.

"Then let me focus," I said, turning once again to the strange patterns on the DHD. Where the normal hieroglyphics were elegant, these were angular bars with raised dot patterns. "No... that's not it."

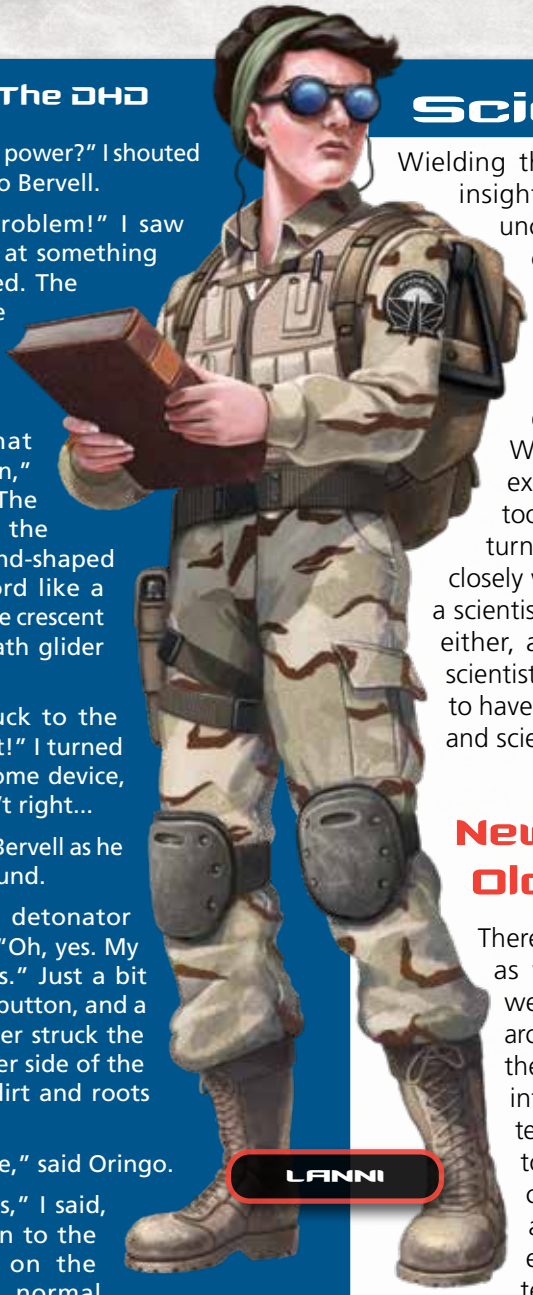
"What's not it?" asked Bervell. He'd started molding C4 onto another length of rope.

"I thought the raised dots might be constellations, but the pattern breaks. Here... and here..." I pointed to the device even though I knew he wasn't looking.

"Just start dialing, maybe we'll get lucky," said Bervell.

"I don't have time to accurately calculate how mathematically unlikely that is." No, not constellations, said that little part of me that worked hardest when I was in danger. Braille. These were symbols for a blind race. "Clear the gate. I think I've got it!"

Then I closed my eyes and ran a hand over the console.



Scientist

Wielding the scientific method and keen insight, the scientist is dedicated to uncovering the empirical truth. If it can be measured or quantified, the scientist is ready to collect and analyze data, even in a war zone if necessary. There is no challenge too daunting for those truly dedicated to uncovering the Milky Way's mysteries, and the chance to explore distant planets has proven too tempting for many scientists to turn down, even if it means working closely with the military. The expertise of a scientist is not ignored by General Loyer either, as he has proven willing to put scientists in charge of missions he deems to have "long term non-military, cultural, and scientific value to humanity."

New World Old Cultures

There are many fields of science, and as we reach out into the galaxy, we discover more each day. From archeologists to theoretical physicists, the Phoenix Site has many uses for intellectuals. Scientifically minded team members might be called upon to decipher alien languages, solve complex codes, or simply analyze a natural phenomenon. Above all else, is the lure of the Ancients' tech, and the impossible mysteries it might unlock.

Scientific Method

The primary ability of the scientist is Eureka, which gives the scientist the ability to learn from their mistakes. Eureka is gained when you fail Intelligence or Wisdom checks, but it can be spent to gain advantage on future checks. After all, failure is just part of eventual success to a scientist.

Creating a Scientist

Scientist characters need a high Intelligence score to aid in the Science skill, and it is also important to the Eureka ability. Of all your attributes, strength is probably the least important. To quickly make a scientist, take the discovery feat "physicist" (see page 101) so that you can increase the range of your attacks.

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Class Features

As a Scientist, you gain the following class features:

HIT & DETERMINATION POINTS

Hit Points at 1st level: 8

Hit Points at Higher Levels: 5 per level

Hit Die: d8

Determination Points: +2

PROFICIENCIES

Armor: Light Armor

Weapons: Common weapons, and Sidearms

Tools: Explosives, Research Kit, and Translator

Saving Throws: Intelligence and Wisdom

Skills: Culture, Investigation, Nature, and Science

EQUIPMENT KIT

You add a Research Kit to your base kit (see page 58).

EUREKA

Whenever you fail an Intelligence or Wisdom check during a mission, you gain one Eureka point. You may have a maximum number of Eureka points equal to your Intelligence or Wisdom modifier (whichever is higher). All unspent Eureka points are lost at the end of each mission.

Whenever you make an Intelligence or Wisdom check, you may spend one Eureka point to gain advantage.

DISCOVERIES

Your careful study of scientific principles and your chosen field of study allow you to make insights few others would consider. Choose one Discovery feat (see page 101) at 1st level and an additional discovery feat at 3rd level and 5th level.

APT ANALOGY

Starting at 2nd level, you can employ an easy to understand analogy to help others work through complex or esoteric problems. Once per short rest you may grant a friendly character a +TD bonus on an Intelligence or Wisdom skill check.

Scientist Features

Level	Features
1	Eureka, 1st Discovery
2	Apt Analogy, Great Mind
3	Cross-discipline studies, 2nd Discovery
4	Resilient Mind, Ability Score Improvement
5	Casual Genius, For Science!, 3rd Discovery

GREAT MIND

At 2nd level, you are difficult to deceive or confuse. You are immune to the Charmed condition, and you gain advantage on any Insight checks to discern lies.

CROSS-DISCIPLINE STUDIES

At 3rd level, you add half your Proficiency bonus, rounded down, to any Intelligence, Wisdom, or Charisma skill check that doesn't already include your Proficiency bonus.

RESILIENT MIND

At 4th level, when you suffer Intelligence, Wisdom, or Charisma damage, reduce the amount of damage suffered by 1 point (minimum 1).

ABILITY SCORE IMPROVEMENT

At 4th level, you can increase your Intelligence or Wisdom by +2, or you can increase two ability scores of your choice by +1. As normal, you can't increase an ability score above 20 using this feature.

CASUAL GENIUS

At 5th level, you begin each mission with a number of Eureka points equal to half your Proficiency bonus (rounding down).

FOR SCIENCE!

At 5th level, you may spend a Eureka point to gain advantage on Charisma checks in addition to Intelligence and Wisdom checks.

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The Clicks of Oringo

"Oringo, you still running silent?" Kulera's voice piped into my earpiece via radio.

I reached down to the boxy communications device and hit the button marked "Y," and a single tone carried my response back.

"You've got two Jaffa that just showed up to guard the cave. Be ready for contact on the way out."

I clicked another "Y" response. I had to ignore the rest of her prattle as she settled into discussing Tau'ri cuisine with herself. I could smell the ionized air coming from their staff weapons. It was faint, which meant the weapons were closed.

Using a small mirror, I checked around the corner of the tunnel. Just a few meters beyond the bend, there was a large cavern with two Jaffa guarding a door.

"I've got to say that Mexican food is the easiest to prepare in the field, but there's something about…"

I kept ignoring Lanni's words as I pressed the third button, twice, broadcasting two "C" tones.

"Two contacts? They've only got two on the outer door?"

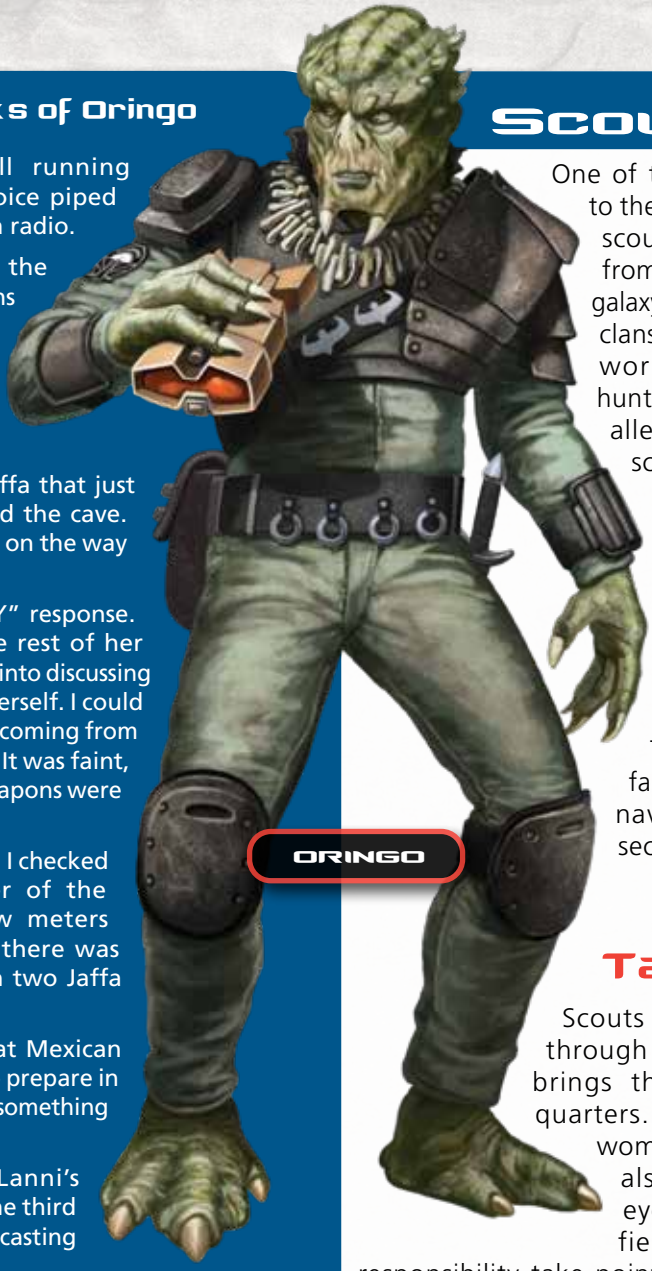
I pressed "Y".

"A'Tir is coming, your exit should be clear if you can get in and out quick enough."

"Y" I clicked. The shotgun on my hip was a messy and dishonorable weapon, but Bervell had removed the trigger guard and loaded it with what he called a "sure-fire distraction." I drew it, as well as my spear.

The Jaffa were alert, but not very quick. I was halfway across the chamber by the time they had raised their staff weapons. I'd fired the shotgun before they could take aim, and the dozen or so meters in front of me erupted into a metallic cloud.

Bervell was right. It was distracting. By the time I ran the first Jaffa through with my spear, they were still wiping glitter out of their eyes. The second wheeled about, but I knew how to defeat a staff weapon. I dropped low, slammed my shoulder into him, and sent him flying into the stone wall. My spear found him as he struggled to his feet.



Scout

One of the common recruits to the Phoenix program are scouts, which are pulled from every corner of the galaxy. From forgotten Unas clans surviving on volcanic worlds to detectives hunting justice in the dark alleys of Earth's cities, scouts fill the ranks of the Phoenix program. The journey through the Stargate requires personnel who can not only survive alien environments, but also keep fellow team members alive. Therefore, it typically falls to a scout to handle navigation, camp site security, and recon.

Taking Point

Scouts are the first to go through the breach, which brings the fight into close quarters. Not just men and women of action, scouts also possess a keen eye for danger. In the field, it's the scout's responsibility take point, watch for danger, and avoid the first hit.

Always Prepared

The primary ability of the scout is field hacks, which provide yourself or team members special abilities, often triggered by a rest. Additionally, scouts are able to inflict more damage when they're closer to the enemy; with the Vanguard ability, scouts can take down foes rapidly.

Creating a Scout

Scouting characters need a high dexterity score to aid in their stealth skills as well as their attacks with many weapons. Of all your attributes, intelligence is probably the least important. To quickly make a scout, take the field hack feat "Tracking" (see page 102) to grant you advantage on all Survival checks made to track.

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Class Features

As a Scout, you gain the following class features:

HIT & DETERMINATION POINTS

Hit Points at 1st level: 10

Hit Points at Higher Levels: 6 per level

Hit Die: d10

Determination Points: +1

PROFICIENCIES

Armor: Light Armor

Weapons: Common Weapons, Martial Arts, Bows, Sidearms, Longarms

Tools: Camo Kit, Explosives

Saving Throws: Constitution and Dexterity

Skills: Perception, Stealth, Survival

EQUIPMENT KIT

You add a Camo Kit to your base kit (see page 58).

SURVIVALIST

You've trained to survive on any world and in any biome. You gain resistance to damage from your environment, including non-natural environmental dangers like traps.

FIELD HACKS

You've become especially adept at a trick that improves a team's efficiency in the field. Choose one field hack feat (see page 102) at 1st level and an additional field hack feat at 4th.

VANGUARD

At 2nd level, you deal +1d6 additional damage with ranged attacks against any target within 5m.

Scout Features

Level	Features
1	Survivalist, 1st Field Hack
2	Vanguard, Trap Rigging
3	Uncanny Dodge, Scout's Cunning
4	Ability Score Improvement, 2nd Field Hack
5	Evasion

TRAP RIGGING

Starting at 2nd level, you can use excess equipment to booby trap a 1m area as an action. You can scavenge parts for a number of traps equal to your Proficiency bonus, refilling these parts during any long rest. When a character enters the designated 1m area it will trigger the trap, but characters may make a Perception check (DC 8 + your Proficiency bonus + your Wisdom modifier) to notice the trap before entering the area.

You may set one of three traps:

- **Hidden Spikes:** The target must succeed at a DC 20 Dexterity save or suffer 2d6 damage.
- **Snare:** The target must succeed at a DC 20 Dexterity save or become entangled. It requires an action and a successful DC 20 Strength, Dexterity, or Wisdom check to remove this condition.
- **Grenade:** You may attach your trap to a grenade in your possession, which is detonated when the trap is activated.

UNCANNY DODGE

Starting at 3rd level, when an attacker that you can see hits you with an attack, you can use your reaction to gain resistance to the damage. This ability does not function against attacks that deal damage in an area or cone (but it does work against line effects).

SCOUT'S CUNNING

At 3rd level, your quick thinking and agility allow you to act efficiently. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ABILITY SCORE IMPROVEMENT

At 4th level, you can increase your Dexterity or Wisdom by +2, or you can increase two ability scores of your choice by +1. As normal, you can't increase an ability score above 20 using this feature.

EVASION

At 5th level, you can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows a Dexterity saving throw to take only half damage, you instead take no damage if you succeed and only half damage if you fail.

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Trial by A'tir

"The outsiders must prove themselves innocent! They must enter the Valaway!" shouted a woman at the front of the crowd.

The judge scowled at her from his high stone chair. "They are outsiders, how were they to know our ways? Such a test would be an execution."

"Excuse me, uh, your honor?" asked Maste, her hand raised but eyes lowered. She'd told us all to sit still on our tree-stumps and do the same, but I met each of my accusers' gaze, one by one. They did not know I was Jaffa, nor would I be alive if they did. General Loyer even required that I leave my staff weapon at the base. He didn't want to let me come at all.

"You may speak," declared the judge. He held up the fist-sized stone to show the crowd the blue hemisphere and they all fell silent.

"What is the Valaway?" asked Maste.

"It is a trial by combat. One must face the…"

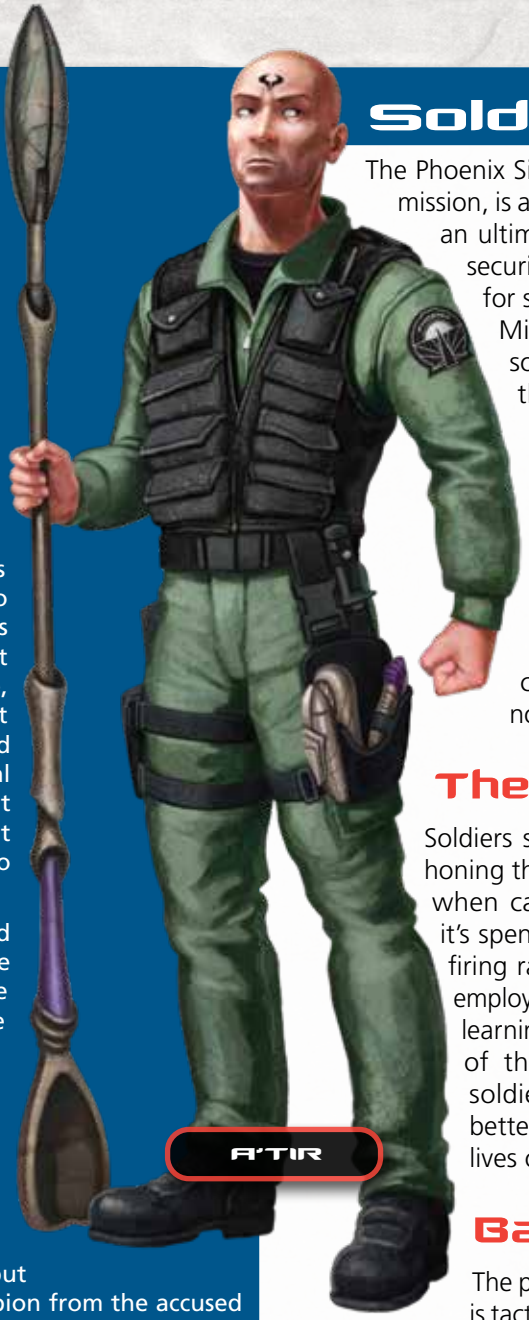
"I will do it," I said, standing.

Maste began to protest, but the judge spoke. "A champion from the accused has been chosen. Is there a champion from our village?" The old man must have known who would volunteer, as the crowd parted. The biggest human I'd ever seen stepped forward, a head taller than myself and barrel-chested. He carried a spear, but handed it off to someone in the crowd in exchange for a well-worn wooden staff with stone orbs at either end.

The villagers moved around us, allowing those in the back of the crowd a better vantage as they cleared a space for ritual combat. The big human began to whirl his staff about the emptying circle, smiling at me with broken teeth.

"Am I allowed a weapon?" I asked.

The judge nodded and a man came forward with another of the staves. He wouldn't look me in the eye, but held the weapon out. I twirled it about in one hand, it was slightly heavier at the ends than my Staff weapon, but was in many ways the same weapon. "This will do," I said.



Soldier

The Phoenix Site, despite its exploratory mission, is a military organization with an ultimate goal of freedom and security, not just for Earth, but for sentient species across the Milky Way galaxy. Indeed, soldiers are a vital part of the Phoenix Site, visibly guarding key corridors and facilities at all hours of the day and night. Nearly every team sent through the Stargate has at least one soldier with them, although some odd tactical or diplomatic considerations do lead to non-standard deployments.

The Art of War

Soldiers spend much of their time honing their skills so they are ready when called to action. Whether it's spending countless hours at a firing range, studying the tactics employed by common enemies, or learning the skills and limitations of their teammates, a good soldier is always becoming a better warrior. His life, and the lives of his team, depend on it.

Battle Tactics

The primary ability of the soldier is tactical flexibility, which allows you to use one tactic feat that you don't know for a short period of time. You can only have one tactic active at a time (to begin with), so choosing when to use this ability, and what tactic to employ, is an important decision. As you level, you'll learn more tactics.

Creating a Soldier

Soldier characters need a high dexterity and constitution score to aid in their combat abilities. Melee focused soldiers will need a high strength score instead of dexterity. Of all your attributes, intelligence is probably the least important. To quickly make a soldier, take the tactic feat "defensive posture" (see page 103) to grant nearby team members bonus AC.

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Class Features

As a Soldier, you gain the following class features:

HIT & DETERMINATION POINTS

Hit Points at 1st level: 10

Hit Points at Higher Levels: 6 per level

Hit Die: d10

Determination Points: +1

PROFICIENCIES

Armor: Light and Heavy Armor

Weapons: Common weapons, Martial Arts, Sidearms, Longarms

Tools: Camo Kit, Explosives

Saving Throws: Strength and Constitution

Skills: Athletics, Intimidation, Pilot

EQUIPMENT KIT

You add a longarm upgrade to your base kit (see page 58).

TACTICAL FLEXIBILITY

You've learned to direct your team in a variety of tactics. As an action you may activate a Tactic feat that you don't know (see page 103). This tactic lasts for a number of rounds equal to your Charisma modifier (minimum 1). When the duration has run out, you may choose a tactic you know (if any) to re-activate automatically. Once you use this ability, you cannot use it again until you've taken a long rest.

TACTICS

You've trained extensively with a specific tactic, providing advantages to your team. Your team may benefit from one tactic at a time, and you may change your current tactic to another tactic you know with an action on your turn. Choose one tactic feat (see page 103) at 1st level and an additional tactic feat at 4th level.

SURGE

At 2nd level, you can take an additional action on your turn (even an attack) as a bonus action. You must complete a short or long rest before you can use this ability again.

Soldier Features

Level	Features
1	Tactical Flexibility, 1st Tactic
2	Surge, Rally
3	Martial Training, Improved Critical
4	Ability Score Improvement, 2nd Tactic
5	Tactical Superiority

RALLY

At 2nd level, if you are wounded when initiative is rolled (at the start of an action encounter), you may immediately heal TD Hit Points. Once used, you may not activate this ability again until you take a long rest.

MARTIAL TRAINING

At 3rd level, you've trained to deal maximum damage with whatever melee weapon you wield, even improvised weapons. Your minimum damage die for melee weapons or martial arts is 1d8.

IMPROVED CRITICAL

At 3rd level, choose a weapon type you are proficient with (such as longarm, side arm, or common). When using this weapon type you score a critical hit on a 19 or 20 on the die.

ABILITY SCORE IMPROVEMENT

At 4th level, you can increase your Strength or Constitution by +2, or you can increase two ability scores of your choice by +1. As normal, you can't increase an ability score above 20 using this feature.

TACTICAL SUPERIORITY

At 5th level, you may have two tactics in effect at the same time. If you use tactical flexibility, you must choose which of your currently active tactics is over-written by the new tactic for the duration of the effect.

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Chapter 6
Equipment



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Chapter 6
Equipment

OUTFITTING FOR THE ROADS AHEAD

In the Stargate SG-1 Roleplaying Game equipment isn't treated in the same manner as many other RPGs. The player characters are members of a military organization that provides the vast majority of their equipment. In this fashion, equipment generally isn't considered a "reward" to give characters, but rather as tools for solving problems and interacting with the story.

A team's available equipment varies from mission to mission, as they prepare for likely outcomes as well as unforeseen threats.

To this end, most SG team members carry a military pack into the field, even for short missions. Additional equipment is determined on a mission by mission basis, using the mission Prep Rating and the Loadout of the character's armor.

MISSION PREP RATING

Each mission is assigned a Prep Rating by the GM on a scale of 0 to 4, based on the planning and preparation time. Most missions will fall under the 1-Prep and 2-Prep categories.

•0-Prep

A 0-Prep mission catches the team off guard in a place of relative safety, or a military loadout just might not be appropriate to the story being told.

In a 0-Prep mission, characters are not issued a base kit and are generally assumed to be wearing civilian clothes or an unarmored uniform. They are also not armed, unless the GM deems the setting appropriate to carry a sidearm (such as within the Phoenix Site). These missions are frequently non-violent, such as diplomatic trips to speak with United States Senators.

A fully stocked base kit fits supplies efficiently into layers of equipment.



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•1-Prep

General Loyer is a firm believer in a high standard of readiness. Field kits and gear are kept ready to deploy at a moment's notice. 1-Prep missions are those where the team is responding to an immediate situation, often through the Stargate.

In a 1-Prep mission, the team only has time to assemble their basic kit before being deployed. This Base Kit represents the gear the character normally takes with them and is not intended to be set in stone. For instance, General Loyer might grant a soldier permission to carry a different longarm than a FN P90. As long as the relative bulk of the character's base kit stays the same, they can modify this base kit at the discretion of the GM.

•2-Prep

When the team has time to plan, which is especially common for missions that may last up to a week, General Loyer has every team issued a Phoenix Gate Camp kit to account for a variety of possible scenarios. These supplies are considerable, brought through the gate on motorized mules in storage bins.

Indeed, many logistics officers claim this outfitting protocol is overkill. However, enough Stargate teams have safely returned only because an engineer could cobble together a solution from excess supplies that some disagreement exists on this issue.

THE BASE KIT

A Stargate team member is issued the following equipment for a 1-Prep mission or higher:

- Tactical Vest & 3 Uniforms
- MREs (mission duration)
- Combat Knife (Shortblade, Tech Level 2)
- Personal Tactical Radio
- Flashlight
- Water Purifier
- Filtration/Radiation Mask
- Multi-tool
- Personal Medical Kit
- Extended Climate Protection Clothing
- Combat Tent
- Sidearm (Beretta M9) w/2 magazines
- Longarm (FN P90 or Mossberg 500) w/2 magazines

In addition to the items in the character's base kit, the armor they choose to wear has a Loadout. The character may fill this space with any items that fit within the limit of the armor (see page 68), assuming the base has access to the equipment.

The team, as a group, is also issued one G.D.O. and they must determine who carries the device in the field (it has a bulk of 1), although they can requisition additional G.D.O. backups, which many teams do.

PHOENIX GATE CAMP KIT

A Stargate team (as a group) is issued the Gate Camp kit in addition to their individual Base kits. It includes:

- General supplies to refill each team member's base kit 3 times.
- 3 spare FN P90s
- 6 spare Beretta M9s
- 3 additional combat tents
- 3 additional multi-tools
- Inflatable Boat
- 3 months MREs per team member
- 3 Medical Kits
- 5km of nylon rope line (Rope, Tech Level 2)
- Service & repair tools
- 5 35kg bags of Concrete (0.5 cubic meters per bag)
- Solar Recharging Station
- Assorted replacement electronics (bulbs, wire, batteries, ect.)
- 3 Generators w/3 months of fuel
- 10,000 rounds sidearm ammunition
- 10,000 rounds longarm ammunition

The gate camp itself can be built rapidly, often near the Stargate, but any suitably clear area can suffice. Simply pitching the tents and organizing the equipment itself takes 4-5 people approximately an hour.

Repairs using the limited supplies of the camp can be difficult, and therefore suffer disadvantage when repairs must be made in the field.

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•3-Prep

For missions that might require a month or more in the field, every team is issued an Extended Camp kit, which contains everything the team could need for almost any situation.

EXTENDED CAMP KIT

A Stargate team (as a group) is issued the Extended Camp kit in addition to their individual Base Kits. It includes:

- General supplies to refill each team member's base kit 12 times.
- 6 additional combat tents
- 3 additional multi-tools
- Inflatable Boat
- 6 months MREs per team member
- Medical Tent (fully stocked)
- 5km of nylon ropeline (Rope, Tech Level 2)
- Service & repair tools
- 10 35kg bags of Concrete (0.5 cubic meters per bag)
- Solar Recharging Station
- Assorted replacement electronics (bulbs, wire, batteries, ect.)
- 3 Generators w/6 months of fuel
- Tactical radio relay
- 50,000 rounds sidearm ammunition
- 50,000 rounds longarm ammunition
- 1 ATV per team member + 2 spare ATVs.

The extended gate camp can be deployed by four to five people in two hours.

The spare parts and equipment in the Extended Camp kit are designed for repairing the team's gear, but it can also be used to improvise new gear. Creating equipment from the kit requires an appropriate roll (Engineering, Medicine, or Science) against the DC of the equipment with disadvantage (based on Tech level, see page 61). Repairs made using the supplies at this camp do not suffer disadvantage.

•4-Prep

The 4-Prep rating requires the issue of a forward base designed for long term occupation. This frontline base is designed for setting up a permanent installation. It is used on missions where the team has weeks to plan and is likely to be in the field for more than a year.

The frontline base is often set up by multiple teams, or a team of military engineers sent through the Stargate. The camp can be constructed in under 24 hours and contains a prefab perimeter wall at 200m square, five guard towers (1 at each corner, 1 at the gate), and eight inner buildings.

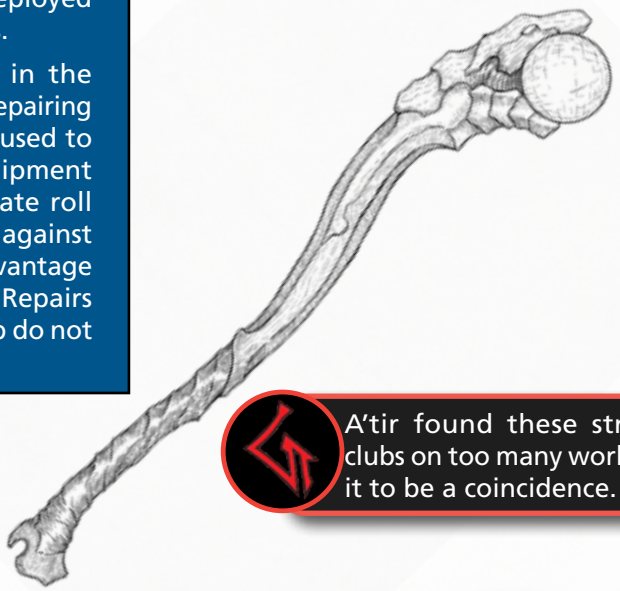
The buildings can be configured for a variety of uses from latrines to clean room research stations. Typically, a base consists of 2 barracks, an officer's tent, a mess hall, a latrine/showers, an armory, and two additional buildings as required (see Facilities pg 78).

A base is typically occupied by 50-100 Phoenix Site personnel, and the process of setting up a forward base is often a mission unto itself.

FRONTLINE KIT

A Stargate team (as a group) is issued the Frontline kit for long duration missions. The base facilities have 3 Extended Camp kits' worth of supplies, as well as fabrication and repair facilities.

The raw materials and support equipment provide advantage on checks to make repairs at a 4-Prep base camp, and new items may be manufactured without disadvantage.



A'tir found these strange clubs on too many worlds for it to be a coincidence.

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REQUISITIONED EQUIPMENT

After the Stargate team receives its mission briefing, the members have a chance to customize their equipment for the mission ahead.

A character may requisition as many items as they can carry (see Loadout below), as long as the item is available at the Phoenix Site (GM discretion).

NON-TAU'RI EQUIPMENT

Most equipment of non-Tau'ri origin requires that the PC be from the appropriate race, world, or culture. It can be assumed that this equipment either belongs to them personally, or that they are rated for its field use. These characters will have a feat or ability that adds a specific item of alien origin to the PC's kit.

Some alien equipment in particular, such as the Sarcophagus or the Zat'nik'tel are not available even through feats or abilities; they are typically issued or made available for a mission as part of the storyline.

SPECIAL EQUIPMENT

Many missions require specific equipment, such as radio beacons to be deployed at high altitude, or scuba equipment on an aquatic world. Special equipment is determined by the Gatemaster on a mission by mission basis.

FACILITIES

Some tools or equipment are simply too bulky to move through the Stargate with any regularity. Facilities allow characters to spend their downtime to gain special bonuses during the mission (such as training with their sidearm for additional accuracy and damage).

A character may make use of only one facility bonus each mission but is free to select from any of the available facilities.

Loadout

In addition to their base kit, an SGP team member has additional storage on their person based on the armor they're wearing. Typically, this can range from between 3 to 6 bulk. A character may carry extra items as they see fit (assuming they are available at the Phoenix Site), as long as the total bulk of all items does not exceed their armor's loadout rating.

BULK

A bulk is a general rating for the combined weight, size, and unwieldiness of an item. Each item has a noted Bulk in the items description, which determines how many a character can carry.

Small items, or those that are particularly easy to carry, such as a rope, sidearm, or pouch of 2 spare magazines have a bulk of 1. Larger items, or those that are just more problematic to carry, such as laptop computers, longarms, or similar items typically have a bulk of 2. At the high end, items might have a bulk of 4 or more, but these are typically large items like weather balloons or generators.

Many characters will benefit from feats and class abilities that add additional items to their Base kit. These items do NOT cost additional bulk, unless the character chooses to carry additional redundant versions (which must be carried using bulk as normal for the item).



Oringo kept this hammer as a trophy. He prefers his claws in combat, but thinks it's pretty.

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Tech Level

All equipment has a rough "Tech Level" which determines its complexity and the quality of its materials. The tech level of an item has little to do with its actual usefulness, except that the tech level determines the DC for checks to modify/repair the object and the usefulness of armor against various weapons.

TECH LEVELS

Primitive (TL 0): These items are made from stone, bone, or easily worked metals (such as bronze). The DC to modify or repair a Primitive age item is 5.

Early (TL 1): This equipment may contain parts of iron or steel, as well as moving parts like latches and cogs. The DC to modify or repair an Early age item is 10.

Data (TL 2): Computer chips that can process data as well as plastics are common construction materials for this type of equipment. Most Tau'ri weaponry, armor, and equipment is TL 2. The DC to modify or repair a Data age item is 15.

Space (TL 3): Often using micro-computers and polymers, this tech level represents advanced technologies found only in the most cutting edge research facilities on earth. The DC to modify or repair a Space age item is 20.

Advanced (TL 4): Using undiscovered materials and techniques generations ahead of what most Tau'ri generations ever see, this technology can even mimic intelligence. Most Goa'uld tech is TL 4. The DC to modify or repair Advanced items is 25.

Wondrous (TL 5): The secrets to this level of technology have been lost to much of the Milky Way galaxy and, in many ways, appear magical to the common viewers. Stargates, as well as other Ancient technology are considered Wondrous. The DC to modify or repair Wondrous items is 30.

REPAIRING MECHANICAL DAMAGE

Many times there is a need to fix machinery, repair a sabotaged DHD, or bring the shields back on-line. This is work best suited for an Engineer, but anyone proficient in the Engineering skill can attempt it. In order to repair mechanical damage the PC must first meet the Engineering DC to discern the technical know-how to make the repair. The Engineering DC of a mechanical device is equal to 10 + Tech Level of the device being repaired. If the Engineering DC is met, the PC can use an Engineering Kit (see page 71) as a full action.

Damaging Objects

When characters need to saw through ropes, break a window, or smash a crate, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character's success at damaging an object. Can an Engineer cut through a section of a stone wall with a saw? No, the saw is likely to break before the wall does, but a pick-axe or multi-tool will likely suffice.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, book, table, chair, or stone, not a building or a vehicle that is composed of many other objects.

Some damage types won't function against an object (such as psychic and poison), but the GM may rule that others (like acid or fire) may deal additional damage to an object.

AC: The armor class of a held object uses the holder's AC or the object's AC, whichever is higher. Most objects have a base AC determined by the GM's discretion and the material:

- Delicate (AC 10): Cloth or Rope
- Fragile (AC 11-13): Glass or crystal
- Resilient (AC 14-16): Bone, Plastic, or Wood
- Metallic (AC 17+): Iron or Ceramic

In addition to this base AC, the item increases its AC by its Tech Level, as more advanced technology is typically more resilient.

HP: An object's HP is largely based on its size and the tech level as shown below:

OBJECT HP

Size	TL 1	TL 2	TL 3	TL 4	TL 5
Tiny	2	5	10	13	16
Small	3	10	20	26	32
Medium	4	15	30	39	48
Large	5	20	40	52	64

Huge and Gargantuan objects are too large to easily damage with hand tools or weapons. Their destruction is usually a matter of GM discretion.

DAMAGE THRESHOLD

Some materials, like alien metals, may have a damage threshold. Any damage dealt to the object that isn't greater than this threshold is ignored, but damage that exceeds the threshold is dealt normally without reduction.

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Weapons

General Loyer allows Phoenix teams a wide latitude when arming themselves. This is especially true given the non-Earth personnel, as a soldier with a staff weapon isn't an asset the General ignores.

WEAPON AVAILABILITY

In general, a team member has access to any of the Milky Way's common weapons at a Tech Level of 2 or lower, as long as the character has the Loadout capacity (see page 60) to carry the weapon.

Most Tau'ri weaponry is available, assuming command deems it appropriate for the mission. In general, General Loyer extends a wide latitude of weapons (even RPGs), unless a diplomatic approach is specifically required.

WEAPON PROFICIENCY

To add your proficiency bonus to an attack roll you must be proficient with the weapon. A character might be proficient in a type of weapon, such as common, bows, or longarms. A character can also be proficient in specific weapons (like the Clak Blade) or in weapons from a specific culture, such as Jaffa weapons. Additionally, a character can be proficient in Martial Arts (see page 64).

A character proficient in a type of weapon can use any weapon listed under the equipment type, as well as any other weapon of the same general build.

A character proficient in a culture's weapons can use any weapon that is unique to the culture. For instance, the Jaffa weapon proficiency grants the character the ability to use the common Staff Weapon, as well as the Zat'nik'tel and other rare Goa'uld weapons. It does not grant the ability to use a typical axe built by Jaffa craftsmen.

WEAPON ATTRIBUTES

Each weapon is defined by its attributes, which vary between melee and ranged weaponry.

Name: The type of weapon.

Tech Level: This is the default tech level of the noted weapon; however, all weapons can be improved, raising their effective tech level.

Damage: The dice rolled when the weapon deals damage.

Type: The type of damage the weapon deals (see page 121).

Capacity: Weapons with a clip, power source, or other limited ammo have a capacity. Each time the weapon is fired, it spends 1 capacity. When it runs out, the weapon must be reloaded.

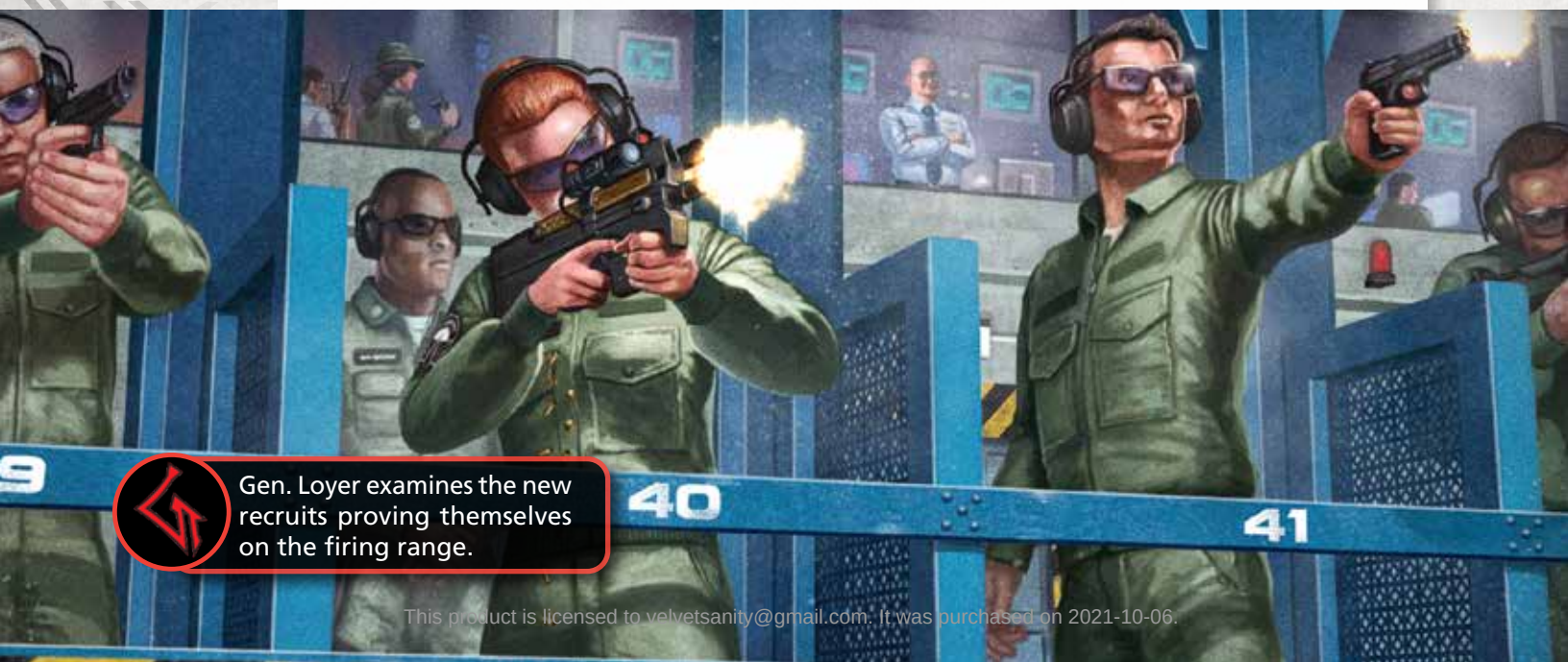
Reload: The number of actions required to reload the weapon's capacity (if applicable).

Range: Each ranged weapon has two values listed in meters using a short/long format. A weapon's short range represents its general optimal firing range under most conditions. A weapon's long range is the theoretical maximum range under clear conditions. Frequently, the GM will restrict the long range based on the environment.

Weapons suffer disadvantage when firing at targets outside short range, and cannot attack beyond long range, even under perfect conditions.

Bulk: This is the amount of space the item requires in the team member's loadout.

Special: Many weapons have qualities that modify how they function. General special qualities are listed here, while qualities specific to species' equipment is listed in the appropriate section.



Gen. Loyer examines the new recruits proving themselves on the firing range.

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Special Rules

Weapons are broken down into multiple categories, and each category has a variety of special rules available to weapons of that type. However, there are also some general special rules, defined here:

Blast: Blast weapons explode, damaging all targets within the blast radius for the weapon's damage. A successful DC 15 dexterity save reduces this damage by half.

Finesse: Finesse weapons are light and deadly enough to be used for precision strikes. You may use your Dexterity modifier in place of your Strength modifier to hit and damage with the weapon.

Flexible: This weapon has rope, chain, or other flexible parts. These weapons allow a user to make disarm and trip attacks with an attack roll in place of an Athletics check.

Grenade: This weapon is thrown into a target square within range. At the beginning of your next turn, the grenade explodes, dealing damage to all targets within the blast range. A successful DC 15 Dexterity save reduces this damage by half.

Guided: The path of this projectile is guided by an outside source, allowing it to seek its target. Users of this weapon can perform "lock-on" as an action (see page 161). When this weapon is fired at a locked-on target, it treats any successful hit as a critical hit.

Knockdown: When this weapon scores a critical hit, the target is also knocked prone.

Pistol: Firing this weapon does not suffer disadvantage when an enemy is within 1m.

Recharge: This weapon needs time to build power before it can be used again. The weapon may not be used again until the noted number of turns has passed (so a recharge 1 cannot be used on your next turn, a recharge 2 cannot be used on your next two turns, etc.). If a weapon has a die type as its recharge (such as 1d4) you roll the die each time the weapon is used to determine how long it must recharge.

Scatter: This weapon fires pellets in a 45° cone within its short range (long range is used only for slugs). Roll attack and damage once and compare the attack roll to all targets within the area. Scatter weapons may also fire a solid slug instead, causing the weapon to operate as a normal firearm.

Shockwave: When this weapon strikes a target, all characters within the noted range must pass a DC 10 Dexterity save or be knocked prone.

COMMON WEAPONS

One of the defining elements of sentient life is the ability to create tools, and weapons are among the earliest tools many civilizations develop. Rather than attempt to define the near infinite variety of weapons available across the Milky Way, weapons are divided into several broad categories.

A character proficient in common weapons is proficient with the following weapons:

Blade: Many blades have been designed for wielding in one hand over the centuries and can be found in countless cultures, including the arming sword, battle axe, and sickle.

Bludgeon: Clubs are simple weapons that smash enemies with all the force a wielder can muster. More advanced bludgeons include maces and warhammers.

Greatblade: For those who believe bigger is always better, a variety of greatblades (from swords to axes) are designed to be swung with two hands and to fell a foe as quickly as possible.

Greathammer: A simple shaft with a heavy weight at the end, greathammers can knock a foe off their feet.

Polearm: From the earliest spear to the more advanced poleaxes of feudal societies, the polearm is a common weapon among early soldiers.

Shortblade: Most commonly presenting as a personal combat knife, shortblades are designed to be light survival tools and are often concealable.

Thrown: A variety of throwing weapons exist, including shuriken, spears, throwing knives, hurling axes, and good tossin' rocks.

Whips: Braided whips, lengths of chains, or any number of flexible weapons fall into this category.



A'tir named Rodriguez's knife "Samantha Carver." It makes him laugh every time.

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BOWS

Bow weapons include any weapon that is powered by a tension string or other tool (rather than the user simply throwing the weapon). Characters who are proficient with bows are proficient with the following weapons:

Bow: An early ranged weapon, the bow uses tension to launch an arrow.

Crossbow: A more advanced bow design that lays the string horizontal to the user.

Javelin/Spear: A polearm suitable for throwing.

Sling: A strap of leather, often with a pocket, used for hurling small stones at surprisingly high speed.

MARTIAL ARTS

A character proficient in any of the myriad types of Martial Arts has access to the Martial Arts attack in place of their normal Unarmed Strike. Martial Arts may be chosen by feats that improve attacks (such as Attack Specialist) as if it were a weapon proficiency.

UPGRADING COMMON WEAPONS

While most of the common weapons presented here are "primitive" in construction, there are weapons that exist that are produced by more advanced artisans. Most team members have access to tech level 2 versions of common weapons produced for the Tau'ri military.

In addition, common weapons may also include one of the following improvements:

Curved Blade: Blades and Shortblades only. The weapon's damage type becomes Slashing (others are lost), but proficient users deal 1d6 (Shortblade) or 1d8 (blade) damage with the weapon.

Spiked Head: Bludgeons and Greathammer only. The weapon's damage type becomes Bludgeoning and Piercing, and proficient users may deal 1d6 (Bludgeons) or 1d8 (Greathammer) damage with the weapon.

Variant Head: Polearms only. The weapon's damage type becomes any combination of Bludgeoning, Slashing, or Piercing (pick two).



Despite its fairly primitive appearance, Oringo is deadly with his silent crossbow.

COMMON WEAPONS

Weapon	Tech Level	Damage Die	Type	Range	Bulk	Special
Blade	1	1d6	Slashing & Piercing	—	1	Finesse
Bludgeon	1	1d4	Bludgeoning	—	1	—
Bow	1	1d6	Piercing	50m/200m	1	—
Crossbow	1	1d8	Piercing	40m/150m	2	—
Greatblade	1	1d8	Slashing	—	2	—
Greathammer	1	1d6	Bludgeoning	—	2	Knockdown
Javelin/Spear	1	1d6	Piercing	10m/40m	1	—
Martial Arts	—	1d6	Bludgeoning	—	—	—
Polearm	1	1d8	Piercing	2m	2	—
Sling	1	1d4	Bludgeoning	30m/150m	1	—
Shortblade	1	1d4	Piercing	—	1	Finesse
Thrown Blade	1	1d6	Piercing	5m/30m	1 per 5	—
Whip	1	1d4	Slashing	2m	1	Finesse, Flexible

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Tau'ri Weapons

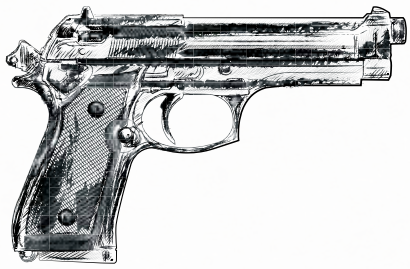
Being an organization primarily funded and operated by the United States Air Force, the most common armaments available to Stargate Phoenix members are those produced on Earth. While many alien coalition members may choose to maintain and use weaponry they are more comfortable with, they can also requisition Tau'ri weaponry.

SIDEARMS

A small firearm, typically a pistol. Sidearms are common sight on civilians, law enforcement, and military personnel throughout Tau'ri society. Varieties of sidearms are produced by manufacturers that include the automatic, extended capacity, laser sight, scope, or tranquilizer options.

•Beretta M9

The staple side-arm of the Tau'ri military is the Beretta M9. It can be upgraded, but is typically issued as a stock sidearm.



SHOTGUNS

Designed to fire buckshot over a cone within its short range, the shotgun (sometimes scattergun) is similar to a longarm in many respects. A shotgun can fire as a scatter weapon using buckshot or as a single target weapon using a slug. Characters who are proficient with Longarms may add their Proficiency bonus to attacks made with slugs.

•Mossberg 500

A common hunting shotgun on Earth, the Mossberg 500 is designed for reliability in a variety of environments. The Phoenix Site standard issue Mossberg 500 comes with an underbarrel flashlight and a reinforced stock that can be used as a bludgeon if necessary.



LONGARMS

From rifles of all shapes and sizes (assault, hunting, sniper) to machine guns and other weapons of war, the longarm is an ubiquitous Tau'ri weapon and in many ways the basis of their approach to infantry combat. Varieties of longarms exist with every possible Tau'ri upgrade in nearly every combination.

•FN P90

The standard issue longarm of the Phoenix Site is the FN P90, which is a Longarm with the automatic, burst, extended capacity, and reflex sight upgrades.



•MP7A1 Submachine Gun

Not as common as the FN P90, the MP7A1 is another standard issue firearm widely available at the Phoenix Site. It is a longarm with the automatic upgrade. In addition, it can be worn on the hip and has a bulk of 1. Due to the abundance of supplies, the MP7 is often issued with additional weapon upgrades specific to mission needs.



•H&K SR9TC

The standard issue "sniper rifle" of the Phoenix Site, the SR9TC is a longarm with a reduced capacity but improved accuracy and stopping power. The SR9TC is a longarm with the high caliber and scope upgrade.



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GRENADES

This thrown weapon explodes with shrapnel, concussive force, gas, or bright chemical light, and sounds. There are three types of grenades used by Stargate Phoenix:

- **Fragmentation** grenades are the "standard" Grenade and use the attributes noted for grenades.
- **Smoke** grenades deal no damage but fill a 5m x 5m area with thermal smoke that obscures most forms of vision and many types of sensors.
- **Flash-Bang** grenades deal no damage but force every character within the blast to succeed at a Constitution save (DC 11+ attacker's Proficiency bonus) or become blind and deaf for 1d6 rounds.

Characters proficient in common weapons or explosives are considered proficient with grenades. A grenade is thrown at a point (see page 157) rather than at a target and goes off at the start of the throwing character's next turn (or 6 seconds after release).



A WORLD OF FIREARMS

Players who are familiar with the wide variety of firearms available "in the real world" may be quick to note that not all firearms are the same. Many pistols hold fewer than 15 bullets, such as the revolver which usually has a cylinder of 6. These weapons certainly exist and may be used with GM permission. However, they won't have any inherent benefit to compensate for their flaws. Any firearm with an improvement over these "base" stats will require the GM's approval.

ALIEN ANATOMY

Some species find Tau'ri weapons uncomfortable or impractical. The Unas, for instance, must remove the trigger guards of all firearms. The GM may rule a character suffers disadvantage when using a piece of equipment designed for another species, until it can be properly customized.

HEAVY ORDINANCE

While not strictly firearms, Tau'ri militaries have access to heavy ordinance allowing infantry to engage with hardened targets. These weapons use the Gunnery proficiency.

•Chain Gun

This minigun spins several barrels so that it can fire a steady stream of bullets at an insane rate of fire. It requires a harness and an 18 strength to fire unmounted without suffering disadvantage. Note: The chaingun cannot fire a single shot, it must fire in automatic mode and must spend at least 5 capacity when fired.

•Flamethrower

Created for assaulting entrenched positions like bunkers, the flamethrower is not approved for use in combat (per the Geneva Convention) but has uses when clearing terrain. It fires in either a 15m line or 10m cone, chosen each time it is fired. There is no roll to hit with a flamethrower, but a DC 15 Dexterity save halves the Flamethrower's damage.



•Grenade Launcher

A launching system for a grenade that greatly increases the grenade's range. When a grenade launcher is fired it launches a specialized grenade that acts as one of the standard grenade types (but with the launcher's increased range).

•RPG

A rocket-propelled grenade (typically the AT4) that explodes at a designated range. Advanced RPGs have a laser or radio guidance system which grants the RPG the guided special ability.



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TAU'RI UPGRADES

As with an individual team's weapon loadout, General Loyer also grants his teams flexibility in how they modify their equipment, or what non-standard issue equipment they employ. The following upgrades can be applied to Tau'ri weapons to simulate the staggering variety of firearms available on Earth.

There is no limitation to the number of upgrades a weapon can have, although not all upgrades are available to all weapons (see individual entries).

Automatic: The modified sidearm or longarm fires a continuous stream of bullets while the trigger is held. This weapon may fire multiple bullets as an action. The attacker may fire any number of bullets (even emptying the magazine). For each 10 bullets fired (rounded down), the weapon deals +TD damage, up to a maximum number of TD equal to the attacker's Strength modifier. Attacks utilizing the automatic upgrade suffer disadvantage.

Belt Fed: The longarm uses a belt of ammunition. Increase its capacity to 100 and its reload to 3 actions.

Burst: The sidearm or longarm may fire in a burst of bullets (usually 3, unless noted). This weapon deals +TD damage.

Extended Capacity: These firearms have a larger than normal magazine. Double the weapon's capacity.

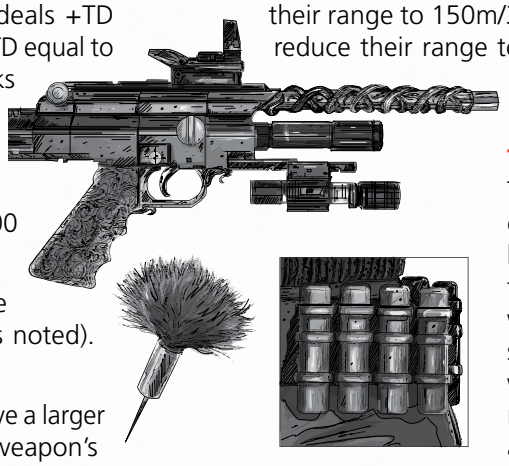
High Caliber: These firearms are designed to fire larger bullets than normal, increasing damage at the cost of capacity. Increases the weapon's damage die of 1d8 to 1d10 or 2d6 to 2d8 but cuts its capacity in half. This upgrade requires significant design work and cannot be added post-production without proper equipment.

Laser/Reflex Sight: If the user does not move and fires only one shot, the attack gains advantage against targets within short range.

Recoil Compensation: Weights, harnesses, bipods/tripods, and even gyroscopes can help to compensate for a longarm's recoil. You do not suffer disadvantage due to firing an automatic weapon. Increase the weapon's bulk by 1.

Scope: A scope can be applied to almost any longarm. A scope removes the disadvantage caused by long range if the user does not move in the same turn as the shot is taken.

Snub: The weapon's barrel has been shortened, reducing the effective range, but making it easier to carry and wield. The chosen Longarm or Shotgun reduces its bulk by 1. Longarms reduce their range to 150m/300m. Shotguns reduce their range to 10m/20m and gain the Pistol quality.



Tranquilizer: This sidearm or longarm has been modified to fire a dart filled with a powerful sedative. The weapon's long range is halved and it no longer deals HP damage. Instead, the target must succeed at a constitution save (DC 10 + Weapon tech level) or suffer 1d3 levels of exhaustion. A character who suffers exhaustion from this ailment is not dead when they reach 6 exhaustion, but instead unconscious (assuming they weren't already unconscious). Exhaustion from this effect heals at a rate of 1 level per hour.

TAU'RI WEAPONS

Weapon	Tech Level	Damage Die	Type	Range	Capacity	Reload	Bulk	Special
Chain Gun	2	6d6	Piercing	100m/1000m	100	3 actions	4	Automatic, Belt Fed
Flamethrower	2	1d10	Fire	Special	5	1 minute	2	—
Grenade	2	6d6	Force	20m	-	-	1 per 3	Blast 3m
Grenade Launcher	2	6d6	Force	150m/300m	6	2 actions	2	Blast 3m
Longarm	2	2d6	Piercing	200m/1800m	30	1 action	2	—
RPG	2	8d6	Fire & Force	100m/300m	1	3 actions	3	Blast 5m
Sidearm	2	1d8	Piercing	50m/100m	15	1 action	1	Pistol
Shotgun	2	1d10	Piercing	10m/30m	8	2 actions	2	Scatter

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Armor

Any competent soldier knows not to ignore his own defenses, as a dead soldier is highly unlikely to achieve the mission. Also you're dead and that's not ideal. Armor covers all protective clothing, from ancient hide armor, to the Tau'ri bullet-resistant Kevlar, to space suits designed for the void of space.

ARMOR ATTRIBUTES

Every piece of armor is defined by its seven attributes, which determine a variety of elements particular to each suit.

Tech Level: Like all equipment, armor has a Tech Level. Uniquely, armor's tech level may have an effect on direct gameplay as an optional rule; the tech level may grant a character resistance to damage caused by attacks from weapons two tech levels lower than the armor (see page 61).

Type: There are two types of armor; light and heavy. If a character wears armor they are not proficient in, they suffer disadvantage on all attack rolls as well as all Strength and Dexterity skill checks and saves.

AC: This is the armor class provided by the armor. If an armor has an AC value noted with the "+," then the armor stacks with other armor worn.

Strength: This is the minimum strength score a character must have to wear the armor without hindrance. A character wearing armor with a requirement above their strength score suffers disadvantage on all attack rolls as well as all Strength and Dexterity checks. In addition, their speed is reduced to 1m.

ARMOR TYPES

Light: This armor frequently adds the character's Dexterity modifier to their AC and is light enough for the character to move at full speed.

Heavy: Bulkier than light armor, this armor slows the user's speed by 2m when worn.

Stealth: If an armor is restrictive or cumbersome enough, it can cause disadvantage on all Stealth skill checks made by the user.

Bulk: The total value of bulk that a character can carry on their armor, in addition to their base kit, is noted here. This value usually includes the character's Strength modifier. Like with AC, a loadout that has a "+" or "-" value adds or subtracts its value from the character's loadout.

Special: Any special abilities possessed by the armor are noted here.

Common Armors

Throughout the Milky Way galaxy, countless civilizations have created armor as their technological sophistication increased. This begins, typically, with hides which are sometimes cured into leathers. Eventually, this is replaced by more durable metal armors, assuming the resources are available on the planet of origin.

•Light Armor

Furs: This collection of hides offer warmth and a moderate degree of protection.

Leather: Hides that have been treated with a variety of possible techniques to harden the material against physical attacks.

•Heavy Armor

Chainmail: Links of metal chain offer greater defense at the expense of weight and bulk.

Platemail: Worked steel or other durable and light alloy layered to provide rigid protection to the wearer.

Shield: Typical shields may vary from small bucklers, designed for fencers, to larger kite shields.

COMMON ARMOR

Armor	Tech Level	Type	AC	Strength	Stealth	Bulk	Special
Furs	1	Light	11+Dex	—	—	6+Str	—
Leather	1	Light	13+Dex	—		6+Str	—
Chainmail	1	Heavy	16	13	Disadvantage	4+Str	—
Platemail	1	Heavy	18	15	Disadvantage	3+Str	—
Shield	1	Heavy	+2	—	—	-1	—

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Tau'ri Armor

The armor of the Tau'ri, much like their armaments, are focused on projectile weaponry. Despite this rather limited scope, the armor still provides excellent protection against the common weapons of the galaxy, due to the plastics, Kevlar, and ceramic plates employed in its construction.

•Light Armor

Bullet Resistant Vest: A vest designed to disperse the impact of projectiles. This armor can be concealed and requires a DC 20 Perception check to spot when worn beneath clothing.

Tactical Helmet: A combat helmet issued to most soldiers with night vision modification as well as attachment points for additional lighting or other tools.

Tactical Vest: A heavier version of the bullet-resistant vest, the tactical vest cannot be concealed but offers additional protection. It also has additional pockets, bandoleer straps, and quick release clips for carrying additional equipment.

•Heavy Armor

Blast Shield: A reinforced shield with a viewing window designed for riot suppression or explosive disposal.

Tactical Armor: Combining Kevlar and ceramic plates, this armor is designed for heavy frontline warfare.

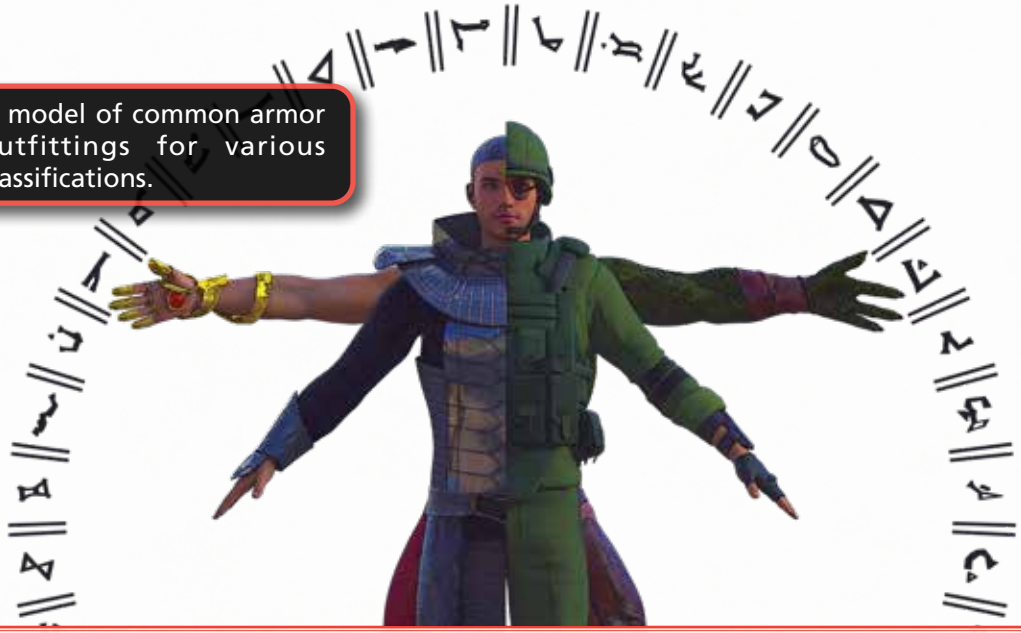
ARMOR SPECIAL RULES

Blast Shield: This armor is particularly good at resisting damage from blasts. You gain advantage on Dexterity saves to resist the damage of a blast.

Kevlar: This armor is reinforced with Kevlar or other materials that disperse the impact of projectiles. Against any weapons that fire bullets or other high speed projectiles (like arrows or sling bullets) the armor improves its effective Tech Level by +1.

Night Vision: The armor's helmet has additional visual enhancement available, granting the wearer the ability to see in low-light and complete darkness. This vision is Monochromatic (typically green), lacking the ability to discern colors and some other fine detail.

A model of common armor outfittings for various classifications.



TAU'RI ARMOR

Armor	Tech Level	Type	AC	Strength	Stealth	Bulk	Special
Bullet Resistant Vest	2	Light	14+Dex	—	—	6+Str	Kevlar
Tactical Vest	2	Light	16+Dex	—	—	8+Str	Kevlar
Tactical Helmet	2	Light	+1	—	—	—	Night Vision
Tactical Armor	2	Heavy	20	13	Disadvantage	6+Str	Kevlar
Blast Shield	2	Heavy	+2	—	Disadvantage	-2	Blast Shield

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Tau'ri Gear

Just as most of the armor and weaponry available at the Phoenix Site is of Tau'ri manufacture, so is the majority of the other equipment. There are, of course, cultural analogs to this gear that may be available in other cultures. In fact, most of it is not unique to the humans of Earth, and much of what the team members use may come from their own culture or from that of their allies.

•Binocular/Monocular

A staple of forward forces, this device magnifies vision, negating any disadvantage gained from distance that a character might suffer on Investigation or Perception checks when surveying a target.

•C4 Explosive Clay

This malleable explosive clay can be used to breach defenses, set up traps, or create improvised weaponry. Each explosive use contains a detonator that can be triggered as an action via tactical radio or other radio frequency generator, or set to explode after a certain amount of time has elapsed (maximum 72-hours). Each use of a C4 deals 1d10 damage to everything within 1m when detonated. Up to 20 uses of C4 can be applied to any single detonation. Each additional use after the first increases the explosion's damage by 1d10 and the radius by 1m.

A character who is proficient in explosives may also perform the following actions with C4:

Breach: By placing the clay around a locked door or other entry, the user may shape the charge to deal 1d10 damage to the object for each use expended. Setting a breach charge requires 1 round and an action per use expended.

Improvised Explosive Device: With a little bit of scrap metal and a container, the character can create a grenade with one use of explosive and a DC 15 Engineering check. Building an IED requires several minutes and can be done during a short rest.





•C4 Detonator

This radio receiver is designed to be pressed into C4 clay so that it can be detonated at range using a tactical radio or other radio frequency broadcaster. Each contiguous application of C4 requires a detonator.

•Camo Kit

A combination of makeup and various camouflage ponchos, this kit grants proficient characters advantage on Stealth checks made while in natural cover. It takes a few minutes to apply a Camo kit to a person for a specific environment and can be done during a short rest.

•Claymore Mine

The standard issue M18A1 Claymore fires steel balls in a 10m cone when remote activated, dealing 8d6 damage (DC 15 reflex for half). Alternatively, a character who is proficient with explosives can set a trip-wire. The wire can typically span a 10m line and requires a DC 15 Perception check to spot before triggering. Other Claymore mines exist, produced by other Tau'ri military as well as alien cultures who produce similar devices.

•Climate Protection Clothing

Heavy clothing that provides protection from the cold, high winds, and even radiation when combined with a filtration mask. This clothing can be worn with armor and provides advantage on saves against cold. When combined with a Filtration/Radiation mask it also provides advantages on saves against radiation effects.

•Climbing Kit

This collection of 1000m of cord, carabiners, climbing hooks, pitons, pulleys, and a rope grab provide advantage on climbing checks.

•Combat Tent

This triple-walled four-season tent sleeps 2 soldiers comfortably with room for storing their personal equipment. In addition, the tent has a thermoplastic covering that can render the tent air-tight.

•Communications Balloon

This self-inflating, controlled ascent, weather balloon can be launched into the high atmosphere to extend the range of the tactical radio to 500km for the next 10d6 hours. Once deployed the balloon requires 1 hour to achieve an effective altitude. Local weather may reduce the effective time the balloon is viable by 1d6 (small planet or consistent wind) to 5d6 (solar flares, or a nearby erupting volcano).

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•Concealed Holster

This slim holster is designed to hide the presence of a weapon from visual searches and cursory physical searches. It can hold a small weapon, typically a bludgeon, shortblade, sidearm, or thrown blade. The holster must be custom built for the type of weapon. The DC to spot a weapon in a concealed holster is equal to 10 + twice the holster's tech level (DC 14 for most Tau'ri tech). This DC is increased by the user's Proficiency bonus if the user is proficient in Sleight of Hand.

•Duct Tape

Often joked about for its sheer utility among mechanics, engineers, and soldiers alike, this non-conductive military-grade adhesive tape can withstand extreme temperatures and weather. Its uses are frequently limited only by the technician's imagination.

•Emergency Viral Response

Called "the heartstopper" by some, this syringe is filled with adrenaline and an immuno-response boosting cocktail formulated to work against a wide range of unknown contagions. A character who injects this chemical into their heart may heal ability damage caused by a disease until the end of their next long rest, after which the diseased condition prevents healing once again.

•Engineering Kit

This small hardened case contains a series of repair and maintenance tools carefully stored for ease of access. It contains a long list of tools and parts, including (but not limited to); an electric drill/driver with dozens of attachments and screws, portable welding torch, steel sheets, and powerful adhesives. A character can use this kit to repair 1d6 damage to a mechanical device (such as a drone). A proficient character repairs 2d6 damage.

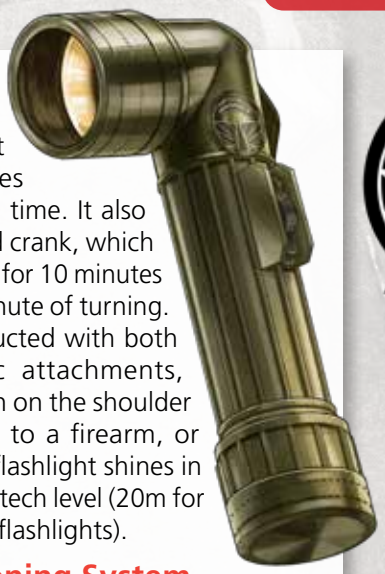
•Fabrication Kit

This kit contains all the craftsman's tools, welding gear, and basic carpentry/electric repair equipment to fabricate/modify gear and structures in the field.

•Filtration/Radiation Mask

Designed specifically for the Stargate program, this mask purifies air, making it safer to breathe. It requires an action to don the mask and once on, it provides advantage on all saves against airborne substances, including disease, poison gas, and radiation (when combined with extended climate protection clothing).

•Flashlight



This clippable light source uses batteries with 36 hours of run time. It also has a collapsible hand crank, which can recharge the light for 10 minutes of run time with 1 minute of turning. The chassis is constructed with both clips and magnetic attachments, allowing it to be worn on the shoulder or helmet, attached to a firearm, or carried in hand. The flashlight shines in a cone up to 10m per tech level (20m for standard issue Tau'ri flashlights).

•Galactic Positioning System

Rarely issued to teams, the GPS is a special tablet comptuer designed at the Phoenix Site to help pinpoint a team's location within the Milky Way Galaxy. Since the destination of a team is usually known, these devices aren't part of the standard mission loadout. In fact, their access is restricted to protect the security of the base's location. The computer's digital star charts, electronic astronomical telescope, and broad spectrum of wave sensors provides advantage on any Science check to determine your location within the Milky Way Galaxy.

•G.D.O.

This remote transmitter, a hand held uplink referred to as a G.D.O. (or Garage Door Opener) by Tau'ri personnel. It sends a code input by the user through the gate, identifying the user to the Phoenix Site so that the defensive iris can be retracted. A team's gate code is a closely guarded secret, and if compromised the computer system may reject the code, requiring command to determine whether or not the iris should be opened. Attempting to go through the gate while the iris is closed results in immediate death upon arrival at the destination.



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•Generator

A generator produces electricity in environments where solar power is insufficient or the team needs additional power. A generator produces enough power to keep a small hospital running, but not enough to operate a Stargate.

•Generator, Naquadah

Much like a standard combustion generator or solar collector, the Naquadah generator's primary function is to provide power to a facility or location. The Phoenix Site itself runs on several redundant Naquadah generators and field deployment is not unheard of. The Naquadah generator is extremely portable, depending on the design iteration of this new technology, typically measuring less than a meter long. The Naquadah generator is a Tech Level 3 device and produces enough power to keep a military base fully functioning or operate a Stargate.



•Guidance Flares

Available in a rainbow of colors, guidance flares emit a vibrantly colored smoke that lingers for up to 10 minutes in low-wind conditions. Used by some Tau'ri militaries to allow infantry to guide aircraft strikes, these flares have found a secondary duty in scouting unknown worlds and communicating over distance when tactical radio signals are unreliable. A guidance flare can be held in hand, emitting smoke for up to 30 seconds and then remaining visible at the user's location. It can also be fired from a flare gun (contained with the flares) up to a height of 300m for increased visibility.

•Grapple Gun

Here's a long-time fantasy of engineers that grew up on comics. The techs at the Phoenix Site have recently manufactured a grapple gun that addresses many of the device's practical issues. The gun can fire a grappling hook and line up to 200m (which may require an attack roll) or an anchor with enough force to lodge into stone at up to 100m.



•Med Kit

A character can use this Med Kit to heal 1d8 damage to a wounded character, or 1d4 damage to a scuffed character during a short rest. A proficient character heals 2d8 to a wounded character and 2d4 damage to a scuffed character. A character can only benefit from Med Kits once per short rest. Note: A fully-stocked med kit is designed to have more supplies than is typically required on a single mission; for longer missions, additional med kits may be issued. Unless otherwise noted by the GM, a Med Kit does not need to track a limited number of uses. On protracted deployments, the GM may rule that a Med Kit has reduced healing effect once its resources have been taxed by dire circumstances.

•Med Kit, Personal

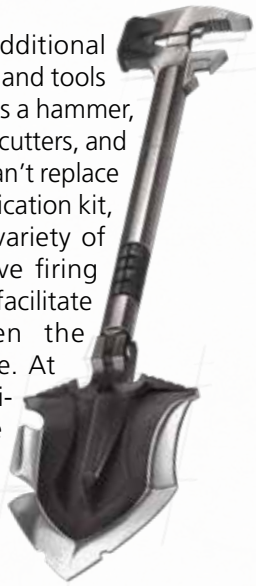
This personal version of the Med Kit is smaller and contains fewer supplies. It may be used once as a Med Kit but it is then expended.

•MRE

"Meals Ready To Eat" come in a variety of meal options with the tools to prepare a hot meal without fire. A single MRE is enough to provide a soldier with a day's calories. Each MRE includes an entree and dessert with chemical heating bags, protein drink powder (banana, chocolate, or vanilla), plastic utensils, a hot beverage (cocoa, coffee, or tea) and a condiment package (ketchup, mustard, salt, sugar, pepper, and hot sauce). An MRE can be prepared during a short rest.

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•Multi-Tool



A compact shovel with additional screw-on head attachments and tools stored in the shaft. It includes a hammer, prybar, saw, screwdriver, wirecutters, and wrench. While a multi-tool can't replace a proper engineering or fabrication kit, it can be used to build a variety of simple structures (defensive firing points, latrines, etc.) or to facilitate basic maintenance when the proper tools aren't available. At the GM's discretion, a multi-tool can be used in place of an engineering kit to make repairs during a long rest, but repairing only 1d6 damage.

•Outbreak Kit

A character can use an outbreak kit to manage and control the spread of sickness and disease. The bearer of an Outbreak kit gains advantage on all saves against the ongoing effects of poison or disease. A proficient character can provide this advantage to up to 10 people per Wisdom modifier during a long rest or 1 person per Wisdom modifier during a short rest.

•Pan-Cultural Wardrobe

This collection of well made, but simple clothing items pack tightly into a backpack and is designed to go unnoticed in as many galactic cultures as possible with a small amount of alteration. A character proficient in its use can provide one character per Wisdom modifier with advantage on Deception checks to pass unnoticed through a society. This process takes a few minutes and can be done during a short rest.

•Parachute

This backpack device contains a canopy that can be deployed to rapidly slow the fall of a character from great heights. When deployed at an altitude of 1km or higher, a character can safely descend to the ground. Characters who make a successful Pilot check may open the parachute lower to the ground (DC 10 for 750m, DC 15 for 500m, and DC 20 for 200m). Failing this check results in the character taking half damage for the fall (instead of normal fall damage).

•Personal Computer/Tablet

Both the laptop and tablet form of personal computer are used by Stargate Phoenix. They are used throughout the facility in a multitude of duties.

Research Kit

Containing all the necessary tools for field research (such as vials, beakers, a burner, portable microscope, etc.), these kits are invaluable to the scientist's mission. Each Research kit must be designed for one chosen scientific field. The kit provides the user with advantage on Science checks with the chosen field.

•Restraints

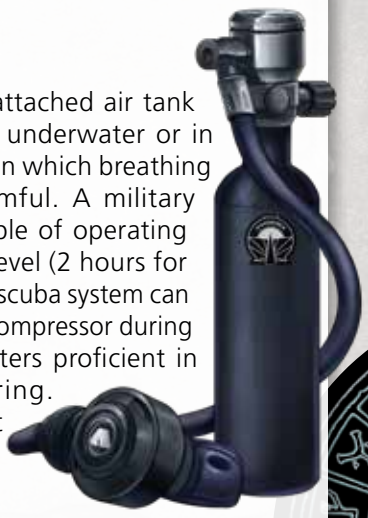
Restraints take many different forms, from handcuffs to well-tied ropes, but they all restrict the movements of a prisoner. A character may place restraints on a target with the grappled condition by succeeding at another grapple action against the target and choosing to bind the wrists or ankles (on a humanoid target). Restraints are built tough; add 5 times their TL to their HP.

- A character in wrist restraints (DC 15 Acrobatics to escape) suffers disadvantage on all arm and hand based actions (including escaping restraints).
- A character in ankle restraints (DC 20 Acrobatics to escape) has its speed reduced to 1m.
- A character shackled by both its wrists and legs (DC 24 acrobatics to escape) gains the restrained condition.

•Rope

Rope exists in the vast majority of cultures, as a variable length of flexible cord can be considered one of the great basic tools of civilization. Rope is typically immune to bludgeoning damage and has 2 HP per tech level when being cut. The rope used by the Phoenix Site is made of nylon (tech level 2) and is marked in blue every 1m, red every 5m, white every 100m, and green every 1km. Rope comes in small personal lengths (up to 100m) or can be requisitioned in spools of any length up to 10km.

•SCUBA



This face mask with attached air tank can sustain a wearer underwater or in another environment in which breathing is impossible or harmful. A military scuba system is capable of operating for an hour per tech level (2 hours for most Tau'ri devices). A scuba system can be refilled with an air compressor during a long rest by characters proficient in Scuba or Engineering. Scuba proficient characters also gain a 3m swim speed.

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CUSTOM & ALIEN EQUIPMENT

Players of alien and engineer PCs may wish to have a character with a wide variety of strange equipment. It should be noted that the Phoenix Site does not prevent its team members from using their own equipment. Indeed, General Loyer believes that this intraspecies co-operation is the foundation of the SG program's future success.

A character may have strange versions of this equipment, which is functionally identical, but may be wildly alien to their Tau'ri compatriots.

For example, a standard issue Med Kit might be replaced by a series of strange starfish, bred for centuries to act as syringes filled with bio-luminescent goo with healing properties. It might even be of a higher tech level, if that has limited mechanical impact.

For the most part, this equipment should be TL 2, representing advancement comparable to that on Earth, but following a technological road less travelled.

GMs may choose to allow players access to higher tech level versions of simple gear if they are from a more advanced culture. While this can cause balance issues with weapons and armor, it is unlikely to destabilize the campaign if the PCs have routine access to TL 4 rope.

•S.I.C.P.

The Standard Issue Care Package was originally designed to boost morale among soldiers, but quickly became a useful peacemaking tool. The S.I.C.P. is stored in a tin container for freshness and contains the following; 2 bars of Tau'ri chocolate, a book of matches, 2 8oz boxes of juice, 1 instant coffee packet, 1 instant tea packet, 1 instant juice packet, and a tin of strong breath mints. Sharing the S.I.C.P. in an appropriate social setting grants advantage on a single Persuasion check before being expended.

•Signal Beacon

This palm-sized transmitter emits a constant frequency for up to 50 hours per tech level. A receiver of the same tech-level is usually required to receive the transmission and locate the beacon. A tech level 2 beacon can be detected within 1000km, TL 3 on the same planet, TL 4 within the same solar system, and TL 5 anywhere within the Milky Way galaxy.

•Solar Recharging Station

This 25 square-meter folding solar panel has multiple hookups for recharging electrical equipment. In an environment with Earth-like sunlight, it can recharge most common devices during a long rest.

•Space Suit

This self-contained environmental suit is used by astronauts to maneuver and survive outside of a planet's atmosphere. A tech level 2 suit is capable of an hour of operation in the vacuum of space with a flight speed of 2m in environments without gravity. Every tech level beyond 2 doubles this time and speed (2 hours at TL 3, 4 at TL 4 and 8 at TL 5). No tech level 1 space suits have been discovered.

When a character in a space suit suffers piercing or slashing damage, the suit may be compromised. The wearer must succeed at a Reflex save with a DC equal to the damage suffered (maximum DC 20). If successful, the suit is not damaged. Otherwise it is compromised. When a suit is compromised roll the TD to determine how many minutes of operation the suit loses each minute until it is repaired. Each time a suit is compromised, roll a new TD and add it to the total minutes of operation leaking per minute.

•Personal Tactical Radio

A small box with a speaker and microphone in one has a single button that when press allows the operator to speak to others on the same channel. It is attached via a coiled cord to a personal transmiter. The transmiter has a range of 5km in most life-supported planetary environments.

•Radio Relay

A hardened transmitter/receiver, this device relays tactical radio signal to units within a 20km radius. Its battery and solar power can run for years (and in some cases decades). Multiple relays may be linked to spread or chain coverage over an area.

•Radio Station

The radio station is deployed at a base of operations to grant the local command structure enhanced communication range. This stationary radio has several broadcasting antenna as well as a central logistics computer, recording capability, and dedicated solar array. Its base range is 100km to broadcast, but personal tactical radios require a relay if they wish to reply from outside their limited range. The radio station also serves as a relay for other tactical radios.

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•Translator

This handheld device contains a library of every catalogued language available to the Phoenix Site. Proficient characters may make Charisma checks without sharing a language with anyone speaking a language on file.

•Uniform

The standard issue Phoenix Site uniform is a double-stitched gray or khaki green jacket and trousers with black undergarments. It also includes a visored baseball cap and black boots.

•Uniform, Dress

Unlike the standard issue uniform, only Tau'ri military assets are issued a dress uniform (although they rarely take them into the field). Also called "dress blues" for their dark blue shade and white piping, this uniform provides advantage on all Charisma skill checks against most civilians and military personnel that the wearer outranks (characters without respect for authority may be unaffected at GM discretion).

•Utility Ties

These plastic "zip" ties are designed to close a loop securely and are popular among engineers for their utility, second only to military grade duct tape. Utility ties can be used as restraints (see page 73).

•Water Purifier Canteen

A canteen with an attached water purifier that makes water safer for humanoid consumption. It desalinates and purifies up to 3 liters of water per day. This process kills most naturally evolving bacteria (est. 99.8%) and removes most harmful compounds. Due to the reduced exposure rates, the water purifier provides advantage on Constitution saves against environmental diseases.



TAU'RI GEAR

Item	Tech Level	Bulk
Binocular/Monocular	1	1
C4 Explosive Clay	2	1 / 3 uses
C4 Detonator	2	—
Camo Kit	1	1
Claymore Mine	2	1
Climate Protection Clothing	2	1
Climbing Kit	2	1
Combat Tent	2	2
Communications Balloon	2	2
Concealed Holster	2	—
Duct Tape	2	1 / 100m
Emergency Viral Response	3	—
Engineering Kit	2	1
Fabrication Kit	2	10
Filtration/Radiation Mask	2	1
Flashlight	2	1
Galactic Positioning system	3	2
G.D.O.	2	1
Generator	2	3
Generator, Naquadah	3	3
Guidance Flares	1	1 / 3 Flares
Grapple Gun	3	1
Magazine (loaded)	2	1 / 2 Mags
Med Kit	2	2
Med Kit, Personal	2	1
MRE	2	1 / 5 days
Multi-Tool	2	1
Outbreak Kit	2	1
Pan-Cultural Wardrobe	2	2
Parachute	1	3
Personal Computer / Tablet	2	1
Research Kit	2	1
Restraints	2	1
Rope	2	1 / 100m
SCUBA	2	2
S.I.C.P.	1	1
Signal Beacon	2	1
Solar Recharging Station	2	2
Space Suit	2	5
Personal Tactical Radio	2	1
Radio Relay	2	2
Radio Station	2	40
Translator	2	1
Uniform	1	1
Uniform, Dress	1	1
Utility Ties	1	1/100
Water Purifier Canteen	2	1

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Common Alien Gear

In addition to the standard Tau'ri equipment employed by the United States Air Force, the Phoenix Site also has team members with alien equipment, such as the Tollan phase-shifting device or the Ma'tok staff.

This equipment is not available to every PC. Individual characters will need the appropriate clearance, per GM discretion. In general, members of the appropriate alien race are granted special clearance from General Loyer to employ nonstandard equipment in the field.

•Clak Blade (Unas)

Unique to the Unas serving at the Phoenix Site, the Clak blade is inspired by the Tau'ri switchblade and designed by Phoenix Site engineers on site for Unas team members. This TL 3 shortblade is worn on a wrist bracer and can be "Clak'd" into a variety of positions with specific forearm flexes uniquely deployable by Unas musculature. This makes it a superb close quarters and grappling weapon that complements their natural claws.

Unas proficient in Martial Arts are proficient with Clak Blades and deal 1d8 + Strength modifier damage to their target when they successfully grapple (this damage cannot score a critical hit). In addition, their claws deal 1d8 damage.

•Elio'so Paste (Aturen)

This watery purple substance is created from the juices of the rare Elio tree native to the Aturen homeworld. While the plant was nearly destroyed, it has recently been re-cultivated thanks to a planetary-scale preservation effort. Despite being very thin, the paste does not stain or soak into clothing. The Elio'so paste acts as emergency food (1 spoonful dose is 1 day's rations) and it mimics certain cell types when applied directly to bones or organs. A character proficient in the Medicine skill can spend an hour applying 5 doses to a target to make a DC 20 Medicine check. If successful, the target heals 1 Strength, Dexterity, and Constitution damage. Whether the check is successful or not, the target heals a number of HP equal to the result of the check.

•Ma'tok Staff Weapon (Jaffa)

Common among the Jaffa that have joined Phoenix Site, the Ma'tok staff has been granted a special allowance by General Loyer so that any Jaffa may continue to carry and use their personal staff weapon. In the event the weapon is lost or a mission requires a team to impersonate Jaffa, the Phoenix Site has a handful in the armory.

•Monitoring Implant (Tollan)

Common on the Tollan homeworld, this implant can be injected into team members to monitor their medical condition. Originally used to alert medical services, the version employed by the Phoenix Site instead feeds information to all team members. From a gameplay perspective, the players are aware of each other's current HP total (although the character is aware of various vital statistics) and anyone with this information may add the tension die to healing they provide to a wounded target with the implant.

•Phase Device (Tollan)

This wrist-worn device can be used to phase a touched target out of sync with the matter of the universe, allowing subjects to pass through solid objects for a short time. To phase a touched person and their gear, the user makes a DC 15 Science check. If successful, the target may move through solid material until the end of its next turn (or up to 6 seconds if not in combat rounds). For every 5 by which the DC is passed, the target may move through matter for an additional round or an additional touched target may be affected. Phased creatures must move at a deliberate pace, so a creature that takes the Dash action, becomes Unphased at the end of their turn (after resolving the Dash).

If the target stops phasing while within solid matter it will likely die, suffering 20d6 damage each round. This prolongs the phase device effect an additional round, so if the character survives the damage they may attempt to move out of solid matter on their next turn.

•Tunnel Crystals (Tok'ra)



These crystals are employed by the Tok'ra to hide from the Goa'uld and to rapidly build their subterranean tunnel networks. These crystals produce breathable air as a by-product, but due to their enclosed nature life support systems are required for long term habitation.

•Unas Necklace (Unas)

Technically designated an "Unas Necklace" by Stargate Phoenix, many team members have begun referring to this adornment as a "Wormless." This armor and bone choker helps to prevent Goa'uld larvae from implanting in a subject. A character wearing a Wormless gains advantage on saves to resist a Goa'uld larvae implanting in them.

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•Ud'Wat Incense (Aturen)

The flowers of Ud'Wat trees bloom every three years for only a week. During this time, caretakers scurry to press the leaves between coarse stones grinding it into a powder that can be laced into incense. The final product of this labor is used in several Aturen rituals that sedate the participants and join their lucid dreaming minds into a shared experience. The dreamscape can be quite vivid and is often violent when dealing with an injured non-Aturen mind (non-Aturens are frequently brought along into the dream state for aid). There are many uses for the Ud'Wat incense, including the following (but not limited to):



- Aiding a subject to heal mental distress (such as rescuing them from a coma).
- Sharing a memory in vivid details that the waking mind cannot recall.
- Determining whether or not a person is trustworthy.
- Breaking mental conditioning.

•Za'tarc Detector (Tok'ra)

By scanning the subtle aspects of a subject's physiological response, including an eye scan, the Za'Tarc detector can compare the conscious and subconscious minds to determine if the subject has been the victim of Goa'uld mind manipulation. It has not been tested in the field against other forms of mental manipulation, but some theorize the device may have other applications.

Resisting a Za'tarc Detector is very hard (DC 25 Intelligence save). As most subjects do not believe themselves a Za'tarc, they relent to testing and there is usually no saving throw required. However, if the subject is highly agitated, the subconscious will attempt to resist on behalf of the character.

COMMON ALIEN GEAR

Item	Tech Level	Bulk
Elio'so Paste	4	1 per 10 doses
Monitoring Implant	4	—
Phase Device	4	—
Tunnel Crystals	4	1
Unas Necklace	1	—
Ud'Wat Incense	4	—
Za'tarc Detector	4	1

•Zat'nik'tel (Jaffa)

Favored by some members of the SG-1, the "Zat" is a weapon that escalates very quickly from non-lethal suppression tactics to lethal attacks. Phoenix Site has access to a few Zat'nik'tel weapons upon request from Earth, but General Loyer prefers to not employ them regularly due to their intimidating reputation among those abused by the Goa'uld.

Targets struck by a Zat'nik'tel attack suffer 3 levels of Exhaustion (see page 123) instead of hit point damage. Note that whenever a creature reaches 3 levels of exhaustion (and every time it takes exhaustion damage after that), it must save versus falling unconscious.



A corpse struck by a Zat'nik'tel is disintegrated. Electronic systems targeted by a Zat'nik'tel suffer 1d12 Electric damage.

ALIEN WEAPONS

Weapon	Tech Level	Damage	Type	Range	Capacity	Reload	Bulk	Special
Clak Blade	3	1d8	Slashing	1m	—	—	1	Finesse
Ma'tok - Plasma Blast	3	3d6	Fire	5m/60m	—	—	2	Recharge 1, Shockwave 1m
Ma'tok - Melee	1	1d10	Bludgeoning	—	—	—	2	—
Zat'nik'tel	3	Special	Electric	10m/30m	—	—	1	Recharge 1

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Facilities

The Phoenix Site has a variety of facilities available to team members during their downtime. Characters can always spend their time honing skills, or they can choose to use one of the base facilities to keep themselves sharp.

When a campaign starts, each facility has a bonus rating of +1, but as the campaign continues, the facilities can be improved, raising their bonus to a maximum of +5.

Each team member gets to choose one facility where they've spent spare training or recreation time before each mission gaining the facility's bonus. Mission command might also require the entire team train in one of the facilities, granting the team a bonus. If command requires a facility, the PCs may choose a different facility in which to spend their downtime.

•Armory

This dedicated workroom is used to maintain equipment, most notably weapons and armor.

Benefit: A team member who spends downtime in the armory adds its facility bonus to their ranged weapon damage rolls.

•ASH Archive

Collected from the research of the ASH (Accredited Safe Haven) archives and recovered texts, this lab/library possesses vast stores of data that might take decades of scholarly effort to fully understand.

Benefit: A team member that spends their downtime in the ASH (Accredited Safe Haven) Archive chooses an Intelligence skill. They gain a bonus equal to its facility bonus on that skill.

•Firing Range

With targets and marked ranges, the firing range helps calibrate firearms and hone a team member's accuracy.

Benefit: A team member who spends downtime in the firing range adds its facility bonus to their ranged weapon attack rolls.

•Gym

Designed for aerobics, martial arts, and weight lifting, the gym helps dedicated team members stay in fighting shape.

Benefit: A team member who spends downtime in the gym adds its facility bonus to their melee damage rolls.

•Medical Bay

Considering the alien diseases and anatomies to be understood, the medical bay is often a hub of scientific discovery within the Phoenix Site.

Benefit: A team member who spends downtime in the medical bay adds its facility bonus to the HP damage healed when they use a Med Kit.

•Mess Hall

Soldiers universally appreciate a good meal, and the Phoenix Site mess hall has a professional kitchen with all the tools an expert chef could need.

Benefit: A team member who spends downtime in the mess hall adds its facility bonus to their Constitution and Wisdom saves.

•Motorpool

While the Phoenix Site doesn't use a wide variety of vehicles, those it does employ need regular maintenance and repair just like any other.

Benefit: A team member who spends downtime in the motor pool adds its facility bonus to the AC of any vehicle they pilot.

•Rec Hall

With a full movie projector, stage, and even a karaoke machine, the rec hall is a great place for soldiers to blow off steam when they can't leave base.

Benefit: A team member who spends downtime in the rec hall chooses a Charisma skill. They gain a bonus equal to its facility bonus on that skill.

HONING ABILITIES

A character who does not want to spend downtime in a facility can instead choose to hone their abilities in a variety of ways, staying sharp and ready for the next mission.

The player must describe what the team member is doing to hone their abilities for the next mission. If the GM agrees that the activity is appropriate they may add their Proficiency bonus to a single ability score (to a maximum of 20) for the duration of the next mission. Alternatively, a character may increase the value of multiple attributes, up to a maximum total bonus equal to their Proficiency bonus, but at least +2 must be added to any honed ability. For instance, a character with a +5 Proficiency bonus could add +2 to one attribute and +3 to another.

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Vehicles

A variety of vehicles exist throughout the Milky-Way, although the Phoenix Site itself employs very few vehicles. Despite their rarity in most campaigns, this section provides additional Tau'ri vehicles to aid the GM.

Vehicle rules and attributes are discussed in Chapter 10: Encounters (see page 152), and include:

Size: The relative size of the vehicle.

Handling: The DC of Pilot checks, typically to attempt stunts, but also used in emergencies or for other actions.

Cruising Speed: The average speed per hour of the vehicle when used to travel distances.

Passengers: How many passengers (including the pilot) that the vehicle is designed to carry.

Type: The engine/locomotion type of the vehicle.

•ATV

These four wheeled transports are designed to carry one or two passengers across terrain that would be difficult for most ground vehicles. It typically operates with a top speed of about 100kph but can reach speeds as high as 130kph under the right conditions.

•Apache Helicopter

Just one of the various military helicopters employed by the US Army, the Boeing AH-64 Apache can be disassembled on base and transported through the Stargate to a forward base where it is then re-assembled by engineers (a DC 20 Engineering check that requires 12 hours of work).

The Apaches used by Stargate Phoenix has been fitted with air-to-air missiles in addition to a pair of linked autocannons. Some variants also replace the autocannons with a single railgun.



Rodriguez ordered her team not to name the M.A.L.P.s. She isn't sure Bervel listened.

•F-302 Fighter-Interceptor

Designed by the SGC for multiple combat roles, the F-302 is the production line ancestor of earlier model X-301 and X-302 fighters. The F-302 is capable of leaving planetary atmosphere, allowing it to deploy satellites and to perform long distance recon in addition to its combat duties.

The F-302 has the following weapon systems:

- 4 Air-to-Air missiles
- 2 front facing linked Railguns

The F-302 can be outfitted with additional payload, such as a nuclear missile.

Like the Deathglider, the F-302 is capable of space flight, which grants it a greatly increased effective cruising speed.

•Fixed Wing Commuter Plane

This small 5 passenger airplane was originally designed for commuters in Earth's island communities. Thanks to its folding wings and compact size, it can, just barely, fit through a Stargate. While rarely used, the Phoenix Site does maintain two on-site (the "Lucky" and the "Plucky") for those occasions when they are useful.

•F.R.E.D.

The Field Remote Expeditionary Device is a mechanical pack horse with a similar design to the M.A.L.P.'s 8-wheeled version. The F.R.E.D. can carry up to 100 bulk worth of equipment and has an onboard computer capable of following a designated character at walking speeds without the need for constant radio control.

DAMAGED CONDITION

When a vehicle is reduced to less than half of its total HP it gains the damaged condition. Vehicles with the damaged condition reduce their cruising speed by half and increase their handling by +4. In addition, some vehicles will note additional issues that occur when the vehicle is damaged.

When a vehicle first gains the damaged condition the Pilot must immediately make a Pilot check against the vehicle's new handling rating to avoid a crash (as cars flip, aircraft rapidly lose altitude, or the vehicle is otherwise in danger). The manner of the crash (and thus damage/effect) is determined by the GM (see page 153).

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•Inflatable Boat

This simple boat can be folded into a small crate (bulk 10) and can self-inflate in approximately 5 minutes. The attributes noted assume the use of the motor, but the boat also has oars for silent/backup propulsion (which reduces its cruising speed to 5kph). The boat has no protective canopy, so passengers and the pilot (who sits at the rear) are exposed to enemy attacks as if at a firing point (see page 152).

•Jeep

This military vehicle is a workhorse of the modern military, equipped with tools, a winch, and various other practical and logistical gear. Jeeps typically have cloth canopies, if they have one at all, and thus leave passengers exposed as if they were at a firing point.

•M1 Tank

The USAF doesn't typically employ tanks in the field, nor are they particularly useful to the Phoenix Site's mission, but they are common enough among the Earth armed forces that General Loyer could provide one if needed. Tanks come in a variety of sizes, but attributes provided here are for an M1 Abrams tank (which can fit through a Stargate) and is typically retro-fit with a Railgun.

•M706

The Cadillac Gage Commando XM706E1 (or M706 for short) is a common armored amphibious personnel carrier. While not frequently employed by Stargate teams, the vehicle is representative of those found in service of many Tau'ri armed forces. It is commonly outfitted with a large calibre autocannon or other anti-personnel weapon. The M706 can traverse water at a cruising speed of 5kph.

•M.A.L.P.

The Mobile Analytic Laboratory Probe is a six-wheeled remote-controlled drone. Its most routine function is to go through the Stargate to an unexplored world and take environmental readings such as ambient temperature, oxygen levels, and a visual look at the landscape near the other side of a Stargate. The M.A.L.P. can also serve many functions on a mission as it is outfitted with a clamp arm (Strength 16, Dexterity 4). The older model M.A.L.P.s use tracks instead of wheels but are statistically the same.

•Motorcycle

Popular on planets where the internal combustion engine is common, motorcycles are two-wheeled craft designed for one or two riders. A motorcycle can be equipped for all-terrain use, which grants an off-road cruising speed of 90kph.

•Passenger Sedan

A simple passenger vehicle, the sedan is designed to carry up to five people comfortably and is not typically combat capable without extensive modification.

•U.A.V.

The Unmanned Aerial Vehicle is a remote controlled aircraft used for scouting, search & rescue, and even communication (under certain circumstances). The U.A.V. isn't cheap, and frequent losses have limited its use within the Phoenix Site, but when lives are on the line it is an invaluable tool. When a U.A.V. is damaged, the U.A.V. can no longer maintain its altitude and must land (crash landing if necessary).



U.A.V.s are commonly used for recon and cartography, and only occasionally races.

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VEHICLE WEAPONS

Weapons mounted on a vehicle use their own Proficiency (Gunnery) and are considered their own type of weapon for the purposes of feats and abilities. Bombs, Rockets, Missiles, and other single shot or self-guiding ordnance use the Gunnery proficiency for attack rolls.

•Autocannon

This high-caliber weapon is similar to the man-portable chaingun. It fires a steady stream of bullets, often from a rotating barrel to prevent overheating.

•Bombs

Explosives dropped from aerial vehicles, bombs are typically used against structures or slow moving armor columns. A bomb targets a point below the aircraft and deals damage to all targets within a 10m radius (although much larger bombs do exist), a DC 20 Dexterity save reduces this damage by half. Due to its inaccuracy a bomb suffers disadvantage on the attack roll. Its final position lands short or long along the aircrafts path (see targeting a point on page 157).

•Missile

Self-propelled missiles are typically mounted under the wing of combat aircraft and are designed to attack other aerial targets. Missiles must be designated as either Air-to-Air, Air-to-Ground, or Ground-to-Air (for those mounted on ground vehicles). A missile firing at a target not in accordance with its designation suffer disadvantage on the attack roll.

•Railgun

Used in environments where recoil is problematic, this weapon uses magnets to accelerate a solid slug to incredibly devastating speeds.

LINKED WEAPONS

Some vehicle weapons have the linked quality, which allows all linked weapons to be fired at the same target with a single attack action. The weapon expends capacity for each weapon fired, but if the attack hits it deals damage with all linked weapons. On a critical hit, only one weapon's damage is multiplied (attacker's choice).

VEHICLE ATTRIBUTES

Vehicle	Tech Level	Handling	Type	Cruising Speed	Passengers	HP	AC	Size
ATV	2	12	Off-Road	100kph	2	60	18	Medium
Apache	3	13	Aircraft	250kph	2	150	20	Huge
F-302	3	14	Space	—	2	300	25	Huge
Fixed-Wing	3	15	Aircraft	300kph	20	150	18	Huge
F.R.E.D.	2	16	Off-Road	10kph	0	100	16	Large
Inflatable Boat	1	15	Aquatic	90kph	6	40	10	Large
Jeep	2	14	Off-Road	120kph	5	90	15	Large
M1 Tank	2	16	Off-Road	60kph	4	500	22	Huge
M706	2	15	Off-Road	80kph	12	300	22	Huge
M.A.L.P.	2	16	Off-Road	50kph	0	100	15	Large
Motorcycle	2	10	Off-Road	120kph	2	60	14	Medium
Passenger Sedan	2	15	Road	100kph	5	80	12	Large
U.A.V.	2	12	Aircraft	100kph	0	60	14	Medium

VEHICLE WEAPONS

Weapon	Tech Level	Damage Die	Type	Range	Capacity	Special
Autocannon	2	8d6	Piercing	100m/1km	50	—
Bomb	2	20d6	Explosive	-	5	See Text
Missile	2	20d6	Explosive	5km/200km	4	Guided
Railgun	3	8d6	Piercing	5km/400km	100	—

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Chapter 7
Feats



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Chapter 7
Feats

EACH MUST WALK THEIR OWN PATH

As characters learn from their mistakes, grow from personal experience, or dedicate their time to training, they gain new abilities and tricks called "Feats." A feat can take many forms, including learning how to use new weapons, becoming more resistant to specific effects, or specializing in specific encounter types.

In the Stargate SG-1 RPG, characters do not gain a level when they earn a specific number of mission points after level 5. Instead, they gain levels by spending mission points on feats.

CATEGORIES

Feats are organized into categories, which have no baseline mechanics on their own. Instead, they serve to help organize feats so that the multitude of abilities are easier to digest. Some categories of feats are referenced by classes as a character levels from 1 to 5, noting which feat type must be chosen when the class grants the choice. These categories are: Inspiration (pg 98), Modifcation (pg 99), Procedure (pg 100), Discover (pg 101), Field Hack (pg 102), and Tactic (pg 103).

MP COST

This is the number of mission points (MP) that a character must spend to purchase the feat. Your character's "total MP" is all the MP earned over the character's life, while "spent MP" is the MP used to level from 1 to 5 plus any spent on feats.

REQUIREMENTS

Most feats have a requirement, which are ability scores or other feats that must be purchased before a character is eligible to select the feat.

Some feats have an ability score requirement, such as Dexterity 13+. In this case the '+' means any ability score of 13 or higher qualifies to purchase the feat.

If a skill , tool, or weapon is listed as a requirement, then a character must be proficient in the noted skill, tool, or weapon to purchase the feat.

Other feats simply list a required feat or ability, such as "Inspire." Only characters who already possess the required feat or ability qualify to purchase these feats.

CLASSLESS [OPTIONAL]

Characters without a class are recommended only for tables with an experienced GM, as a classless PC begins play weaker than standard PCs and has slightly less total MP than those characters who follow a level 1 to 5 class (classes have 61-63 MP of feats by level 5, a classless character has 60).

If a GM wishes to allow characters who are completely classless, use the following guidelines for building the character from level 1 to 5.

Level 1: At level 1 a classless character begins with a Hit Die of d8, Determination points +1, and three proficiencies (Light Armor, Common Weapons, Sidearms). In addition the character may choose 9 additional proficiencies of their choice, but no more than 4 may be of any single type (Skill, Tool, Weapon, etc)..

Levels 2-5: As the character earns MP they will level from 2 to 5 like other PCs. Each level from 2 to 5 the classless PC earns 15 MP to spend on feats, despite having only earned 5 MP to level up.

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General Feats

General feats are those that affect a broad spectrum of characters. Typically, characters of any class or background will find use for these feats as they level.

ABILITY SCORE INCREASE

MP Cost: 7

Requirement: None

An ability score of your choice is increased by +1. No ability score can be raised above 20 in this way.

ADVANCED TRAINING: DIPLOMAT

MP Cost: 9

Requirement: Charisma 13+, Persuasion

You gain the Diplomat's Inspire ability (see page 45).

ADVANCED TRAINING: ENGINEER

MP Cost: 9

Requirement: Intelligence 13+, Engineering

You gain the Engineer's Jury Rig ability (see page 47).

ADVANCED TRAINING: MEDIC

MP Cost: 9

Requirement: Wisdom 13+, Medicine

You gain the Medic's First Aid ability (see page 49).

ADVANCED TRAINING: SCIENTIST

MP Cost: 9

Requirement: Intelligence 13+, Science

You gain the Scientist's Eureka ability (see page 51).

ADVANCED TRAINING: SCOUT

MP Cost: 9

Requirement: Constitution 13+, Survival

You gain the Scout's Survivalist ability (see page 53).

ADVANCED TRAINING: SOLDIER

MP Cost: 9

Requirement: Constitution 13+, Intimidation

You gain the Soldier's Tactical Flexibility ability (see page 55).

AIRBORNE SCHOOL

MP Cost: 3

Requirement: Athletics

You gain resistance to falling damage. In addition, you gain advantage on any check to open a parachute at altitudes below 1km.

APT ANALOGY

MP Cost: 5

Requirement: Science

You can employ an easy to understand analogy to help others work through complex or esoteric problems. Once per short rest you may grant a friendly character a +TD bonus on an Intelligence or Wisdom skill check.

BATTLEFIELD MEDICINE

MP Cost: 6

Requirement: Med Kit proficiency

When you use a Med Kit to heal a target during a rest, they also heal 1 point of Strength, Dexterity, or Constitution damage in addition to the HP damage healed. A character may not benefit from this ability again until after a long rest.

CASUAL GENIUS

MP Cost: 6

Requirement: Eureka ability

You begin each mission with a number of Eureka points equal to half your Proficiency Bonus (rounding down).

CHAPLAIN SCHOOL

MP Cost: 3

Requirement: Insight

During a Convince encounter, you do not automatically fail on a roll of 1, and you do not increase the threshold.

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CONVINCING

MP Cost: 9

Requirement: Inspire ability

You add your Charisma modifier to the temporary hit points granted by Inspire.

CROSS-DISCIPLINE STUDY

MP Cost: 9

Requirement: Intelligence 13+

You add half your Proficiency bonus, rounded down, to any Intelligence, Wisdom, or Charisma skill check that doesn't already include your Proficiency bonus.

DE-ESCALATE

MP Cost: 5

Requirement: Persuasion

Once per long rest you may spend a DP to reduce the tension die by 1 step (d12 to d10, d10 to d8, etc). for the duration of a single encounter or scene (GM determines when a scene changes). After the encounter or scene the tension die returns to its previous value. Multiple characters can de-escalate the same encounter or scene, but the die may not be reduced below 1d4.

DETERMINED

MP Cost: 9

Requirement: Wisdom 13+

When you roll a 5 or less on a d20 roll and before learning the result, you may choose to spend a Determination Point to re-roll the d20. You must use the new roll. You can only benefit from this once per long rest.

DIVE SCHOOL

MP Cost: 3

Requirement: Athletics

You can hold your breath for twice as long as normal (see page 130) and you gain a swim speed of 3m. This speed increases to 6m when you are equipped with swimming and diving equipment (such as a Scuba).

ESCALATE

MP Cost: 5

Requirement: Intimidation

Once per long rest you may spend a DP to increase the tension die by 1 step (d4 to d6, d6 to d8, etc). for the duration of a single encounter or scene (GM determines when a scene changes). After the encounter or scene the tension die returns to its previous value. Multiple characters can escalate the same encounter or scene, but the die may not be increased above d12.

EXCEPTIONAL EXPERTISE

MP Cost: 9

Requirement: Proficiency with chosen skill

Choose a skill in which you are proficient. Your Proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. You may select this ability multiple times, applying its effect to a different skill each time.

FIGHTER ACE

MP Cost: 5

Requirement: Pilot

When aerial combat begins (see page 160), you add an additional d6 to your position pool. You may purchase this ability up to three times and its effects stack.

FIRST RESPONSE

MP Cost: 9

Requirement: First Aid ability

You may add your Wisdom modifier to the damage you heal with a Med Kit. In addition, you may use a Med Kit to heal a scuffed team member as an action (rather than during a short rest).

FOR SCIENCE!

MP Cost: 5

Requirement: Eureka ability, Science

You may spend a Eureka point to gain advantage on Charisma checks in addition to Intelligence and Wisdom checks.

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FORCE OF WILL

MP Cost: 5

Requirement: Inspire ability

You may use Inspire when you take a short or long rest. Characters already benefiting from your Inspire are immune to a second application.

GREAT MIND

MP Cost: 9

Requirement: Intelligence 13+, Wisdom 13+

You are immune to the Charmed condition, and you gain advantage on any Insight checks to discern lies.

GOOD COP / BAD COP

MP Cost: 5

Requirement: Investigation

At the beginning of an Interrogation encounter you may choose to increase (good cop) or decrease (bad cop) the target's threshold by a roll of the TD. Two characters can use this ability on the same target, but one must increase the threshold and the other decrease the threshold. If they do so, the DC to resist breaking is increased to 20. More than two characters cannot good cop / bad cop the same target.

HARDY

MP Cost: 5

Requirement: None

Your base HD improves by one step, from d8 to d10, or from d10 to d12. You may select this feat multiple times, each time increasing your HD an additional step, to a maximum of d12. If you already have a HD of d12 you may not purchase this feat.

Note: This will immediately increase your HP, as the HP already gained from previous levels will increase by 1 per level when the hit die increases a step.

HEAVY ARMOR PROFICIENCY

MP Cost: 3

Requirement: Light Armor Proficiency

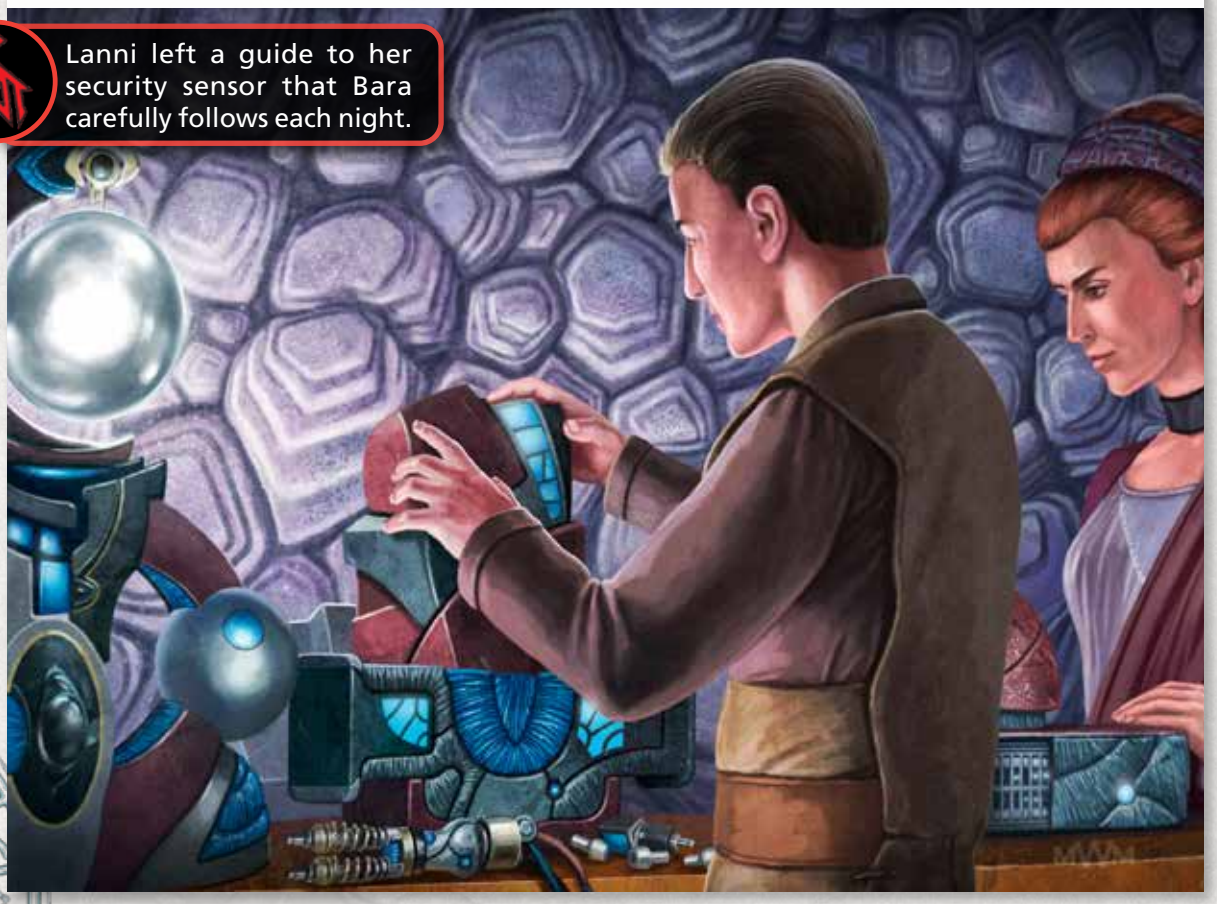
Gain proficiency in heavy armor.

IMPROVED INITIATIVE

MP Cost: 6

Requirement: None

You may add your Proficiency bonus to Initiative checks.



Lanni left a guide to her security sensor that Bara carefully follows each night.

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IMPROVED MOXIE

MP Cost: 6

Requirement: None

You may add your Proficiency bonus to Moxie checks.

JAG SCHOOL

MP Cost: 5

Requirement: Persuasion

During a Convince encounter, you score a critical success on a roll of 19 or 20.

JUMPMASTER

MP Cost: 3

Requirement: Airborne School

You can spend a DP and one hour to extend the benefits of Airborne School to a number of additional characters equal to your Proficiency bonus until your next long rest.

LIGHT ARMOR PROFICIENCY

MP Cost: 3

Requirement: None

Gain proficiency in light armor.

LINGUIST

MP Cost: 5

Requirement: Charisma 13+, Culture

You can decipher the basics of an unknown language with a DC 20 Culture check and one week with a friendly speaker of the language. A translator provides advantage on this check and reduces the time to one day.

MAN DOWN

MP Cost: 5

Requirement: First Aid ability

While you are conscious and within 1m of a dying team member, they require one fewer death saves to stabilize.

MARTIAL ARTS PROFICIENCY

MP Cost: 5

Requirement: None

You gain proficiency in a martial art and may make Martial Arts attacks (see page 64), which deals 1d6 + Strength modifier damage (instead of unarmed damage).

NIGHT OWL

MP Cost: 3

Requirement: None

You've learned to stay alert for long periods of time, seeing past your own exhaustion. When you go without rest you may make an Intelligence or Wisdom save in place of a Constitution save to resist exhaustion. In addition, you gain advantage on the first of these saves between long rests.

PATHFINDER

MP Cost: 3

Requirement: Survival

When your team becomes lost during a Traversal encounter, your team returns one fewer cards to the Journey deck (minimum 1). Multiple characters can reduce the number of cards returned in this way (but the minimum remains 1).

PEP TALK

MP Cost: 5

Requirement: Charisma 13+

You can give a stirring speech to your team. As an action once per mission, you can restore 1d4 Determination points to each member of your team (including yourself).

PHYSICIAN HEAL THYSELF

MP Cost: 5

Requirement: First Aid ability

You may use a Med Kit on yourself as a bonus action.

PRE-PLANNED OBSOLESCENCE

MP Cost: 5

Requirement: Engineering

You may rig a machine to explode as an action. Choose a single mechanical device that could be conceivably rigged to explode (GM discretion). When anyone activates the machine, it explodes, forcing every character within 3m to suffer 6d6 damage (Dexterity save for half damage, DC 8 + Intelligence modifier + Proficiency bonus). A DC 20 Perception check is required to notice this trap.

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RAPID RECUPERATION

MP Cost: 5

Requirement: Constitution 13+

When you take a long rest, you heal 1d4 levels of exhaustion instead of 1.

RESILIENT MIND

MP Cost: 5

Requirement: Intelligence 13+

When you suffer Intelligence, Wisdom, or Charisma damage, reduce the amount of damage suffered by 1 point (minimum 1).

RESONANT WORDS

MP Cost: 5

Requirement: Level 5, Word In An Ear ability

When you inspire a friendly character using Word In An Ear, you roll an additional Inspire die to determine how many Inspire HP the character gains. This feat may be purchased a second time at level 11 and a third time at level 17, adding an additional Inspire die each time.

RUMORMONGER

MP Cost: 3

Requirement: Intimidation

When you take a Thwart action during a Diplomatic Function encounter you may choose two diplomatic actions to impede instead of one.

SKILL PROFICIENCY

MP Cost: 3, 6, 9

Requirement: None

Gain proficiency in a skill of your choice. You may select this ability up to three times, and each time its MP cost increases by 3MP.

STRONG PERSONALITY

MP Cost: 6

Requirement: Inspire ability

Your Inspire die increases one die size (1d6 to 1d8, 1d8 to 1d10, 1d10 to 1d12). You may select this ability multiple times, to a maximum die size of 1d12. You may select this ability multiple times, its effects stack (up to 1d12).

TEAM PLAYER

MP Cost: 3

Requirement: Improved Initiative or Improved Moxie

When you roll Initiative or Moxie, you may exchange your result with a team member who has a lower value than you, if they wish.

TRAP RIGGING

MP Cost: 5

Requirement: Survivalist ability

You can use excess equipment to booby trap a 1m area as an action. You can scavenge parts for a number of traps equal to your Proficiency bonus, refilling these parts during any long rest. When a character enters the designated 1m area it will trigger the trap, but characters may make a Perception check (DC 8 + your Proficiency bonus + your Wisdom modifier) to notice the trap before entering the area.

You may set one of three traps:

- **Hidden Spikes:** The target must succeed at a DC 20 Dexterity save or suffer 2d6 damage.
- **Snare:** The target must succeed at a DC 20 Dexterity save or become entangled. It requires an action and a successful DC 20 Strength, Dexterity, or Wisdom check to remove this condition.
- **Grenade:** You may attach your trap to a grenade in your possession, which is detonated when the trap is activated.

TOOL PROFICIENCY

MP Cost: 3

Requirement: None

Gain proficiency in a tool of your choice. You may select this ability multiple times, choosing a different tool each time.

TRANQUILIZER CONCOCTION

MP Cost: 5

Requirement: First Aid ability

You have brewed your own personal tranquilizer cocktail that is more effective than the typical sedative. Increase the Constitution save DC of your tranquilizer weapons or sedatives by your Proficiency bonus.

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TRIAGE

MP Cost: 9

Requirement: First Aid ability

You can observe a character's current physical condition as a bonus action with a DC 20 Medicine check. If successful, you learn the character's current and total HP as well as their total hit dice. You suffer disadvantage against a target if you are unfamiliar with its biology.

TUNE-UP

MP Cost: 5

Requirement: Engineering

You add your Intelligence modifier to the amount repaired whenever you repair a machine or grant a machine temporary HP.

UNNOTICED FIELD MEDIC

MP Cost: 9

Requirement: First Aid

When you heal a team member using first aid, attacks against you suffer disadvantage until your next turn.

UNUSUAL APPROACH

MP Cost: 7

Requirement: None

You have an unusual approach to a skill. Choose Intelligence, Wisdom, or Charisma and an Intelligence, Wisdom, or Charisma skill in which you are proficient. You may use the chosen attribute when making skill checks with the chosen skill instead of the usual attribute.

UNWAVERING

MP Cost: 3

Requirement: None

You increase your base Determination Points by +1. This feat may be purchased a number of times equal to your Proficiency bonus.

WEAPON PROFICIENCY

MP Cost: 3

Requirement: None

Choose one type of weapon (Common, Sidearm, Gunnery, etc). and gain proficiency in that weapon. You may select this ability multiple times, choosing a different weapon type each time. This feat cannot be used to choose Martial Arts proficiency.

VEIL OF DISTRACTIONS

MP Cost: 5

Requirement: Stealth

You're an expert at making the few tracks you leave easily explainable. Once per Infiltration encounter, when the Alertness track increases, you may reduce the current tension level by one step.

WHACK-IT

MP Cost: 9

Requirement: Engineering

You've learned the time-honored technique of a well-placed thump. As a bonus action you can give one adjacent machine +1d6 temporary hit points. If this brings the machine's HP to above half its normal HP it begins to function immediately. You may only maintain these temporary HP on one machine at a time.

WINGMAN

MP Cost: 3

Requirement: Deception

When you take an Ingratiate action during a Diplomatic Function encounter you may choose another character to also gain a Determination point. In addition, that character gains advantage on their action if they have not yet attempted it this round.

WORD IN AN EAR

MP Cost: 9

Requirement: Inspire ability

You can inspire a single team member within 1m as an action. Roll your Inspire HP die and grant the target Inspire HP as normal. Characters who currently have Inspire HP are immune to this ability. A character may only be targeted by your Word In An Ear once per long rest (although other characters may still inspire them).

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Combat Feats

Combat feats directly provide new options for a character during combat or apply bonuses to feats most frequently used in Combat encounters. Combat feats are sorted into three categories: General, Melee, and Ranged.

General Combat Feats

These feats function in a variety of combat situations or may modify both melee and ranged attacks of a character.

ATTACK SPECIALIST

MP Cost: 4

Requirement: Level 5

Choose one weapon proficiency with which you are proficient. When making attacks with that proficiency you roll twice as many weapon damage dice as normal. Bonus dice from other sources (such as Power Attack or Vanguard) and static modifiers (such as from Strength and Dexterity), are not doubled. You may purchase this feat multiple times, applying it to a different weapon proficiency each time.

ATTACK VETERAN

MP Cost: 4

Requirement: Level 11, Attack Specialist with chosen Weapon Proficiency

Choose one weapon proficiency with which you have selected with the Attack Specialist feat. When making attacks with that proficiency you roll triple as many weapon damage dice for damage instead of double. You may purchase this feat multiple times, applying it to a different weapon proficiency each time.

ATTACK ACE

MP Cost: 4

Requirement: Level 17, Attack Veteran with chosen Weapon Proficiency

Choose one weapon proficiency with which you have selected with the Attack Veteran feat. When making attacks with that proficiency you roll quadruple as many weapon damage dice for damage instead of triple. You may purchase this feat multiple times, applying it to a different weapon proficiency each time.

CO-ORDINATED ATTACK

MP Cost: 7

Requirement: None

When you make an attack against a target who is within 1m of one or more of your allies, you deal +TD damage.

CRITICAL FOCUS

MP Cost: 5

Requirement: Proficient with the chosen weapon

Choose a weapon proficiency. When you score a critical hit with that type of weapon, add your Proficiency bonus to the damage dealt.

CRITICAL EFFECT

MP Cost: 9

Requirement: Critical Focus

Choose Blinded, Deafened, or Stunned. When you deal additional damage with the Critical Focus feat you apply the chosen effect to the target for a number of rounds equal to your Proficiency bonus.

DIE HARD

MP Cost: 3, 6, 9

Requirement: Constitution 13+

You require 1 fewer successful saves to avoid dying (see page 122). If you reduce the number of required saves to 0 you automatically stabilize. You may take this feat up to 3 times, increasing its cost each time as noted above.

DODGE

MP Cost: 5

Requirement: Dexterity 13

You add +1 to your AC when wearing light or no armor.

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EVASION

MP Cost: 9

Requirement: Dexterity 13+

You can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows a Dexterity saving throw to take only half damage, you instead take no damage if you succeed and only half damage if you fail.

HOLD TOGETHER

MP Cost: 9

Requirement: Engineering

When you benefit from cover, you gain resistance to the damage of attacks hindered by that cover.

HORSE LORD

MP Cost: 3

Requirement: Animal Handling

You may mount a living creature by spending 1m of movement rather than half your movement. In addition, you may treat an untrained mount as trained for an encounter by taking an action and succeeding at an Animal Handling check contested by a Wisdom save from the beast.

IMPROVED CRITICAL

MP Cost: 9

Requirement: Proficiency with three weapon types other than common

Choose a weapon type you are proficient with (such as Longarm, Sidearm, or Common). When using this weapon type you score a critical hit on a 19 or 20 on the die.

KIP UP

MP Cost: 3

Requirement: Acrobatics or Athletics

You may stand from prone by spending 1m of movement instead of half your movement.

LOOK ALIVE

MP Cost: 9

Requirement: Wisdom 13+

If you succeed at a Surprise check (see page 148), you are not surprised and may choose one team member to not be surprised.

ORGAN TARGETING

MP Cost: 9

Requirement: Medicine

You deal an additional 1d6 damage on attacks that have advantage or against a wounded target.

QUICK DRAW

MP Cost: 3

Requirement: Dexterity or Wisdom 13+

You may draw or holster weapons as a bonus action or a reaction. In addition, when Initiative is rolled, you may draw a weapon.

RALLY

MP Cost: 5

Requirement: Athletics

If you are wounded when Initiative is rolled (at the start of an Action encounter), you may immediately heal TD Hit Points. Once used, you may not activate this ability again until you take a long rest. You may purchase this feat multiple times, increasing the amount healed by +1 TD each time.

REACTIVE

MP Cost: 9

Requirement: Dexterity or Wisdom 13+

You may take a second reaction each turn.

REINFORCE COVER

MP Cost: 5

Requirement: Hold Together

As an action you may extend the benefit of your Hold Together ability to all friendly characters within 1m.

SADDLE WARRIOR

MP Cost: 3

Requirement: None

When mounted on a personal transport (such as a horse or motorcycle) you gain advantage on melee attack rolls if you moved at least 3m before the attack.

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SCOUT'S CUNNING

MP Cost: 9

Requirement: Dexterity 13+, Athletics

Your quick thinking and agility allows you to act efficiently. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

SPOOK

MP Cost: 5

Requirement: Intimidate

You're able to keep a target's attention where you want it, even when they're on to you. You may spend a Determination point to take a Taunt action against a target who has resisted your taunt during the encounter.

SWIFT

MP Cost: 3, 6, 9

Requirement: Athletics or Acrobatics

You add +1m to your movement speed. You may take this feat up to 3 times, increasing its cost each time as noted above.

SURGE

MP Cost: 9

Requirement: Constitution 13+

You can take an additional action on your turn (even an attack) as a bonus action. You must complete a short or long rest before you can use this ability again.

TACTICAL SUPERIORITY

MP Cost: 5

Requirement: Two tactic feats

You may have two tactics in effect at the same time. If you use tactical flexibility, you must choose which of your currently active tactics is over-ridden by the new tactic for the duration of the effect.

TAKEDOWN

MP Cost: 7

Requirement: Dexterity 13+

When you roll damage against an extra, you roll two tension dice and take the better result.

UNCANNY DODGE

MP Cost: 5

Requirement: Dexterity 13+

When an attacker that you can see hits you with an attack, you can use your reaction to gain resistance to the damage. This ability does not function against attacks that deal damage in an area or cone (but it does work against line effects).

UNYIELDING

MP Cost: 3

Requirement: Constitution 11+

Whenever you are suffering from levels of exhaustion, you treat your total exhaustion level as 1 lower.

WEAPONS AKIMBO

MP Cost: 9, 3

Requirement: Proficient with chosen weapon

Choose a weapon type that can be wielded in one hand (such as Sidearms or Blades). When you make an attack with two of the chosen weapon (one in each hand) you may re-roll 1s on the damage dice. You do not roll to attack twice or deal damage from both weapons (roll only once, but spend capacity from both weapons if necessary).

You may purchase this ability multiple times, choosing a different weapon type each time. After the first time you purchase this ability, its cost is reduced to 3MP.

WEAPON SPECIALIZATION

MP Cost: 4

Requirement: None

Choose a type of weapon (such as Common, Sidearm, Longarm, etc).. You gain +1 to hit and damage with the chosen weapon type. You may select this feat multiple times, selecting a different weapon type each time. You may select this feat a second time for the same weapon type at 8th level, a third time at 11th level, a fourth time at 14th level, and a fifth time at 17th level.

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Melee Combat Feats

These feats modify Melee attacks and Martial Arts attacks.

BLIND-FIGHTER

MP Cost: 3

Requirement: Perception

You do not suffer disadvantage when making melee attacks while unable to see.

BRAWLER

MP Cost: 7

Requirement: Attack Specialist with Common weapons or Martial Arts

When you hit with a melee weapon or Martial Arts attack you may choose to not multiply the damage dice using Attack Specialist (or Veteran or Ace). If you do, you may make another Martial Arts attack if you don't move this turn (either before or after the attack). Each time you successfully hit a target, you may make another such attack.

DEFENSIVE ART MASTER

MP Cost: 5

Requirement: Dodge, Martial Arts Proficiency

You have trained in one or more Martial Arts that focus on defending yourself such as certain forms of Boxing, Kung Fu, or Tai Chi. You gain resistance against damage from unarmed strikes (including Martial Arts attacks) as long as that attack is not a critical hit (in which case you take full damage normally).

LOK'NEL MASTER

MP Cost: 5

Requirement: Ma'tok proficiency

When you make a melee attack with a Ma'tok staff, you increase the damage dealt by the weapon to 1d12.

LUNGE

MP Cost: 5

Requirement: None

When you make a melee attack you increase your melee range by +1m.

MANEUVERING ARTS MASTER

MP Cost: 5

Requirement: Martial Arts Proficiency

You have trained in one or more Martial Arts that focus on grappling with an opponent or otherwise controlling their position such as certain forms of Aikido, Judo, or MMA. Choose either Disarm, Grapple or Trip/Shove. You gain a +2 bonus on contests during combat to perform or resist the noted action. You may choose this feat up to three times, selecting a different option each time.



Jaffa soldiers can show up nearly anywhere at any time. Vigilance saves lives.

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MARTIAL MASTERY

MP Cost: 7

Requirement: Proficient in 3 weapon types, except Common weapons

You've become a master at striking where it will hurt most. When making melee attacks with melee weapons or Martial Arts, increase the damage die or dice one step (d4s becomes d6s, d6s becomes d8s, d8s becomes d10s, and d10s become d12s). This feat may be chosen multiple times, but may not increase an attack's die size above 1d12.

MARTIAL TRAINING

MP Cost: 5

Requirement: Proficient in 3 weapon types, except Common weapons

You've trained to deal maximum damage with whatever melee weapon you wield, even improvised weapons. Your minimum damage die for melee weapons and Martial Arts is 1d8.

MASTABA MASTER

MP Cost: 5

Requirement: Martial Arts Proficiency

When you are wielding no weapons or only a staff weapon, your AC versus melee attacks is increased by +2.

POWER ATTACK

MP Cost: 5

Requirement: Athletics

When you make a single melee attack during your turn with a weapon you are proficient with, you may take disadvantage on the attack roll to add +TD to the damage dealt.

PRECISION MANEUVERS

MP Cost: 5

Requirement: Martial Arts Proficiency

When you attempt to Disarm or Trip a target, you may use Dexterity instead of Strength when making the Athletics check.

PRECISION STRIKES

MP Cost: 3

Requirement: Martial Arts Proficiency

Your Martial Arts attacks have the Finesse quality.

Ranged Combat Feats

BALLISTICS EXPERT

MP Cost: 7

Requirement: Science

You may use your Intelligence modifier in place of your Dexterity modifier when making attack rolls with ranged weapons. You still add your Dexterity modifier to the damage roll.

DEADLY SHOT

MP Cost: 7

Requirement: Perception

When you make an attack with a single ranged weapon (not Akimbo) during your turn, you may take disadvantage on the attack roll to add +TD to the damage dealt.

HIP FIRE

MP Cost: 5

Requirement: None

When you make ranged attacks while an enemy is within 1m, you do not suffer disadvantage on the attack.

IRON GRIP

MP Cost: 9

Requirement: Strength 13+

When using a weapon with the automatic upgrade you add +2 to your effective Strength modifier for determining how many +TD are added to damage.

PRECISE SHOT

MP Cost: 5

Requirement: None

When you make ranged attacks, the target does not gain the benefits of cover granted by creatures (but terrain or equipment based cover is unaffected).

RAPID SHOT

MP Cost: 3

Requirement: None

You may treat Sidearms and Longarms you wield as if they had the burst quality. You may treat fireams with the burst quality as if they had the automatic quality.

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Phoenix-3 watches an encampment, waiting for a shot at Imhotep.

RAPID RELOAD

MP Cost: 4

Requirement: None

You reload weapons in half the normal actions (rounding up). You reload weapons with a 1 action reload as a bonus action.

STEADY ARM

MP Cost: 5

Requirement: Strength 13+, Iron Grip

When you use an automatic weapon, you don't suffer disadvantage if you add a number of +TD to damage equal to your Proficiency bonus or less.

SNIPER TECHNIQUES

MP Cost: 5

Requirement: Attack Veteran with Longarms

You've learned a myriad of small skills, such as breathing techniques and motion control. Your longarm attacks deal +TD if you do not move on your turn (either before or after attacking).

UNCANNY SHOT

MP Cost: 5

Requirement: Sniper Techniques

When you apply Sniper Techniques to an attack you also double the long range of the attack.

VANGUARD

MP Cost: 5

Requirement: Stealth and Survival

You deal +1d6 additional damage with ranged attacks against any target within 5m. You may purchase this ability a number of times equal to your Proficiency bonus, increasing the bonus damage +1d6 each time.

SNIPER TRICKSHOTS

MP Cost: 5

Requirement: Sniper Techniques

You're so skilled with a longarm that you can perform certain special maneuvers. You may make a trip or disarm attempt (see page 158) instead of dealing damage, using an attack roll with your longarm in place of your Athletics check during the contest.

SPRAYING FIRE

MP Cost: 9

Requirement: Longarms Proficiency

When using a weapon with the automatic upgrade, you may choose to not deal +TD damage and instead treat the weapon as having the Scatter quality if you fire at least 10 bullets.

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Downtime Feats

These feats are used in non-encounter ways during PC downtime and resting periods, often to improve equipment or maintain the team's morale in unique or specific ways.

ARMORY HOUND

MP Cost: 7

Requirement: Proficient in Explosives, Longarms, and Sidearms

If you're not found packing powder, you're probably in the racks doing spot ordinance checks. When you spend your downtime in the armory, you may apply the Armory bonus to a team member in addition to yourself. You may purchase this feat multiple times, providing the bonus to an additional team member each time.

ARTIST

MP Cost: 3

Requirement: None

You've found that creating something aesthetically pleasing helps you cope with the rigors of duty. You can spend your downtime making art and improving the livability (and therefore effectiveness) of your surroundings. Choose one facility and improve its effective Facility bonus by +1 (to a maximum of +5) during this mission.

ATHLETE

MP Cost: 3

Requirement: Acrobatics or Athletics

You're always in the gym, pushing yourself to ever greater limits. When you spend time in the gym, you also add its Facility bonus to your melee attack rolls.

BOOKWORM

MP Cost: 7

Requirement: Eureka ability

You're not just a frequent user of the technical library, you're in charge of a portion of the archive. When you spend your downtime in the ASH Archive, you begin each mission with additional Eureka points equal to half the Facility bonus (up to your max, minimum 1).

CINEFILE

MP Cost: 3

Requirement: Culture

You relax by taking in mass media from a variety of worlds, including Earth, studying the art created by people from many societies. When you spend downtime in the Rec Hall you may choose a Wisdom skill instead of a Charisma skill to gain its Facility bonus.

COOKIE

MP Cost: 7

Requirement: None

It's not gourmet, but you love cooking, and your efforts are appreciated and ignored in equal measure. When you spend your downtime in the Mess Hall, you may apply the Mess Hall bonus to a team member in addition to yourself. You may purchase this feat multiple times, providing the bonus to an additional team member each time.

GAMER

MP Cost: 3

Requirement: None

Whether it's boardgames, video games, or traditional gambling, you find games of chance and skill both relaxing and a way to keep your mind sharp. When you spend your downtime gaming you may choose to add the Facility bonus of the Mess Hall to your Charisma and Wisdom saves or the Facility bonus of the Rec Hall to your Intelligence and Wisdom saves (chosen each mission).

PARTY ANIMAL

MP Cost: 5

Requirement: None

If there's drinking, dancing, and general merry-making to be had, you'll be there with bells on. You're the life of the party and can always be counted on to share a good time. If you spend your downtime partying (which does not require a facility) you may choose to begin a mission with 1 level of exhaustion. If you do, you do not suffer disadvantage on any checks caused by exhaustion during the mission.

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SPORT SHOOTER

MP Cost: 7

Requirement: Proficient in Longarms, Shotguns, and Sidearms

Everyone knows that they can usually find you at the firing range testing equipment. When you spend your downtime at the firing range, you may apply the Firing Range bonus to a team member in addition to yourself. You may purchase this feat multiple times, providing the bonus to an additional team member each time.

SAWBONES

MP Cost: 9

Requirement: First Aid ability

You're often called to the medical bay to assist with triage, emergency surgery, or just plain weird cases. When you spend your downtime in the medical bay, you gain access to one Procedure feat of your choice for the duration of the mission. This choice may be changed each mission.

TREAD HEAD

MP Cost: 9

Requirement: Jury Rig ability

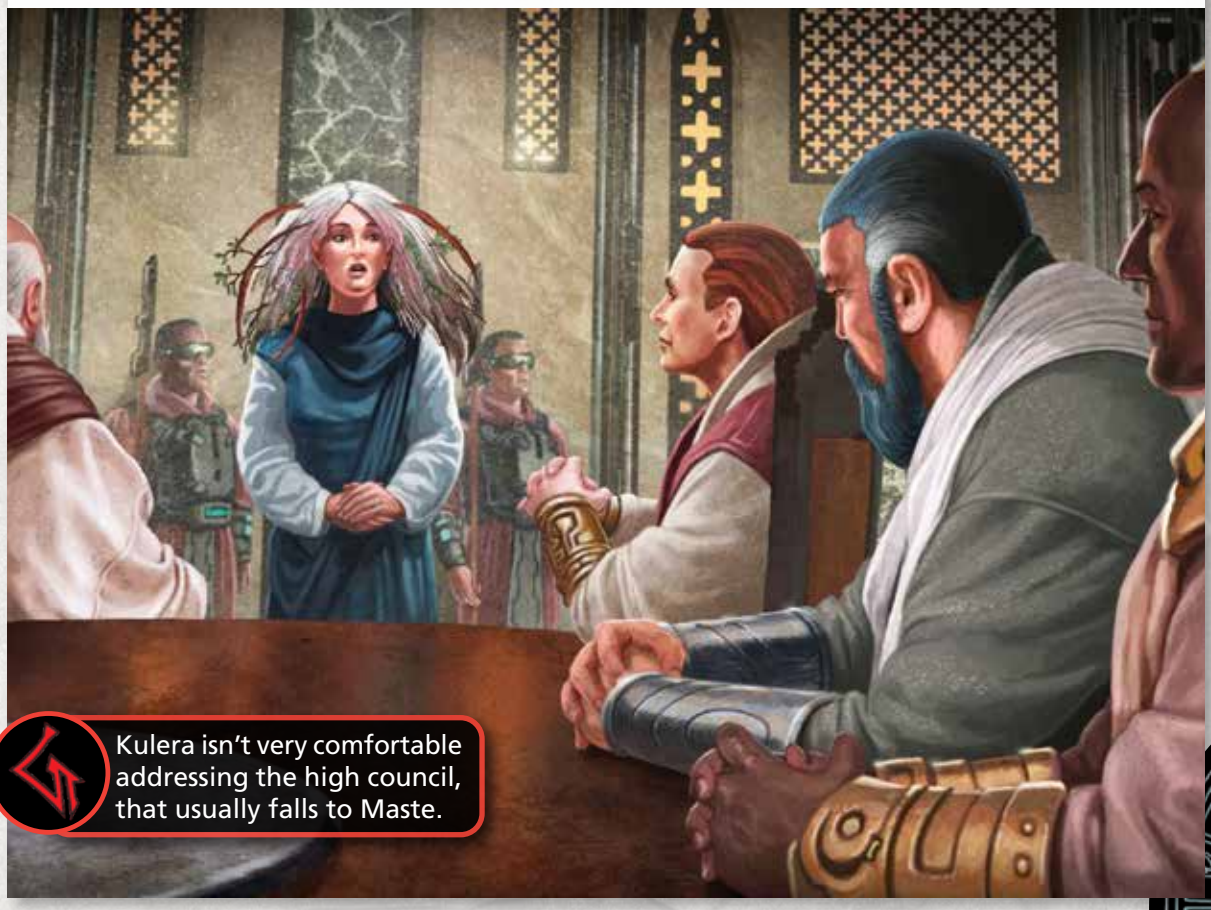
You're no stranger to engine grease and can usually be found pouring over manuals in the motor pool. When you spend your downtime in the motor pool, you gain access to one Modification feat of your choice for the duration of the mission. This choice may be changed each mission.

VIRTUOSO

MP Cost: 7

Requirement: Proficient in at least two of Culture, Performance or Persuasion

Whether it's hosting open mic night or just belting out a few tunes in the evening, your performances are well attended. When you spend your downtime in the Rec Hall, you may apply the Rec Hall bonus to a team member in addition to yourself. You may purchase this feat multiple times, providing the bonus to an additional team member each time.



Kulera isn't very comfortable addressing the high council, that usually falls to Maste.

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Inspiration Feats

While characters of any class can purchase Inspiration feats (if they meet the requirements), these feats are most desired by characters of the Diplomat class. When the Diplomat class allows a PC to choose an Inspiration feat of their choice, they must select from this list.

An inspired character gains all of the benefits of your Inspiration feats while they have temporary HP from your Inspire ability.

CALM AND COLLECTED

MP Cost: 5

Requirement: Inspire ability

During a long rest, choose either Intelligence, Wisdom, or Charisma. Inspired characters gain advantage on the chosen save until your next long rest.

CLEAR FOCUS

MP Cost: 5

Requirement: Inspire ability

During a long rest, choose a skill in which you are proficient. Inspired characters gain advantage on the chosen skill until your next long rest.

COORDINATED FIRE

MP Cost: 5

Requirement: Inspire ability

After you hit a target with an attack, you may take a bonus action to grant an inspired character advantage to their next attack roll made before your next turn against the same target.

DEFENSIVE MOTIVATION

MP Cost: 5

Requirement: Inspire ability

Inspired characters gains +1 AC.

ENDURING INSPIRATIONS

MP Cost: 5

Requirement: Inspire ability

At the beginning of combat (when Initiative is rolled) each inspired character gains a number of Inspire HP equal to a roll of the tension die. A character cannot have more Inspire HP than the maximum possible result of your Inspire die.

GRIM RESOLVE

MP Cost: 5

Requirement: Inspire ability

When an inspired character loses their last Inspire HP, they gain resistance to bludgeoning, piercing, and slashing damage until their next turn.

HARD DAY'S NIGHT

MP Cost: 5

Requirement: Inspire ability

Inspired characters reduce any exhaustion damage they suffer from environmental effects or exertion by 1 level (minimum 1 level). This does not affect attacks that deal exhaustion (such as tranquilizers).

QUIPPY COMEBACKS

MP Cost: 5

Requirement: Inspire ability

Once per Diplomatic Function, inspired characters may halve the amount of DP lost (rounding down) as a result of a failed Diplomatic Action check.

SKILLFUL EXPLANATIONS

MP Cost: 5

Requirement: Inspire ability

Once per short rest, when an inspired character fails a skill check that you are proficient in, you may allow the character to re-roll the result.



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Modification Feats

While characters of any class can purchase Modification feats (if they meet the requirements), these feats are most desired by characters of the Engineer class. When the Engineer class allows a PC to choose a Modification feat of their choice, they must select from this list.

These feats typically enhance a character's equipment, but not necessarily their own. A single piece of equipment may only be modified once using modification feats, but this modification may be changed during a long rest. Equipment upgrades are not modifications and may therefore operate alongside modifications, and the effects stack.

ARMORER

MP Cost: 5

Requirement: Jury Rig ability

During a long rest, you may choose one character's armor. It gains +1 AC until your next long rest. You may choose this modification multiple times; each time you do you may apply the bonus to an additional armor.

CHEM THROWER

MP Cost: 5

Requirement: Jury Rig ability

During a long rest you may choose one weapon with the line or cone quality. It gains +5m to its range until your next long rest. You may choose this modification multiple times; each time you do you may apply the bonus to an additional weapon.

COMMS TECH

MP Cost: 5

Requirement: Jury Rig ability

Your team's tactical radio equipment has a range of 20km (instead of 5km). In addition, when you launch a communications balloon, its duration increases to 15d6 hours.

GRENADIER

MP Cost: 5

Requirement: Jury Rig ability

Grenades from your kit deal +1d6 damage when used by you. You may choose this modification multiple times; each time you do your kit's grenades deal an additional +1d6 damage when used by you.

LONGARM CALIBRATIONS

MP Cost: 5

Requirement: Jury Rig ability

During a long rest you may choose one character's Longarm. It gains a +1d4 to attack rolls against targets at long range until your next long rest. You may choose this modification multiple times; each time you do you may apply the bonus to an additional weapon.

MINEFIELD EXPERT

MP Cost: 5

Requirement: Jury Rig ability, Explosives

You can bury an explosive (such as C4 or a claymore mine) just below the dirt rigged to explode when a character enters the space. This process takes 2 minutes. The explosive affects all targets within a 2m radius. A character must succeed at a DC 20 Perception check to spot the mine before triggering it.

Additionally, you gain advantage on all Perception checks to spot buried mines.

MONTAGE

MP Cost: 5

Requirement: Jury Rig ability

During an episode R&D encounter, reduce the number of successes required by half your Proficiency bonus, to a minimum of 1.

PERCUSSIVE MAINTENANCE

MP Cost: 5

Requirement: Jury Rig ability

When a vehicle you are embarked within has the damaged condition, you can take an action to ignore the damaged condition for a number of rounds equal to a roll of the tension die.

SIDEARM CALIBRATIONS

MP Cost: 5

Requirement: Jury Rig ability

During a long rest you may choose one character's sidearm. It provides a +1d4 to attack rolls against targets at short range until your next long rest. You may choose this modification multiple times, each time you do you may apply the bonus to an additional weapon.

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Procedure Feats

While characters of any class can purchase Procedure feats (if they meet the requirements), these feats are most desired by characters of the Medic class. When the Medic class allows a PC to choose a Procedure feat of their choice, they must select from this list.

These feats enable a medic to impart a special ability on themselves, their team, or both. If a character joins the team they must wait until the team's next short or long rest to begin gaining the benefits of a Procedure.

Procedures do not stack, but a team with multiple characters with different Procedure feats gains the benefits of each individual feat.

BIOHAZARD DISPOSAL

MP Cost: 5

Requirement: First Aid ability

You and your team are considered proficient in Constitution saves against diseases, toxins, and viruses. If a character is already proficient in Constitution saves, they gain no benefit from this procedure.

CRASH TRAINING

MP Cost: 5

Requirement: First Aid ability

You may use a Med Kit to revive a character who has been dead for a number of rounds up to your Proficiency bonus with a successful DC 25 Medicine check. You may attempt this check once per round.

CONTROLLED STIMULANTS

MP Cost: 5

Requirement: First Aid ability

As an action, you may use your Med Kit to heal 1d4 levels of exhaustion. A character may not benefit from this ability again until they have taken a long rest.

EMBOLISM

MP Cost: 5

Requirement: First Aid ability

You may use your Med Kit to make a melee attack that deals 1d3 Constitution damage.

IMPROVISED MEDICINE

MP Cost: 5

Requirement: First Aid ability

When you do not have a Med Kit, you may still heal friendly targets as if you had a Med Kit but were not proficient with it.

PHARMACEUTICALS

MP Cost: 5

Requirement: First Aid ability

You may use your Med Kit to heal a character of 1d4 Intelligence, Wisdom, or Charisma damage during a short rest. A character may not benefit from this ability again until they have taken a long rest.

SEDATIVES

MP Cost: 5

Requirement: First Aid ability

You may administer a sedative to a living target as a melee attack using your Med Kit. If successful, the target must succeed at a Constitution save (DC equal to 10 + Proficiency bonus + Wisdom modifier) or suffer 1d6 levels of fatigue. A target brought to 6 levels of fatigue with this ability is unconscious instead of dead.

URGENT CARE

MP Cost: 5

Requirement: First Aid ability

When you heal with a Med Kit, you may choose to replace all the healing dice rolled with the same number of Tension Dice.

VITAL ORGAN TRAUMA

MP Cost: 5

Requirement: First Aid ability

When you critically hit, add your Wisdom modifier to the damage dealt.

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Discovery Feats

While characters of any class can purchase Discovery feats (if they meet the requirements,) these feats are most desired by characters of the Scientist class. When the Scientist class allows a PC to choose a Discovery feat of their choice, they must select from this list.

These feats enable a character to spend their Eureka points in unique ways, as described in the feat. They typically represent abilities learned through specific branches of scientific inquiry and study.

A MOMENT'S THOUGHT

MP Cost: 5

Requirement: Eureka ability

Whenever you take a short or long rest you may spend a Eureka point to re-roll an Intelligence or Wisdom skill check to learn information that you failed since your last rest.

ARCHAEOLOGIST

MP Cost: 5

Requirement: Eureka ability, Culture

As an action you can spend a Eureka point to automatically locate any secret chambers or otherwise hidden rooms within a structure no larger than 20m square per Proficiency bonus. This does not indicate how the secret area may be accessed, only that one must exist (or doesn't exist) within the area. In addition, you gain advantage on any Perception checks to find hidden elements of architecture such as secret levers, trap triggers, or hidden doors.

ASTRONOMER

MP Cost: 5

Requirement: Eureka ability, Science

As a bonus action you may reduce the time it takes to activate an astronomical device (including a Stargate) by 1 round per Eureka point spent.

BIOLOGIST

MP Cost: 5

Requirement: Eureka ability, Medicine

As an action you may spend any number of Eureka points to heal yourself or a character within 1m for 1d6 damage per Eureka point spent.

CHEMIST

MP Cost: 5

Requirement: Eureka ability, Science

As an action you may use your Research Kit to make a ranged attack against a target within 5m. If the attack hits, you may spend any number of Eureka points to deal 1d6 acid damage per Eureka point spent. You are proficient with this attack and it uses your Intelligence modifier in place of your Dexterity. This damage increases to 1d8 per Eureka at level 5, 1d10 at level 11, and 1d12 at level 17.

GEOLOGIST

MP Cost: 5

Requirement: Eureka ability, Science

When a friendly character within 5m makes an attack against a target in cover from a natural source (stones, trees, a hill), you may make a reaction and spend a Eureka point to negate the effects of that cover for the duration of the attack.

HYPER-FOCUS

MP Cost: 5

Requirement: Eureka ability

You may spend one Eureka point to add the tension die to an Intelligence or Wisdom check. You may declare this use of Eureka after learning the results of the roll.

PHYSICIST

MP Cost: 5

Requirement: Eureka ability, Science

When you make an attack with a ranged weapon, you may spend a Eureka to increase the weapon's range by half (+50%).

SOCIAL SCIENCES

MP Cost: 5

Requirement: Eureka ability, Culture

Whenever you lose any number of wagered Determination Points, you gain one Eureka point.

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Field Hack Feats

While characters of any class can purchase Field Hack feats (if they meet the requirements), these feats are most desired by characters of the Scout class. When the Scout class allows a PC to choose a Field Hack feat of their choice, they must select from this list.

CAMP SECURITY

MP Cost: 5

Requirement: Survivalist ability, Perception

Your adept site preparation provides advantage on any Perception checks to notice approaching creatures while taking a short or long rest.

CAMOUFLAGE

MP Cost: 5

Requirement: Survivalist ability, Stealth

Using elements of the natural environment, you grant your team advantage on Stealth checks after a short or long rest in an environment.

HIDE TRACKS

MP Cost: 5

Requirement: Survivalist ability, Stealth

You travel in back of your team, hiding your tracks. Raise the DC to track your party by your Proficiency bonus or to DC 20 (hard difficulty), whichever result yields a higher DC.

FORAGING

MP Cost: 5

Requirement: Survivalist ability, Stealth

When in a natural environment you can feed a number of people up to your Proficiency bonus with a single hard (DC 20) Survival check and 1d4 hours of work.

RATION OPTIMIZATION

MP Cost: 5

Requirement: Survivalist ability

By managing your team's rations and preparing meals with clever use of ingredients, you can keep spirits high. Your team members heal 1 DP during a short rest.

RANGER TRICKS

MP Cost: 5

Requirement: Survivalist ability

During a Traversal encounter, if you succeed at a Terrain card's Navigation check, you navigate an additional 1d3 cards from the Journey deck instead of 1.

ROPE TRICKS

MP Cost: 5

Requirement: Survivalist ability, Stealth

Your expert knots and efficient use of rope allow your entire team to benefit from your Climbing Kit.

TRACKING

MP Cost: 5

Requirement: Survivalist ability, Perception

You gain advantage on all Survival checks made to track.

XENOSURVIVAL

MP Cost: 5

Requirement: Constitution 13+, Survivalist ability

Once you have taken a short or long rest in an environment, choose a number of additional characters up to your Proficiency bonus to benefit from your Survivalist ability while in the environment until your next rest.

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Tactic Feats

While characters of any class can purchase Tactic feats (if they meet the requirements), these feats are most desired by characters of the Soldier class. When the Soldier class allows a PC to choose a Tactic feat of their choice, they must select from this list.

AMBUSH

MP Cost: 5

Requirement: Tactical Flexibility ability

You and your team members gain advantage on your first melee attack after any short or long rest.

ASSAULT COORDINATION

MP Cost: 5

Requirement: Tactical Flexibility ability

When you hit a target with a ranged attack, the next successful ranged attack by one of your team members deals +1d6 damage.

COORDINATED RESPONSE

MP Cost: 5

Requirement: Tactical Flexibility ability

When rolling for initiative, your team members may choose (before the rolls are made) to use your initiative result instead of their own.

DEFENSIVE POSTURE

MP Cost: 5

Requirement: Tactical Flexibility ability

Add +2 AC to other team members within 2m of you.

DISTRACTING ATTACKS

MP Cost: 5

Requirement: Tactical Flexibility ability

When you deal damage to a single target with an attack, you may choose one friendly character not within 2m of you. The target of your attack suffers disadvantage on all attacks against the chosen character until the start of your next turn.

HIT & RUN

MP Cost: 5

Requirement: Tactical Flexibility ability

As a bonus action on your turn you may allow a team member to take a Disengage action.

OVERWATCHERS

MP Cost: 5

Requirement: Tactical Flexibility ability

During a firefight, when you and your team members take the Overwatch action you cover a 90° field instead of a 45° cone. In addition, you may make two Overwatch attacks (against different targets).

RESPONSE SHOT

MP Cost: 5

Requirement: Tactical Flexibility ability

Once per encounter, you may use your reaction to make a ranged attack against an enemy who makes an attack against a team member other than yourself.

RUSH

MP Cost: 5

Requirement: Tactical Flexibility ability

As a bonus action on your turn you may allow a team member to take a Dash action.



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Chapter 8
Using Ability Scores



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Overview of Abilities

In the Stargate SG-1 RPG, the six abilities provide a quick description of every creature's physical and mental characteristics:

- Strength or STR, measuring physical power
- Dexterity or DEX, measuring agility
- Constitution or CON, measuring endurance
- Intelligence or INT, measuring reasoning and memory
- Wisdom or WIS, measuring insight
- Charisma or CHA, measuring force of personality

Is a character nimble and well-read? Insightful and stalwart? Brawny and astute? Ability scores define these qualities—a creature's assets as well as weaknesses.

The three main dice rolls used in the game—the ability check, the saving throw, and the attack roll— all rely on these ability scores. The book's introduction describes the basic rule behind these checks: roll a d20, add an ability modifier derived from one of the ability scores, and compare the total to a target number. If your value meets or exceeds the target number the character succeeds at what they attempted.



Ability Score Modifiers

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capability, it also encompasses a creature's training and competence in activities related to that ability. A score of 10 or 11 is the normal human average, but Phoenix site team members and many enemies are a cut above average. A score of 18 is the highest that a person usually reaches. Team members can have scores as high as 20, and alien creatures and beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The Ability Score Modifiers table notes the ability modifiers for the range of scores from 1 to 30. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down). Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come into play more often than any other value on your character sheet.

ABILITY SCORE MODIFIERS

Score	Mod	Score	Mod
01	-5	16-17	+3
02-03	-4	18-19	+4
04-05	-3	20-21	+5
06-07	-2	22-23	+6
08-09	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30+	+10

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Ability Checks

An ability check tests a character's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class (DC). The more difficult a task, the higher its DC. The Difficulty Class table shows the most common DCs.

The three most common types of ability checks are attacks, saving throws, and skill checks. Attack checks use Strength for melee attacks and Dexterity for ranged attacks. Saving throws are used to resist effects, such as diving out of a blast radius or resisting Goa'uld mind control.

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the character accomplishes the goal, landing the attack, resisting the effect, or applying their skills. Otherwise, it's a failure, which means the character makes no net progress toward the objective or makes progress offset by a setback (determined by the GM).

DIFFICULTY CLASS

Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

ADVANTAGE AND DISADVANTAGE

Sometimes a special ability tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

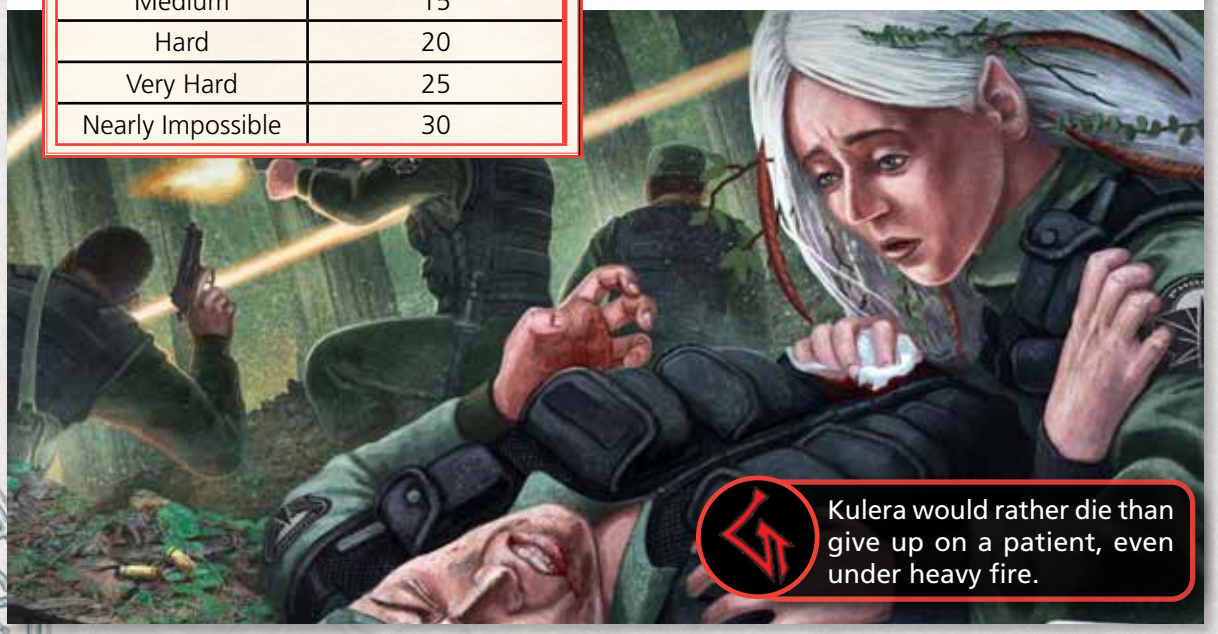
For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

You usually gain advantage or disadvantage through the use of special abilities, actions, or tech. The GM can also decide that circumstances influence a roll and may grant advantage or impose disadvantage to compensate.

If multiple effects grant advantage to the same roll you don't roll more than one additional d20. This is also true if the roll has multiple disadvantage effects applied to it. If two favorable situations grant advantage, for example, you roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage applied, you have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a character has advantage on an attack and rolls a 1 and a 13, then they would likely choose to reroll the 1.



Kulera would rather die than give up on a patient, even under heavy fire.

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PROFICIENCY BONUS

Characters have a Proficiency bonus determined by level. At level 1 this bonus is +2, and by level 20 it has grown to +6. The Proficiency bonus is used to enhance ability checks, saving throws, and attack rolls to represent focused training. Enemies also have this bonus, which is incorporated into their stat blocks.

To gain this bonus a character needs to have a proficiency appropriate to the check in the form of a skill, tool, or weapon proficiency. A character who is proficient in Wisdom saves, for instance, adds this bonus to all Wisdom saving throws.

Your Proficiency bonus can't be added to a single die roll or other value more than once. For example, if two different rules say you can add your Proficiency bonus to a Wisdom saving throw, you add the bonus only once when you make the save.

Occasionally, your Proficiency bonus might be multiplied or divided (doubled or halved) before you apply it. If a circumstance suggests that your Proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

If an effect allows you to multiply your Proficiency bonus when making an ability check that wouldn't normally benefit from your Proficiency bonus, your Proficiency bonus is 0. Because multiplying 0 by any number is still 0, this means you do not gain a bonus. For instance, if you lack proficiency in the Culture skill, you gain no benefit from a feature that lets you double your Proficiency bonus when you make Culture checks.

Generally, you don't multiply your Proficiency bonus for attack rolls or saving throws, but if an effect allows you to do so, these same rules apply.

CONTESTS

Sometimes one character's efforts are directly opposed by another character. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a pistol that has fallen on the floor. This situation also applies when one of them is trying to prevent the other from accomplishing a goal— for example, when an alien guard tries to force open a door that a team member is holding closed.

In situations like these, the outcome is determined by a special form of ability check, called a contest. Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch the pistol off the floor, neither character grabs it. In a contest between a guard trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—usually the one with the highest total modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to hack a computer requires proficiency with engineering, so a character who lacks that proficiency can't help in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

•Group Checks

When a number of individuals are trying to accomplish a task as a group, the GM might call for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails. Group checks don't come up very often, but they're most useful when all the characters succeed or fail as a group.

For example, when navigating a jungle, the GM might call for a group Survival check to see if the characters can avoid natural hazards. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into a hazard.

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Skills

Each ability covers a broad range of capabilities, including skills in which a character may be proficient. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. A player character's starting skill proficiencies are determined at character creation, and enemy skill proficiencies appear in the enemy's stat block. See an ability's description (starting on page 109) for examples of how to use a skill associated with an ability.

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding. The skills related to each ability score are shown in the following list.

Sometimes, the GM might ask for an ability check using a specific skill—for example, "Make a Perception check." At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her Proficiency bonus to ability checks that involve that skill.

Without proficiency in a skill, the character makes a normal ability check. For example, if a character attempts to climb a dangerous cliff, the GM might ask for an Athletics check. If the character is proficient in Athletics, the character's Proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

Strength
Athletics

Dexterity
Acrobatics
Pilot
Sleight of Hand
Stealth

Intelligence
Engineering
Investigation
Nature
Science

Wisdom
Animal Handling
Culture
Insight
Medicine
Perception
Survival

Charisma
Deception
Intimidation
Performance
Persuasion

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden enemy.

Here's how to determine a character's total for a passive check: 10 + all modifiers that normally apply to the check. If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score. For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Perception score of 14 (10 +2 WIS +2 Proficiency bonus).

VARIANT: SKILLS WITH DIFFERENT ABILITIES

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check.

For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution-based Athletics check. So if you're proficient in Athletics, you apply your Proficiency bonus to the Constitution check instead of Strength. Similarly, when your soldier uses a display of raw strength to intimidate an enemy, your GM might ask for a Strength based Intimidation check, even though Intimidation is normally associated with Charisma.

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Using Each Ability

Every task that a character might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force with your body.

STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

•Athletics

Your Athletics check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.

You try to jump an unusually long distance or pull off a stunt mid-jump.

You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.



OTHER STRENGTH CHECKS

The GM might also call for a Strength check when you try to accomplish tasks like the following:

- •Force open a stuck, locked, or barred door
- •Break free of bonds
- •Push through a tunnel that is too small
- •Hang on to a car while being dragged
- •Tip over a statue
- •Keep a boulder from rolling

MELEE ATTACKS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a combat knife, a great blade, or a Ma'tok. You use melee weapons to make melee attacks in hand-to-hand combat, but some melee weapons can be thrown to make a ranged attack (which uses Dexterity instead).

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity: Your carrying capacity is your Strength score multiplied by 10. This is the weight (in kilograms) that you can carry. This is in addition to any weight derived from the bulk of your equipment and armor.

Push, Drag, or Lift: You can push, drag, or lift a weight in kilograms up to twice your carrying capacity (or 20 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 1m.

Size and Strength: Large (and bigger) creatures can bear more weight, whereas Tiny (and smaller) creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For Tiny creatures, halve these weights.

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Dexterity

Dexterity measures agility, eye-hand coordination, reflexes, and balance.

DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

•Acrobatics

Your Acrobatics check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for an Acrobatics check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

•Sleight of Hand

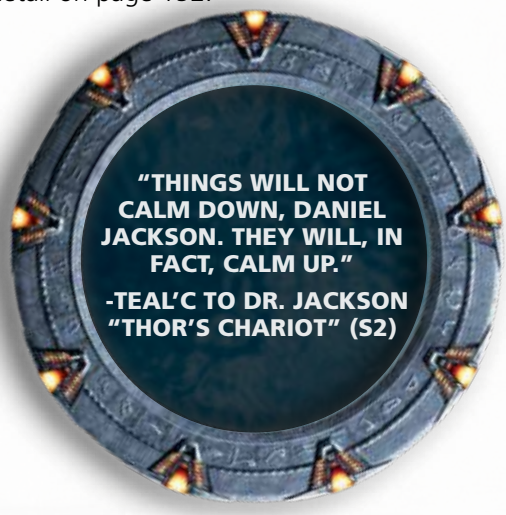
Whenever you attempt an act of legerdemain or manual trickery, such as slipping a note into a contact's pocket or concealing a weapon on your person, make a Sleight of Hand check. The GM might also call for a Sleight of Hand check to determine whether you can lift a sidearm from a guard's holster or pick a pocket.

•Stealth

Make a Stealth check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak without being seen or heard.

•Pilot

A Pilot check may be required to control a vehicle when making the vehicle turn a tight corner, drift, jump a ramp, or otherwise taking actions that would put stress on the vehicle's mechanical or electronic systems. Vehicles are discussed in detail on page 152.



OTHER DEXTERITY CHECKS

The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Initiative checks to determine turn order

RANGED ATTACKS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a firearm. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a combat knife.

•Armor Class

Depending on the armor you wear, you might add your Dexterity modifier to your Armor Class.

•Hiding

The GM decides when circumstances are appropriate for hiding. When you hide, make a Stealth check. Until you are discovered or you stop hiding, that check's total is contested by the Perception check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

An invisible creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the DM might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

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Constitution

Constitution measures health, stamina, immune system, and raw vital force.

CONSTITUTION CHECKS

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character. A Constitution check can model your attempt to push normal limits, however. The GM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water

•Hit Points

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each level you possess. If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2.

SCIENTIFIC FIELDS

While the Science skill represents a general understanding of scientific properties across a wide variety of fields, individual scientists are likely to identify as a more specialized scientist. The most common fields of scientific study at the Phoenix Site are:

Astronomy: Celestial bodies such as asteroids, moons, stars, and planets.

Biology: Living organisms including flora, fauna, and strange aliens that don't fit either definition.

Chemistry: Properties and reactions of non-living substances, including information about the object on a micro level (atomic/molecular).

Geology: Properties of natural structures formed on the surface of planetary bodies and their natural history on a geological scale (usually described in millennia).

Physics: Motion of objects and waves in space and how external and internal forces affect that motion, such as gravity and light.

Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

INTELLIGENCE CHECKS

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Engineering, Investigation, Nature, and Science skills reflect aptitude in certain kinds of Intelligence checks.

•Engineering

An Engineering check is used to repair or alter mechanical and electronic devices. This includes hacking computers as well as repairing vehicles and other machines.

•Investigation

When you look around for clues and make deductions based on those clues, you make an Investigation check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Investigation check.

•Nature

Your Nature check measures your ability to glean information about terrain, plants and animals, the weather, and natural cycles.

•Science

Your Science check measures your ability to recall information about scientific fields of knowledge or to conduct scientific experimentation/inquiry.

Many sciences have overlapping disciplines or areas of study and are therefore treated as one skill. For instance, a biologist and a chemist are both able to identify an alien creature's acidic vomit. An astronomer and a physicist are both capable of plotting the motion of a moon.

OTHER INTELLIGENCE CHECKS

The GM might also call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate without using words
- Estimate the value of an item
- Forge a document
- Moxie checks to determine turn order

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Wisdom

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

WISDOM CHECKS

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Culture, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

•Animal Handling

When you calm a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM will call for an Animal Handling check. When controlling a living mount, you may also make Animal Handling checks, especially when you attempt a risky maneuver.

•Culture

Your Culture check lets you identify elements of a society from encounters with living members or artifacts of the culture. Doing so involves examining appearances, socio-economic factors, and linguistic markers. Some information might be learned quickly, like determining the technological advancement of a person's society upon meeting them. However, learning some insights might take weeks of study, such as understanding the intricacies of an alien culture's caste system.

Your Culture check also measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

•Insight

Your Insight check allows you to determine the intentions of a creature, such as judging a lie or predicting a next move. Doing so involves gleaning clues from speech and body mannerisms.

•Medicine

A Medicine check lets you stabilize a dying companion or diagnose an illness. It might also activate specific tech, especially healing devices.

•Perception

Your Perception check lets you detect the presence of a person or object. It measures awareness of your surroundings and keenness of senses. For example, you might hear a conversation through a closed door, eavesdrop under an open window, or hear enemies sneaking through the forest. You might spot things that are obscured or easy to miss, such as drones flying in a cloudbank, thugs in the shadows, or a flashlight bobbing under a closed door.

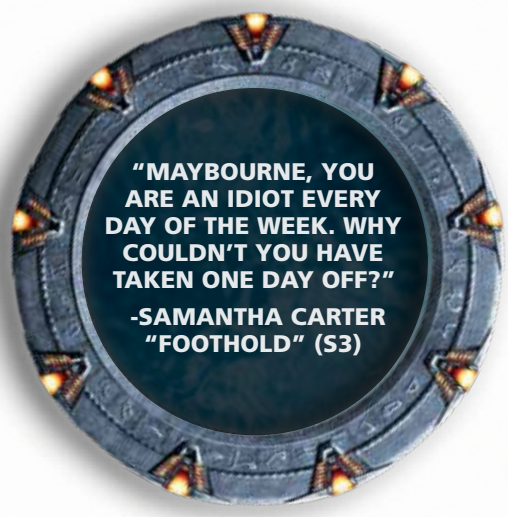
•Survival

The GM might ask you to make a Survival check to follow tracks, hunt wild game, navigate frozen wastelands, identify signs of predators, predict the weather, or avoid natural hazards.

OTHER WISDOM CHECKS

The GM might call for a Wisdom check when you try to accomplish tasks like the following:

- •Get a gut feeling about a person
- •Get a sense of a crowd's mood
- •Initiative checks to determine turn order



PASSIVE PERCEPTION

When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the DM compares your Stealth check with that creature's passive Perception score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st-level character (with a Proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Perception of 14.

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Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

CHARISMA CHECKS

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

•Deception

Your Deception check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

•Intimidation

When you attempt to influence someone through icy glares, a commanding or regal presence, implied or overt threats, hostile actions, or physical violence, the GM might ask you to make an Intimidation check.

•Performance

Your Performance check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

•Persuasion

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Persuasion check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring soldiers.

OTHER CHARISMA CHECKS

The GM might call for a Charisma check when you try to accomplish tasks like the following:

- •Find the best person to talk to for news, rumors, and gossip.
- •Blend into a crowd to get the sense of key topics of conversation.
- •Moxie checks to determine turn order



This frontier town is happy for Phoenix-1's help solving a string of murders.

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Chapter 9
Missions



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Chapter 9
Missions

Overview

This chapter contains all the general game systems rules used by various encounters that a Stargate team will find on missions. This includes an overview of the general mission format and various rules to cover environmental and encounter interactions that PCs are likely to deal with on a regular basis.

Mission Structure

In many ways, the terms session, "episode," and mission can be used interchangeably, because they refer to approximately the same amount of gameplay time. The differences are subtle. A session is the players coming together to play a game for an afternoon or evening. An episode is the story the players are telling; designed to recreate the narrative of a television show. The mission is the adventure that the characters within the episode embark upon.

The mission structure described here may seem fairly formulaic, and it is. However, it is not provided as a strict set of rules that must be followed, but rather as a guideline. Indeed, Chapter 12: Being A Gatemaster includes advice to the GM on each element of this structure and ways to manipulate it. Instead, it establishes some session expectations that help guide the rest of the game's mechanics, especially those that occur over the course of an entire campaign.

Mission Briefing

Typically, the first step in a mission is the briefing where the team members are given an overview of their goals and any known obstacles. During this phase, the PCs are given information available to the Phoenix Site, and they equip themselves accordingly. This phase rarely includes encounters.

PREPARATION LEVEL & OUTFITTING

One of the critical pieces of information given during the briefing is the mission's preparation level (or Prep Level). This represents how much time and planning have gone into the mission and the logistical resources the team can call upon. The prep level is scored from 0 (no prep time, emergency) to 4 (months of prep time). Details on preparation levels can be found in the Equipment chapter.

During this step the team also has a chance to fine tune their equipment, choosing gear and tools they think might be useful on the mission. The gear available is subject to GM approval (rocket launchers are infrequently issued for diplomatic missions, after all).



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The Mission

No two missions are alike, and this is where the bulk of a session's gameplay occurs. The team could be investigating an errant radio signal, engaging Goa'uld forces in open conflict, or exploring an uncharted world. The possibilities are limited only by the imagination.

Missions are typically a collection of scenes. These scenes can be simple roleplaying scenes where the PCs talk to NPCs or each other or gather information in a variety of ways. Alternatively, a scene might be an "encounter" which is a scene designed to present an obstacle or opportunity relevant to mission success.

ENCOUNTERS

An encounter is any scene that includes a meaningful challenge of some sort. Typically between two and five scenes in an episode will be encounters. The specific encounter rules create opportunities for success and failure that involve more gameplay than a simple skill check.

As an example, a PC may wish to bluff his way past some guards. The GM might simply call for a Deception skill check if he thinks the situation is fairly simple. Alternatively, the GM might turn that scene into a "convince" encounter. Some encounter types might even be instigated by the PCs, such as a brawl with a few Jaffa soldiers.

Where other RPGs frequently focus on combat encounters, the Stargate setting features significantly more non-combat challenges. To that end, there are encounter options presented in Chapter 10: Encounters.

THE DIAL HOME DEVICE

Most Stargates have a Dial Home Device (DHD) in the form of a control crystal on a pedestal surrounded by buttons with various constellations depicted on them called glyphs. It serves as both a control mechanism and a power source for the Stargate. Earth's DHD was lost, requiring the Tau'ri to develop manual controls and a power source for their Stargate. The Phoenix Site uses a similar system to the Tau'ri, despite having a DHD, as USAF prefers control systems they completely understand.

Many missions end with the team dialing home and using the G.D.O. (see page 71) to open the iris. Activating a DHD typically takes 18 seconds (3 rounds) and a DC 12 Engineering or Science check. Failure by more than 10 may still open a portal to an unknown destination, at the GM's discretion.

Debriefing

Once the mission is concluded, the PCs will usually return to base to debrief command on their success or failure. It is during this phase that the PCs are awarded mission points which is how characters improve and gain levels.

Like the briefing, the debrief rarely contains an encounter, but don't be fooled, there is often crucial information or episode cliff-hangers present in a debriefing scene.

TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand.

In a building, the team members' movement might happen on a scale of minutes. It takes them about a minute to creep down a long hallway, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of hours is often more appropriate. Adventurers eager to reach the obelisk across twenty kilometers of prairie might take four or five hours' time.

For long journeys, a scale of days works best. Following the road, the team members spend four uneventful days before an ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on rounds, a 6-second span of time.



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The Tension System

One of the systems used to set the tone of a campaign, episode, or scene is Tension. There are five escalating levels of Tension, each associated with an increasing die type.

The overall tone and danger of the story are defined by its current tension rating. It sets overall encounter difficulty and lethality. Some beasts use the Tension die to determine the effects of combat abilities and conflict may be avoided or halted by players who manage the Tension rating strategically.

The GM should discuss the campaign's "baseline" Tension die. A campaign with a low Tension might be philosophical or comical (or both). Higher Tension ratings usually accompany a grittier or more dangerous story. A baseline Tension d12 series would be very dangerous, with characters rarely surviving an entire season.

Each episode the GM will set the Tension rating. Most episodes should adhere to the campaign's base Tension, but some fluctuation is expected. A season finale might be two or three stages above the series' Tension, while a comic or character development episode might be lower than normal.

Occasionally, the GM might decide that a scene has a different Tension level than the rest of the episode. Lowering an early scene's Tension lets the episode open with some non-lethal action, like the PCs being attacked by a creature they must pursue. Raising the Tension can be used to punctuate the presence of a particularly nasty villain in a scene or the arrival of a new threat.

•Comedic (d4)

There is very little threat present. Combat is likely comical, with the PCs likely outmatching most opponents. Alternatively, the episode may have little narrative weight, such as a PC's side mission to help an old friend.

All attacks are assumed to be non-lethal by default at this tension level, as even old foes use non-lethal methods. The scenes are unlikely to contain combat, however, and PCs should feel safe not looking over their shoulders.

Comedic in a theatrical sense means character banter and development takes the forefront. This tension level doesn't have to be humorous, but in the Stargate: SG-1 TV show it usually is.

•Standard (d6)

This is the typical Tension level of an episode in a television series, if one were to assign a tension level to most episodes of SG-1.

Combat is uncommon and assumed to be non-lethal (at least to the PCs) by default, such as brawls or minor scuffles where lethal means would be inappropriate.

•Growing (d8)

The narrative sense of danger is rising. A fight might be possible if characters are pushed the wrong way, or the situation might just be a bit more dire than usual, like deciphering hieroglyphics while a Deathglider makes strafing runs outside the cave.

Combat might be a reasonable outcome of events, but it is still non-lethal by default. The characters might get beaten up, trapped, or otherwise endangered, but sudden or unavoidable death is unlikely.

•Dire (d10)

The characters are in real danger, with aggressive foes ready to attack. Battles and other military actions fall in this category. High stakes drama is also possible, such as legally defending a friend's life in an alien court.

Attacks from enemies are assumed to be lethal at this Tension level. The team can expect serious injury and a PC death is a real possibility.

•All is Lost (d12)

This narrative level should be reserved for only the most dangerous of scenes or the series finale.

Combat is assumed to be lethal at this level, with enemies out for blood. It is very possible that one or more PCs will die.

DESIGNER'S NOTES: SCALING VIOLENCE

As the tension escalates, so should the violence employed by enemies. Damage in the Stargate SG-1 RPG is considered non-lethal by default, because combat (even a firefight) is not usually lethal to the heroes of a TV show. The narrative stakes simply aren't life or death. The PCs are in combat to avoid being taken prisoner, or some similarly "bad but less than death" fate.

Indeed, the GM should adjust NPC tactics based on the tension level. If combat is non-lethal, a second shot from a Zat isn't likely, for instance.

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Movement

Swimming across a rushing river, sneaking down a corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in Stargate missions. The GM can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the ruins' entrance late in the evening of the third day."

Even in a dangerous environment, the GM can summarize movement between encounters: "After killing the guards at the entrance to the outpost, you consult your beacon scanner, which leads you through a kilometer of forest to a canyon where the beacon is located below." Sometimes it's important to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the pace of the creatures and the terrain they're moving over.

SPEED

Every character has a speed, which is the distance in meters that the character can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation. The following rules determine how far a character can move in a minute, an hour, or a day.

While traveling, a group can move at a fast, normal, or slow pace, as shown on the Approximate Travel Pace table. The table states roughly how far the Team members can move in a period of time and whether the pace has any effect on Perception or Stealth. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around.

•Forced March

The Approximate Travel Pace table assumes that characters travel for 8 hours in the day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see page 123).

•Slower Movement

Some characters have a movement slower than 6m per round, either because they are naturally slower or are encumbered. Multiply their movement speed by 10 to determine the distance they can travel in a minute.

A slower character's hour and day movement is largely unaffected as the pace assumes a rough marching speed common to a soldier on foot. Their reduced speed, however, does mean they have to hustle more, and characters with a speed below 6m therefore suffer disadvantage on Constitution saves to march longer than eight hours.

•Vehicles and Mounts

Characters on motorbikes, ATVs, or other land vehicles use the vehicle's cruising speed to cover long distances (see page 152). Passengers in a vehicle move at the speed of the vehicle, but they don't suffer Perception penalties for a fast pace or gain Stealth benefits from a slow pace. Depending on the vehicle and the size of the crew, vehicles might be able to travel for up to 24 hours per day.

Many animals, most commonly horses, move faster than humanoids. A mounted character can usually ride at a fast paced gallop for about an hour, covering up to 15km or more. If fresh mounts are available every hour, characters can cover larger distances at this pace, but this is subject to the local civilization. Normal and slow paces, as well as travel over the course of a day, is approximately equal to slower humanoid movement.

Mounts can also make a forced march, making Constitutions saves as normal. The beast gains the rider's Proficiency bonus if it is greater than its own if the rider is proficient in Animal Handling.

APPROXIMATE TRAVEL PACE

Pace	Minute	Hour	Day	Effect
Fast	120m	7.5 km	60 km	-5 penalty to passive Perception
Normal	60m	5 km	30 km	—
Slow	30m	2 km	15 km	Able to use Stealth

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•Difficult Terrain

The travel speeds given in the Approximate Travel Pace table assume relatively flat terrain such as roads or open plains. However, teams often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain. You move at half speed in difficult terrain—moving 1 meter in difficult terrain costs 2 meters of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

•Special Movement

Movement through dangerous environments often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go. These are handled with Traverse encounters.

CLIMBING, CRAWLING, AND SWIMMING

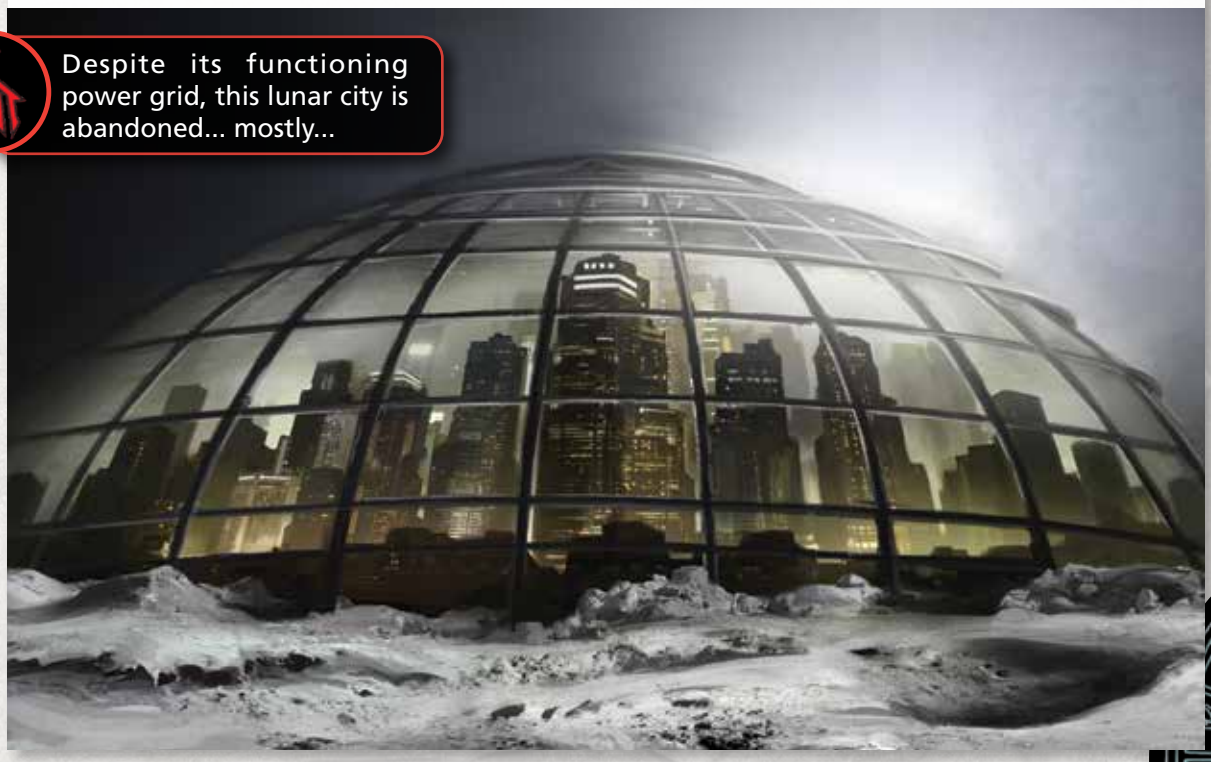
While climbing, crawling, or swimming, each meter of movement costs 1 extra meter (2 extra meters in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Athletics check. Similarly, gaining any distance in rough water might also require a successful Athletics check.

JUMPING

Your Strength determines how far you can jump.

Long Jump: When you make a long jump, you cover a number of meters up to half your Strength score (minimum 1) if you move at least 2 meters on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each meter you clear on the jump costs a meter of movement. This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Athletics check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it. When you land in difficult terrain, you must succeed on a DC 10 Acrobatics check to land on your feet (otherwise you land prone). If you fail to make a jump over a chasm or pit, you will fall (see page 151).

High Jump: When you make a high jump, you leap into the air a number of meters equal to half your Strength modifier (minimum 1) if you move at least 2 meters on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each meter you clear on the jump costs a meter of movement. In some circumstances, your GM might allow you to make an Athletics check to jump higher than you normally can. You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.



Despite its functioning power grid, this lunar city is abandoned... mostly...

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Resting

When the team is exhausted, wounded, or just in need of passing time, they will often rest. Many characters have abilities that can be used once per short or long rest as well, which means once they have used those abilities they can't use them again until they get the appropriate rest.

To effectively rest, the team must be in a relatively secure location, away from combat or other immediate threats.

If a character has an ability that may be used during a rest period, using that ability does not interrupt the rest. Otherwise, any strenuous activity breaks the rest and prevents characters from gaining its benefits.

While the GM may declare that the PCs are in a period where resting is possible, it more frequently falls to the players to decide when the team rests.

When choosing to rest the players may want to consider the following:

- How much time does the team have?
- Are there any pressing matters that should be handled before resting (such as timed events or looming dangers)?
- Does the party need a long rest or will a short rest do?

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

Whenever a character takes a short rest, they automatically heal HP equal to the roll of a single HD (determined by their class) plus their Constitution modifier or their Proficiency bonus (whichever is higher). They may heal additional wounds by using a Med Kit or through other special abilities.

For instance, Rodriguez is a 3rd level Soldier. She was injured by an alien beast and takes an hour to rest in a cave. During this time she rolls 1d10 (her HD), scoring a 7. She adds her Proficiency bonus of +3 and heals 10 HP during the short rest.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of light activity (like walking) or any amount of stressful activity (like fighting)—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character heals HP by rolling a number of HD equal to their level plus Constitution modifier or Proficiency bonus (whichever is higher). A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

For instance, Rodriguez the 3rd level Soldier is wounded while saving a family of farmers from local bandits. She holds up in their barn for the night, resting comfortably. She rolls 3d10 (a number of HD equal to her level) and scores 16. She adds her Proficiency bonus of +3 and heals 19 HP.

GOING WITHOUT REST

When circumstances require a character to be active for long periods of time without rest, they run the risk of becoming exhausted. Every 24-hour period a character goes without rest they must succeed at a Constitution save or gain 1 level of exhaustion (see page 123). The DC for this check is 15 for the first 24-hour period without rest. Each additional 24 hours the DC is increased by +2.

NONSTANDARD DAYS

The standardized time of Earth's day and year comes from our planet's orbit around our sun, so other planets are unlikely to have the same 24-hour day and night cycle. The GM should note that most species are fairly adaptable, and it is not necessary to fuss over the differences in rest schedules for days as short as 16 hours or as long as 32 (the typical cycle bandwidth for habitable Earth-like planets).

Certainly the characters might grumble as a matter of roleplaying, but mechanically there is no need to do math restricting long rests on a planet with shorter days or calling for exhaustion checks on planets with longer days, unless the GM wishes to introduce such challenges as part of the episode's story.

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Damage and Healing

Injury and the risk of death are constant companions of those who explore beyond the Stargate. The thrust of a sword, a well-placed bullet, or a Ma'tok staff all have the potential to damage, or even kill, the hardiest of combatants.

HIT POINTS

Hit points represent the ability to mitigate attacks, luck, and the sheer will to live. Combatants with more hit points are more difficult to kill as they are harder to land effective attacks against (until their hit points are depleted).

A combatant's current hit points (usually just called hit points) can be any number from the hit point maximum down to 0. This number changes frequently as damage is taken or healing received.

Whenever damage is taken, that damage is subtracted from the current hit points. The loss of hit points has no effect on a combatant's capabilities until the current hit points drop to 0.

DAMAGE ROLLS

Each weapon, equipment, or harmful enemy ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Equipment, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage (but never negative).

When attacking with a weapon, you add your Ability modifier—the same modifier used for the attack roll—to the damage. Each weapon, or damaging piece of gear tells you which dice to roll for damage and what modifiers to add.

If an effect deals damage to more than one target at the same time, roll the damage once for all of them. For example, when a soldier fires a shotgun, the equipment's damage is rolled once for all creatures caught in the blast.

CRITICAL HITS

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.

For example, if you score a critical hit with a sidearm, roll 2d6 for the damage, rather than 1d6, and then add your relevant Ability modifier. If the attack involves other damage dice, such as from the Power Attack feat, you roll those dice twice as well.

DAMAGE TYPES

Different harmful effects deal different types of damage. Damage types have no additional effect of their own, but other rules may rely on the type. The damage types are as follows:

Acid: Corrosive compounds that burn and melt substances on contact.

Bludgeoning: Blunt force attacks such as hammers, falling, or constriction.

Cold: Attacks that drain an object of its heat can deal considerable damage to living targets.

Fire: Flames and burning effects.

Force: Pure energy pressure. Most effects that deal force damage are technological in nature (such as force fields and concussive blasts).

Electricity: A lightning bolt or other discharge of electrical energy can damage organics and machines alike.

Necrotic: Necrotic damage, which erodes flesh directly, is rare but occasionally generated by technology or radiation.

Piercing: Puncturing and impaling attacks, including spears and bullets.

Poison: Venom from a creature or ingested poison are the most common forms of this damage.

Psychic: Psychic damage is extremely rare, but it is occasionally generated by technology that targets the victim's consciousness.

Radiant: Radiant damage, like lasers, is created by focused light.

Slashing: Swords, bayonets, and claws deal slashing damage.

Sonic: A burst of sound, such as the effect of a stun grenade, deals sonic damage.

ABILITY SCORE DAMAGE

Sometimes an attack deals damage to an Ability score instead of HP. When this happens, the Ability score is temporarily reduced by the damage dealt until it is healed. If any Ability score is reduced to 0, the creature falls unconcious (but is not at risk of dying). Victims do not re-calculate any of their static values (such as HP) based on this new attribute, but Ability checks, saves, and attacks all use the reduced value until the damage is healed. Unless specified, all Ability score damage heals at the rate of 1 point per long rest.

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SCUFFED & WOUNDED

When a living character has suffered some damage but has not yet been reduced to half or fewer HP, the character is called "Scuffed." When a character has half or fewer than half of their HP remaining, they are called "Wounded."

These keywords are used by certain mechanics, most notably healing, but they have no game mechanics of their own.

DAMAGE RESISTANCE AND VULNERABILITY

Some enemies or objects are more difficult or easy to hurt with certain types of damage.

If a target has resistance to a damage type, damage of that type is halved against it. If an enemy or an object has vulnerability to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a Goa'uld who has resistance to bludgeoning damage is hit by an attack that deals 25 bludgeoning damage. The creature is also within an inertia dampening field that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the Goa'uld takes 10 damage.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if an enemy has resistance to fire damage as well as resistance to all piercing damage, the damage of a flaming arrow is reduced by half against the creature, not reduced by three quarters. If a creature has both resistance and vulnerability to an attack it deals normal damage.

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious.

•Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points or you suffer damage while at 0 HP you may suffer instant death. If there is damage remaining after reducing your HP to 0, you die if the remaining damage equals or exceeds your hit point maximum.

For example, a medic with a maximum of 18 hit points currently has 6 hit points. If she takes 24 damage from an attack, she is reduced to 0 hit points, but 18 damage remains. Because the remaining damage equals her hit point maximum, the medic dies.

•Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see page 129). This unconsciousness ends if you regain any hit points.

•Death Saving Throws

When you start a turn with 0 hit points, you make a special saving throw, called a death save, to determine whether you can hang onto life. Unlike other saves, this one isn't tied to an ability. You are in the hands of fate now.

Roll 1d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you stabilize (see below). On your third failure, you die. The successes and failures don't need to be consecutive; track both until you have three of a kind. Both reset to zero when you heal or stabilize.

•Rolling 1 or 20

When making death saves, a 1 on the d20 counts as two failures and a 20 heals 1 hit point.

•Damage at 0 Hit Points

If you survive damage while at 0 hit points, you suffer a death save failure. If the damage is from a critical hit, you suffer two failures.

•Stabilizing a Person

The best way to save a person with 0 hit points is to heal them. If healing is unavailable, the person can at least be stabilized so that it isn't killed by failed death saving throws.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize them, which requires a successful Medicine check. The DC of this check is determined by the scene's Tension rating.

A stable person doesn't make death saving throws, even though it has 0 hit points, but they do remain unconscious. The person stops being stable, and must start making death saving throws again, if they survive any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

FIRST AID DC

Tension	DC
d4	Very Easy (5)
d6	Easy (10)
d8	Medium (15)
d10	Hard (20)
d12	Very Hard (25)

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HEALING

Unless it results in death, damage isn't permanent, and even death has proven reversible by SG-1.

When a team member receives healing of any kind, hit points regained are added to its current hit points. A combatant's hit points can't exceed its hit point maximum, so any excess hit points are lost. For example, a medic grants a team member 8 hit points of healing. If the team member has 14 current hit points and has a hit point maximum of 20, the target regains 6 hit points from the medic's action, not 8.

A combatant that has died can't regain hit points until they are restored to life, which is fairly rare in most cases.

ENEMIES AND DEATH

A GM may have an enemy die the instant it drops to 0 hit points, rather than having it fall unconscious, especially at higher Tension levels.

Special NPCs are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

KNOCKING OUT AN ENEMY

At lower tension levels, or at the GM's discretion, enemies will attempt to incapacitate, rather than kill. When an attacker reduces an enemy to 0 hit points with a lethal melee attack, the attacker can choose to knock the enemy out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

TEMPORARY HIT POINTS

Some equipment and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if inspiration grants you 8 temporary hit points when you already have 6, you can have 8 or 6, not 14

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or your next long rest.

EXHAUSTION

Special abilities and environmental hazards, such as extreme temperature or the Zat'nik'tel can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified. A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on skill checks.

EXHAUSTION

Level	Effect
1	Disadvantage on skill checks
2	Speed Halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved (round up)
5	Speed reduced to 0m
6	Death

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced to 0.

Finishing a long rest heals 1 level of exhaustion.

•Staying Conscious

When a creature reaches 3 levels of exhaustion and every time they suffer levels of exhaustion beyond that, the creature must also succeed at a Constitution save or fall unconscious. The DC for this save is 10+ the creature's current level of exhaustion.

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Determination

A character only has so much force of personality, gumption, and grit to spare. Once they have been pushed to their psychological limit they may become more passive and acquiesce more readily.

Determination points, or DP, are used during the Plot encounter types. Each encounter will describe how to use determination. There are no default uses for DP, but some feats may allow you to spend or wager DP in new ways.

A character's determination is what grants the inner drive to never give up. A character with high determination may attempt challenges far longer than others, refusing to back down from a challenge or thinking on their feet.

BASE DETERMINATION POINTS

Every character has a base DP value equal to their Proficiency bonus plus a bonus based on their class (see Chapter 5), usually a +1 or +2.

During plot encounters this value may fluctuate above or below this base value, as the base DP does not function as a DP maximum.

•Resetting Determination

A character's DP resets to the character's base value at the end of each long rest, losing any excess and regaining any lost DP.

ZERO DETERMINATION

When a character reaches 0 DP they suffer no ill effects, save for being out the determination resource used in some encounters. From a roleplaying perspective, the character is mentally and emotionally drained, pushed to the limits of their willpower.

A character with no remaining DP cannot elect to wager DP in situations that allow it (as they have none to wager), but if an encounter or event forces them to wager a DP they may still participate and are treated as if they wagered the minimum possible DP.

A character cannot be reduced below 0 DP.

USING DETERMINATION

DP can be either spent or wagered. When a DP is spent the PC lowers their current DP by the amount spent. Encounter rules do not typically call for DP to be spent, but certain feats or abilities may use DP as a resource in this way.

Alternatively, many Plot encounters require that DP be wagered. When this happens the DP are not lost until the result of an Ability check are determined (as per the encounter rules). If the check is successful, the PC keeps their DP for later use, and in some cases may even earn DP.

When a character earns DP they may go above their base DP. From a roleplaying perspective the character is growing more determined than usual. They may be more bold, assertive, or confident (depending on their personality).

DETERMINATION CHIPS/TOKENS

Because of the wagering nature of DP, GMs may wish to use poker chips or tokens to track player determination. This is especially useful during long Plot encounters or missions with a series of Plot encounters without rest.



Determination Point Chips game accessory available on StargateTheRPG.com

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Saving Throws

A saving throw—also called a save—represents an attempt to resist certain tech, traps, poisons, diseases, or similar threats. You don't normally decide to make a saving throw; you are forced to make one because your character is at risk of harm.

To make a saving throw, roll 1d20 and add the appropriate Ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw. A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM. Each class gives proficiency in at least two saving throws. As with skill proficiencies, proficiency in a saving throw lets a character add his or her Proficiency bonus to saving throws made using a particular Ability score. Many enemies have saving throw proficiencies as well.

The Difficulty Class for a save is determined by the effect that causes it. The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

Initiative & Moxie

Initiative and Moxie determine the order of turns during encounters. Most encounters call for a standard Initiative or Moxie check (described here) but some may alter this process, as described in the encounter rules.

Typically, when an encounter starts, the GM calls for every participant to make an Initiative or Moxie check to determine their place in the acting order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

An Initiative check uses the controller's choice of a Dexterity or Wisdom check, while a Moxie check uses the controller's choice of an Intelligence or Charisma check.

The GM ranks the characters in order from the one with the highest check total to the one with the lowest. This is the order (called the acting order) in which they act during each round. The acting order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled characters, and the players decide the order among their tied PCs. If a GM-controlled combatant and a PC are tied, the PC result is treated as higher (this usually means they act first, but some encounters differ).

Most encounters specify the type of check to be made, but typically Initiative is used for action, combat, and other physical scenes. Moxie is used for plot, puzzle, and social encounters.



An ambush gives McBryer an excuse to use his new machine gun.

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Ailments

On the uncounted worlds of the Milky Way galaxy there have evolved venomous creatures, poisonous plants, microbial viruses, and of course, communicable diseases.

Stargate team members are not authorized to use lethal poisons under most circumstances, as General Loyer holds to the Geneva Convention, even off-world. Non-lethal poisons such as tranquilizers are permitted, and even tear gas may be authorized when General Loyer believes innocent lives may be saved.

When a character is first exposed to an ailment they must make a saving throw (as defined by the ailment). If they succeed, the character does not contract the ailment. If they fail, they contract the ailment and gain whatever negative effects are described by the individual ailment's text.

The GM may decide that a partial dosing or exposure to an ailment has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

VECTORS

The various vectors for an ailment refer to the way in which it is contracted. Generally speaking, a vector refers to the most common way an ailment is delivered. A contact ailment can likely also be ingested, inhaled, or applied to a weapon, for instance. The GM may rule that an ailment functions with other vectors than the one listed.

Contact: Contact poison can be smeared on an object and remains potent until touched or washed off. A character that touches contact poison with exposed skin suffers its effects.

Ingested: A character must swallow ingested poison to suffer its effects. This is most common in alien plants that may be poisonous to carbon-based humanoids, but some assassins also employ ingested poisons.

Inhaled: These poisons are powders or gases that take effect when inhaled. Holding one's breath is usually ineffective against inhaled ailments, as they affect the nasal membranes, tear ducts, and other points of ingress.

Injury: Injury poison can be applied to melee weapons, arrows, traps, and other objects that deal piercing or slashing damage. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effect.

DISEASE

Diseases are largely carried by viruses or other micro-organisms and are frequently environmental dangers. The most common vectors for diseases are Contact, Inhaled, or both, but others exist.

While not all diseases are slow acting, most require the afflicted character to make a daily saving throw to overcome the disease, and some may require multiple saves or even consecutive saves to overcome.

When a character contracts a disease (usually when they fail the initial save) they gain the diseased condition until the affliction is cured.

POISON & VENOM

Poisons and venoms are technically different. A poisonous substance harms when a person eats or comes into contact with it. A venom harms when a creature or other threat injects or sprays a substance on a victim. Despite this technical difference, both are treated as "poison" by the game rules, for the sake of brevity and clarity.

A poison is typically faster acting than a disease, virulently tearing through the body to cause harm or to debilitate a target. The most common vectors for poisons and venoms are ingested and injury.

When a character is afflicted with a poison (when they fail the initial save), they gain the poisoned condition until the poison is cured.

DISEASED CONDITION

A character who has the diseased condition may not heal any Ability score damage until this condition is removed. Healing HP damage is not affected by this condition.

POISONED CONDITION

A character who has the Poisoned condition suffers disadvantage on Attack rolls and Ability checks.

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EXAMPLE AILMENTS

Some of the most noteworthy ailments suffered by Stargate team members include the following:

•Biological Venom (Poison)

Venomous creatures include snakes, scorpions, frogs, and of course strange alien beasts. Most can be classified as a neurotoxin, but regardless of the poison type they all deal poison damage.

Upon exposure the character must succeed at a Constitution save (DC 10 + source creature's CR) or suffer TD poison damage. Every hour afterwards the afflicted character must pass another save or suffer an additional TD poison damage. If the Tension rating changes during this time, the poison's damage also changes. This poison is cured after 8 hours or when the afflicted passes a save.

•Common Cold (Disease)

The common cold is often caused when a character contacts or inhales a typically non-lethal virus.

1d3 days after exposure the character must succeed at a DC 10 Constitution save or suffer 1 Constitution and Wisdom damage. Every day afterwards the afflicted character may make another save to remove the diseased condition, but the common cold afflicts no further injury.

•Cyanide (Poison)

A deadly colorless and odorless gas, cyanide is also issued in pill form to spies and operatives who can't be taken alive.

Each round a character inhales cyanide gas they suffer 1d12 poison damage (DC 18 Constitution save for half damage). A character who ingests a cyanide pill suffers 10d12 poison damage (DC 25 Constitution save for half damage).

•Ebola (Disease)

One of the most feared diseases on Earth. Victims who come into contact with afflicted bodily fluids may contract ebola, which slowly degrades the body until the afflicted succumbs to internal hemorrhaging.

2d10 days after exposure the character must succeed at a DC 20 Constitution save or suffer TD points of Constitution damage and become diseased. Every day afterwards the afflicted character must pass the save again or suffer a point of Strength, Dexterity, and Constitution damage. The character is no longer afflicted once they pass three consecutive daily saves.

•Food Poisoning (Poison)

Spoiled or contaminated food is a universal issue among any species that eats. Food poisoning is rarely dangerous unless one subsists on spoiled food for extended periods of time.

5d20 minutes after eating spoiled food, the character must succeed at a DC 15 Constitution save or suffer TD poison damage. The poison does not further harm the afflicted character, who is cured of the poisoned condition after a long rest.

•Influenza (Disease)

Also known as the flu, this virus common to Earth has also appeared in similar evolutions on other worlds, although no two are ever quite the same.

1d4 days after exposure the character must succeed at a DC 10 Constitution save or suffer 1 point of Constitution damage and become afflicted. Every day afterwards the afflicted character must pass the save again or suffer an additional point of Constitution damage. The character is no longer afflicted once they pass a daily save.

•Tear Gas (Poison)

Used to non-lethally subdue targets, tear gas is expelled by a pressurized canister filling an area with a cloud that causes severe eye watering and pain, coughing, vomiting, and eventually unconsciousness. Prolonged exposure can be dangerous, and use against civilian populations is strictly prohibited.

Upon exposure the character must succeed at a DC 15 Constitution save or become blinded until the poisoned condition is removed. At the end of each of their turns, characters in the cloud must pass the save or become blinded and incapacitated. Once a character is removed from the cloud they may begin making the Constitution save again, and once successful they will be cured of this ailment. Characters in a Tear Gas cloud can attempt to hold their breath (see page 130) to prevent incapacitation, but not the blindness.

•Tranquilizer (Poison)

Fired by a special rifle or pistol, a tranquilizer dart injects an injured target with a potent sedative.

Upon injury the character must succeed at a Constitution save (DC 10+ weapon tech level) or suffer 1d3 levels of exhaustion. A character who suffers 6 or more levels of exhaustion from this ailment is not dead, but instead unconscious until they have 5 or fewer exhaustion levels remaining. Exhaustion from this effect heals at a rate of 1 level per hour.

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Conditions

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a class feature, an attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't stack or otherwise get worse. A creature either suffers from a condition or it doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

A blinded creature can't see and automatically fails any Ability check that requires sight.

Attack rolls against the creature have advantage, and the creature's Attack rolls have disadvantage.

CHARMED

A charmed creature can't attack the charmer or target the charmer with harmful abilities or effects.

The charmer has advantage on any Ability check to interact socially with the creature.

DEAFENED

A deafened creature can't hear and automatically fails any Ability check that requires hearing.

DISEASED

A diseased character may not heal any Ability score damage until this condition is removed. Healing HP damage is not affected by this condition.

DISTRACTED

A distracted character is open to the next attack. An attack that targets a distracted character gains advantage, and the distracted character suffers disadvantage on Strength, Dexterity, and Constitution saves. Once an enemy is attacked or forced to make a save, it is no longer distracted (this condition therefore only affects one attack or save and then ends).

ENTANGLED

An entangled creature has their movement and range of motion hindered but not completely obstructed as a restrained creature. Reduce the character's movement speed by half. In addition, the character suffers disadvantage on Dexterity saving throws.

FRIGHTENED

A frightened creature has disadvantage on Ability checks and Attack rolls while the source of its fear is within line of sight.

The creature can't willingly move closer to the source of its fear.

GRAPPLED

A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.

The condition ends if the grappler is incapacitated. The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away.

INCAPACITATED

An incapacitated creature can't take actions or reactions.

INVISIBLE

An invisible creature is impossible to see without the aid of a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.

Attack rolls against the creature have disadvantage, and the creature's Attack rolls have advantage.

PARALYZED

A paralyzed creature is incapacitated (see the condition) and can't move or speak.

The creature automatically fails Strength and Dexterity saving throws.

Attack rolls against the creature have advantage.

Any Attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

POISONED

A poisoned creature has disadvantage on Attack rolls and Ability checks.

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POSSESSED

The character is under the control of another entity, either through a device or, more commonly, because a mature Goa'uld has implanted within them. A possessed character's actions are determined by the possessing entity. Typically, the character is aware of all their surroundings but is unable to control their physical actions.

PRONE

A prone creature's only Movement option is to crawl, unless it stands up and thereby ends the condition.

The creature has disadvantage on Attack rolls.

An Attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the Attack roll has disadvantage.

RESTRAINED

A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.

Attack rolls against the creature have advantage, and the creature's Attack rolls have disadvantage.

The creature has disadvantage on Dexterity saving throws.

STUNNED

A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.

The creature automatically fails Strength and Dexterity saving throws.

Attack rolls against the creature have advantage.

SUFFOCATING

When a character is in an environment in which they cannot breath (such as a smoke filled building on fire or a vacuum) they begin to suffocate. A suffocating character must make a Constitution save at specific intervals (see page 130) when in an airless environment. Each time they fail the save they suffer 1 level of exhaustion.

UNCONSCIOUS

An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings

The creature drops whatever it's holding and falls prone.

The creature automatically fails Strength and Dexterity saving throws.

Attack rolls against the creature have advantage.

Any Attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

WEIGHTLESS

A weightless creature can effectively fly, as long as they have something to push off from. The character has a fly speed of 6m, but cannot turn, accelerate, or decelerate, without another object (even a floating object) to push off from. A character who begins moving in 0g gravity does not stop until they reach another surface.



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Environmental Rules

Every planet in the Milky Way galaxy is unique, to some extent. While life-bearing planets typically have traits in common -- Earth-like gravity, existence in the narrow Goldilocks zone around a star, and an oxygen-rich atmosphere -- not every location has these traits. The most common differences are in the gravity and temperature, some of which are severe enough to require special equipment and preparation.

ATMOSPHERE & BREATHING

Not every planet has an oxygen atmosphere that is hospitable to carbon-based life forms, and even the most comfortable environment can quickly be rendered inhospitable by smoke and other particulates.

Earth's atmosphere is mostly nitrogen (approximately 78%) and oxygen (approximately 21%), with trace amounts of other elements such as argon or methane. This relative mix is common on many other worlds that support life, as well as those terraformed by ancient civilizations. Most humanoid life can sustain itself in a bandwidth of conditions with various other proportions, such as the thinner air of high altitude, or planets with higher ratios of helium, hydrogen, or various other gases.

The infinite varieties of breathing problems a character can have can be described by a Constitution DC and the frequency of checks. Every interval a character is in a problematic environment or situation they must succeed a Constitution check or suffer 1 level of exhaustion.

BREATHING

Type	Freq	DC	Exmp
Nuisance	Daily	10	Altitude
Unhealthy	Hourly	10	Carbon Monoxide
Unsafe	Every Min	15	Smoke
Deadly	Every Round	15	Vacuum

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its turn, it drops to 0 Hit Points and is dying. It can't regain Hit Points or be stabilized until it can breathe again.

Note that some atmospheric dangers don't require the character to inhale them. These are typically handled using the Ailments (see page 126).

GRAVITY

Planets with a Stargate tend to be near Earth's level of gravity (1g) with very minor differences (.9g to 1.1g). However, a lot has happened in the millennia since the Stargates were built, leading to some larger differences.

•Low Gravity

A world with less mass, such as a moon, makes most humans feel lighter than normal. They are capable of leaping and falling greater distances and can bound along at a running speed, often faster.

In a low gravity environment characters gain advantage on all Strength and Acrobatics checks. In addition, their base speed is increased by +2m. Characters also fall at a slower rate, suffering 1d4 damage per 6m they fall with a maximum of 20d4 damage.

•High Gravity

On a high gravity world, a person will feel much heavier than they normally would. A human can, typically, handle gravity as high as three times that of Earth, but long-term exposure places a heavy strain on the heart.

Characters in a high gravity environment suffer disadvantage on all Strength and Acrobatics checks. In addition, their base speed is reduced by -2m, and they suffer 1 level of exhaustion every day they spend in a high gravity environment. Characters also fall at a faster rate, suffering 1d8 damage per 2m they fall with a maximum of 20d8 damage.

•Zero Gravity

An environment without any gravity grants the weightless condition which allows a character to effectively fly, as long as they have something to push off from. A character has a fly speed of 6m, but cannot turn, accelerate, or decelerate, without another object (even a floating object) to push off from. A character who begins moving in 0g gravity does not stop until they reach another surface… which can be a life-threatening issue in the vast empty depths of space.

Technically, a character in 0g gravity will stop moving, eventually, due to air resistance if they are not in a vacuum. However, this typically takes a long enough distance that there are very few environments that have an atmosphere and enough space for the character to slow to a stop. Most 0g gravity environments are also vacuums (such as outer space). It falls to the GM's discretion to determine if a rare non-vacuum 0g gravity environment will slow a character over time.

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Harsh Temperatures

Heat and cold can deal direct damage to a character in the form of fire or cold damage. When a character is at risk of suffering immediate physical harm, such as from a flamethrower or touching a very cold object with bare skin, they suffer HP damage. However, sometimes the danger from temperatures falls in the vague areas between "uncomfortably" hot or cold and damaging.

HEAT

A character in a hot environment might be at risk of dehydration and heat stroke. Long term exposure to a hot environment requires a character to make a Constitution check at specific intervals or suffer 1 level of Exhaustion.

HEAT EXHAUSTION

Approx. Temp	Frequency	DC
35°C to 40°C	Daily	10
41°C to 45°C	Hourly	15
46°C to 50°C	Every Round	20

At temperatures above 50°C the character suffers 1d6 Fire damage plus an additional 1d6 Fire damage for each full 5°C above 50°C in addition to the Exhaustion check each round.

COLD

Characters in cold environments run many of the same risks of exhaustion as those in hot climates. Where heat exhaustion manifests as severe sweating, blistering, and trouble breathing, cold exhaustion causes uncontrollable shivering, numbness, and frostbite. A character must make a Constitution check at specific intervals or suffer 1 level of Exhaustion.

COLD EXHAUSTION

Approx. Temp	Frequency	DC
0°C to 5°C	Daily	10
-1°C to -5°C	Hourly	10
-6°C to -10°C	Hourly	15
-11°C to -15°C	Every Minute	15
-16°C to -20°C	Every Minute	20
-21°C to -25°C	Every Round	25

At temperatures below -25°C the character suffers 1d6 cold damage plus an additional 1d6 cold damage for each full 5°C below -25°C in addition to the Exhaustion check each round.



Hiding from the Jaffa by fleeing into the desert has proven... ineffective.

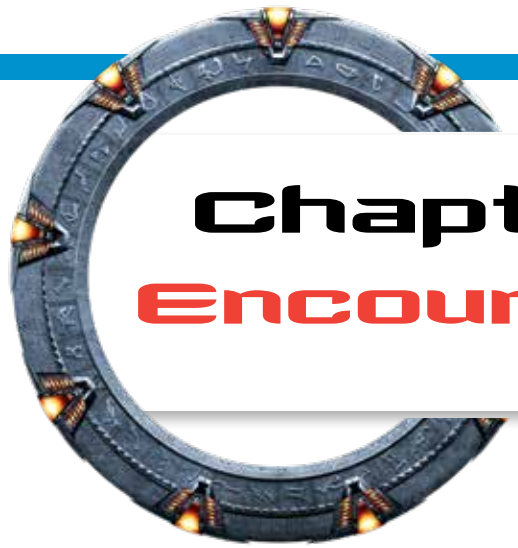
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Chapter 10
Encounters



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Chapter 10
Encounters

Overview

Any challenge where the team's success or failure is important to the overall story is resolved with an encounter scene. Where many roleplaying games use combat as the primary encounter type, the Stargate SG-1 RPG is designed to tell a story with less focus on armed conflict. Encounters serve to challenge the player characters in non-combat ways, in addition to the more traditional battles.

An encounter is a specific scene, typically beginning with the PCs rolling to decide the Initiative or Moxie order, and ending when the PCs have resolved the challenge (whether successfully or not). This isn't always the case, as a GM may blend multiple encounters together to create a more complicated scenario. The GM might also stop a combat to allow for roleplaying, only to have the combat restart when the Goa'uld decides to attack again. In these cases, the GM is encouraged to manipulate the rules of an encounter scene to suit the narrative.

This chapter is broken into two sections, Plot encounter mechanics with a selection of Plot encounter types, and Action mechanics with its own selection of encounter types.

DESIGNER'S NOTES

This section of the rules is directed at the Gatemaster and is written to reflect that. These rules are designed to help the GM tell their story and adjudicate mechanics, after all.

However, these rules aren't intended to be kept secret from the players, so it's acceptable to read through them in advance. If anything, it is likely to help the game run smoothly. Just remember that it is the GM's job to tinker with these base rules to fit them to the story!

PLOT ENCOUNTERS

Not every encounter scene challenges the players in a physical or confrontational way. The difficulties the team faces might not have life, death, injury, or exhaustion on the line. These encounters instead have plot points as their reward for success and risk of failure. It is these types of encounters that most frequently allow players to shape the narrative by influencing the story the GM is telling.

Plot encounters typically use Moxie to determine the order of character action, with determination points being spent and wagered. These encounters are not without risks, however. Failure may even have widespread consequences, such as a murder trial or convincing a senator not to reallocate funding from your program.

ACTION ENCOUNTERS

Whenever characters must overcome an extended physical challenge they are engaged in an action encounter. The most recognizable action encounter is combat, which can take many forms from a bar brawl to an extended Firefight. Others exist, including traversing dangerous terrain or engaging in aerial dogfighting.

Action encounters typically use Initiative to determine the order of character action with HP or Ability score damage (and possible death) providing the risk to the challenge. Not all action encounters are deadly, but most run the risk of physical harm, or at the very least a level or two of exhaustion. Each encounter type will offer individual advice for tailoring its narrative, challenge difficulty, and lethality.

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Plot Mechanics

Just like action scenes such as chases or combat, plot encounters have mechanics that allow for PC decision making and risk-taking. While the stakes at play are not usually life or death in a plot encounter, they are no less important to the larger story as well as the personal journey of each PC.

There are two key mechanics at play, Determination Points, which serve as a resource to be bid during challenges, and Dispositions, which are used when influencing NPCs.

DETERMINATION

Each character, PC or NPC, has a determination pool. This represents a character's ability to withstand social and mental setbacks.

From a Gatemaster's perspective, the determination points represent a character's overall mood, how emotionally drained they are by recent events, and how easy they are to convince or otherwise influence towards action.

Determination points also serve to pace the PCs, so that one player has a more difficult time dominating a scene. The GM will still need to take care to give every PC time in the limelight, but the process of wagering DP can help involve every character in the scene.

Since Determination resets at the end of a long rest the GM may also need to include opportunities for PCs to regain DP during especially long missions. Several encounter types offer opportunities for PCs to gain DP rather than simply risking it.

DISPOSITION

Not all characters have the same personality, that's part of what makes them unique, after all. Dispositions broadly define NPC personality and what social pressures they're often receptive to.

There are three general dispositions that are each associated with a mental attribute, Logical (Int), Sympathetic (Wis), and Charming (Cha).

An NPC usually has a disposition in line with their highest mental attribute, so a character with a high Intelligence is likely to be logical, while a character with a high Charisma is likely to be charming. This is not always the case, and the GM should adjust the NPC's disposition based on the character's personality and overall outlook.

Disposition sets a baseline the GM can use to quickly judge an NPC's response during various social encounters.

Despite these simple designations, no character has only the traits of a single disposition, and the GM should always allow the personality of the NPC and the current circumstances to override the base disposition when appropriate to the story. A logical character might be made sympathetic by a fellow academic, or charmed by a man who reminds him of his father, depending on the specifics of the NPC.

•Logical (Intelligence)

This NPC appreciates reason and is likely to respond positively to a well thought out argument. These characters may be aloof or cold at times, but they frequently become animated when discussing topics they find intriguing. Logical NPCs typically take a long view of the world, either wishing to shape it in their image, preserve it for the next generation, or to further some long-term goal (such as scientific advancement).

•Sympathetic (Wisdom)

This NPC takes the emotions of those around them into consideration, viewing the world through an emotive lens. These characters often seem warm, but run the risk of being condescending when they make assumptions about others' feelings. Sympathetic NPCs respond to the motives of others, either to spur them on to greater achievements or to keep them in line and under heel.

•Charming (Charisma)

This NPC appreciates decorum and presentation of an argument, as much as the argument itself. These characters may be courteous, intimidating, or even pretentious at times. Charming NPCs seek results through authority, either by inspiring those beneath them, intimidation tactics, or by appealing to those with power.

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PLOT ENCOUNTER DCS

The base DC of the checks made to influence an NPC during a plot encounter is 11 + ½ the character's CR.

However, some targets may be unresponsive to certain approaches. A zealot holding to his beliefs is likely resistant to logic, for instance. In these cases the DC increases by +5 (stubborn, set in their ways, zealous) to +10 (alien mind, wholly illogical, or incapable of understanding certain concepts).

When an NPC needs to make a check against a PC's disposition (such as during Diplomatic Functions), the PC's DC is 11 + ½ their level.

INFLUENCE APPROACH

When a PC attempts to influence an NPC, they do so by describing their approach. An approach is a general way of presenting your case in an attempt to convince, deceive, or manipulate an NPC. It can sometimes use an Attribute or Skill to help describe the PC action, but that isn't required.

During many plot encounters, the PCs will be asked to describe their approach, which determines which Attribute and Skill they are using. NPCs are generally the most receptive to the approach that matches their general disposition, but this isn't always the case.

This description may come in the form of roleplaying (if the player is comfortable with such improvisational acting), but it just as often comes in a more descriptive way, where the PC's actions, tone, and discussion content are described.

It ultimately falls to the GM's discretion which type of approach a PC's actions are describing, and there is always some wiggle room for interpretation and storytelling. The approach is used to tell the story, not limit the PCs' actions.

The specific rules for using approaches appear in each encounter entry, but the three generic approaches are as follows:

Logic (Intelligence): A logical approach involves appeals to reason, even when lies or bribery are being employed. A failed logical appeal may lead to confusion, misunderstanding, or offense.

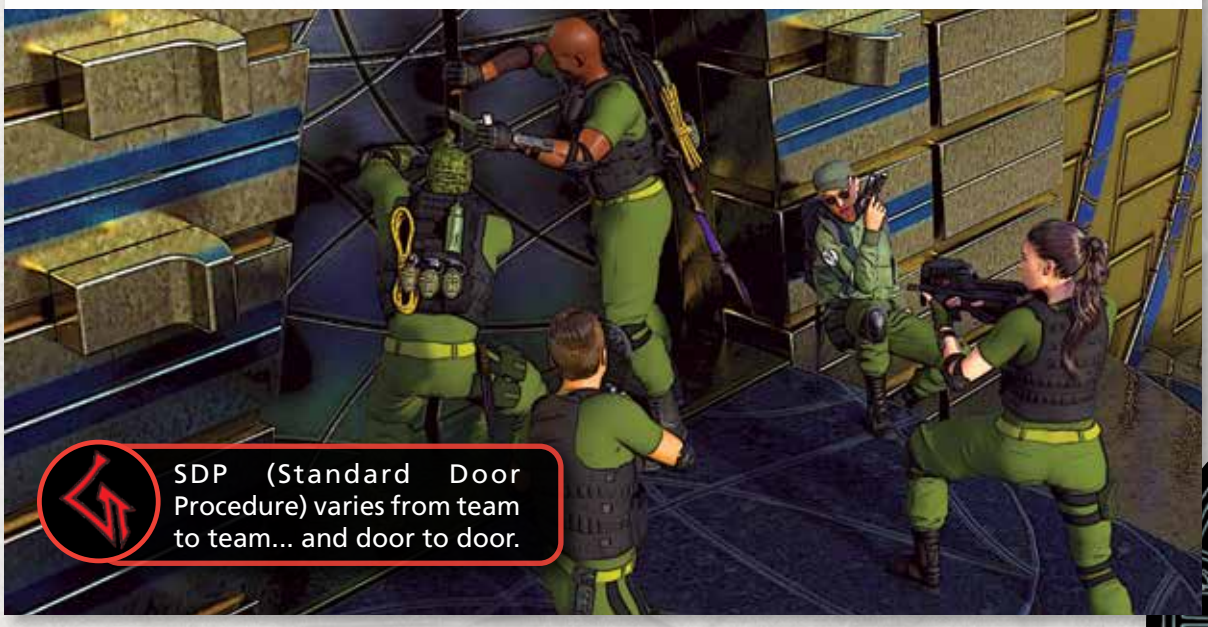
Sympathy (Wisdom): A sympathetic approach attempts to make the subject feel at ease with the convincer by making them feel respected, heard, or just well-liked. This is often sincere on the part of the convincer. A failed sympathetic approach may make the subject feel patronized, threatened, or it might expose a liar.

Mien (Charisma): A mien approach attempts to make the target fear, respect, or trust the convincer. Failed mien approaches lead to the subject feeling lied to or bullied.

NOT PARTICIPATING?

When a character is present in a scene, but not actively trying to influence anyone (perhaps a soldier standing guard while others talk) the player should still be encouraged to discuss their background actions to help determine the results.

These "inactive" PCs can use their general presence and side-bar commentary once per round to give another PC a +1 to a check, after the result of the check is known. This can be used by multiple inactive PCs to, possibly, push a companion's result over the edge to success. Just don't forget to describe that moment!



SDP (Standard Door Procedure) varies from team to team... and door to door.

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Convince

When the PCs need to change an NPC's mind about a topic or deceive them into believing an untruth, the GM might call for a Convince encounter. Often, a simple Charisma check with a relevant proficient skill (usually Deceive or Persuade) is used to overcome minor obstacles or tell simple lies, but when the process needs to present a challenge to the PCs, a Convince encounter is more appropriate.

Alternatively, a PC who fails a simple social interaction (such as bluffing his way past a guard) may want to risk some determination points on a Convince encounter to try again. This is particularly common when there is a high risk associated with failure, such as more guards or a blown cover story.

Note that this encounter is not intended for use convincing the PCs of some fact. Whether a PC believes a lie or is persuaded is in the hands of our heroes and their Attribute checks.

Running the Encounter

A Convince encounter occurs in a number of rounds with four phases per round. It officially begins with the acting characters rolling a Moxie check to determine the order in which they will act during each phase of the round. The rounds of this encounter are not necessarily the same as combat rounds, as a convince encounter might take anywhere from a few minutes to hours, depending on the nature of the scene.

Each NPC or group to be convinced has a Threshold of successes required to be convinced. The value of the Threshold varies based on the CR of the challenge.

Additionally, particularly powerful or noteworthy foes may have +1 or +2 Threshold. If the PCs tell an obvious lie or attempt to convince a person of an outrageous idea (such as harming themselves), the Threshold should immediately increase by +1 or +2 as well.

THRESHOLD

Threshold	CR
4	Less than PCs' level
5	Equal to the PCs' level
6	More than the PCs' level

PHASE 1: WAGER

Each PC wagers 1 determination point. The number of DP each PC must wager increases by 1 each round, so that they must wager 2 DP on round 2, 3 DP on round 3, and so on. If a character does not have enough remaining DP to wager then they are no longer able to convince the target. If no PC wagers, the encounter ends in failure.

PHASE 2: DESCRIBE THE APPROACH

Each PC describes their character's conversational tactic from one of the three general approaches (Logic, Sympathy, or Mien). Depending on the scene and your player's comfort level this might take several different forms. The player might simply describe the general content of the character's speech and the gist of their points. Players who are more experienced or comfortable with improvisation may act out their character's dialogue instead.

Remember, not all players are equally comfortable assuming their character's role. Not everyone can be effortlessly witty or come up with impromptu turns of phrase off the cuff. Part of the enjoyment of an RPG, however, is getting to make those kinds of choices for your character, so as long as the players are having fun with it, give them a moment to come up with their character's lines and to shape the scene in the mind's eye. You might even allow the rest of the table to play "writer's room" by making suggestions to a player who requests a little help.

PHASE 3: MAKE A CHECK

Each PC makes an Attribute check using the Attribute associated with their approach. If the PC is proficient with the check, and the GM determines it is appropriate to the description of the approach, the PC may also add their Proficiency bonus to the check. Particularly common skills include Deception and Persuasion, but many skills may be relevant to what's going on in a scene. PCs attempting to convince an astronomer to let them scrap his telescope to save a village, for instance, might use their Science skills to logically implore the fellow truth-seeker.

•Critical Success and Failure

A character who rolls a 20 on their Attribute check treats the success as two successes in phase 4. A character who rolls a 1 always fails, regardless of the value, and the Threshold of the encounter increases by +1.

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PHASE 4: DETERMINE RESULTS

Tally up the number of successes the PCs obtained in Phase 3 and add it to the successes gained in any previous round. If the total number of successes earned by group members is greater than the Threshold, the PCs have convinced the NPC or group. Now is a good time to roleplay the proceedings or to describe the exact form that success takes (such as the PCs gaining access to the Magistrate's inner chamber).

If the PCs have not yet met the Threshold, the GM describes the NPC's response, which typically comes in a form appropriate to the least successful PC's approach. The PCs then begin a new round with Phase 1.

In addition, any PCs who failed their checks during Phase 3 now lose a number of DP equal to their wager. Characters who succeeded at their check keep their wagered DP.

Roll then Role

Many gaming tables, especially those with an experienced GM and players, are accustomed to freeform roleplaying where the PCs speak as their characters and the GM responds as the NPCs. To avoid the rules feeling cumbersome to such groups, the GM can use the Roll then Role method.

In this method, the PCs handle all the rolling of a round, discussing their approach and setting the scene alongside the GMs descriptions in only broad terms. Once the outcome has been determined for a round, the PCs and GM can freely roleplay that outcome. Tables with experienced roleplayers may be surprised to find how entertaining this process can be, as it gives already creative players a moment to come up with memorable lines that fit the scene.

CONVINCE ENCOUNTERS

Examples of Convince encounters include:

The team must convince a high-ranking official to let them undertake a mission of personal importance.

A judge or jury has been convened and the team must persuade them to find an innocent verdict.

A friendly character must be persuaded to risk their life for a plan to succeed.

EXAMPLE OF PLAY

GM: As you approach the longhouse, a pair of shieldbearers cross their spears across the door. The older guard says, "The Shieldmaiden is not to be disturbed."

Cass: This is what the uniforms are for. Maste puts on a stone face and says "Vanguardian Missive, Shieldmaiden's eyes only."

GM: Make a group Deception check.

Each of the players rolls a d20 and adds their Deception modifier to the result. The GM has secretly set the DC at 20 to storm past the guards. Only Maste (played by Cass) passes the check, while A'tir (Ron) and Bervell (Pauline) both fail their checks.

GM: "You're not Lodan's runners," says the younger. Let's begin a Convince encounter.

The GM secretly sets the Threshold to convince at 4, as the PCs are level 6 and these guards are CR 5.

GM: Lets get a Moxie order from everyone.

All the players roll Moxie, and the GM organizes them into descending order.

GM: Maste is up first, then Bervell, then A'tir. Wager time! Everyone who is helping toss in a chip.

The players are using poker chips for DP, and everyone chooses to toss in a chip.

GM: What approach are each of you taking?

Cass: I think a Mien approach is best. Maste rolls her eyes, like she doesn't have time, and shoves the orders into the guard's face.

Pauline: Bervell is going to chuckle and appeals to his logic, "There's plenty of us you don't see."

Ron (in character): "Do not impede our duty."

GM: That would be a Mien approach then?

Ron: Yes, please.

The GM then has each player make an appropriate check against a DC of 13 (11+ ½ the guard's CR). Maste scores a 22 with Deception, Bervell a 16 with Intelligence, and Ron rolls a natural 20 with Intimidate. All around good results.

The PCs generated 4 successes, enough to convince the guards in a single round.

GM: The guards look at each other, the elder nods, and they uncross their spears. Don't forget to reclaim your chips, as the team moves into the torchlit war room.

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Diplomatic Function

Whether making peaceful first contact with a new culture, attending a social event, or officiating a meeting between political powers, a Diplomatic Function can serve many story functions.

A Diplomatic Function encounter is typically played over a number of social rounds, as characters are given a chance to interact with one another in a structured environment. A Diplomatic Function isn't just for the pleasantries, however. It's also a vital opportunity for the PCs to learn about possible foes, a new culture, or to thwart a cunning foe.

The stakes of a Diplomatic Function can vary wildly, or it can be a reward in itself, as characters recuperate Determination Points during most Diplomatic Functions.

Running a Function

A Diplomatic Function takes place over rounds with three phases to each round. These rounds are not timed affairs, as a state dinner may contain seven rounds over the course of an evening (1 for each course) while a war council with a chieftain might only take three rounds to cover three topics.

As each round in a Diplomatic Function has its own Moxie check, the encounter begins when the GM first calls for Moxie checks in the first round.

Each round the PCs and any opposing NPCs will have an opportunity to choose between several different actions. They declare their actions in reverse Moxie order (lowest roll to highest) and then resolve their actions in Moxie order (highest roll to lowest). In this way, characters with a higher Moxie can attempt to specifically counter the efforts of others.

Due to the flexible duration of these encounters, the GM may wish to pause the encounter to resolve another encounter type, such as a brawl or sneaking off to snoop.

DIPLOMATIC FUNCTION ENCOUNTERS

Examples of Diplomatic Function encounters include:

- First contact with a peaceful tribe of humans or aliens.
- A series of meetings with the SG brass to determine funding.
- A noble's wedding where intrigue abounds and preventing war is possible.

NPCS

Not every NPC at a diplomatic function is an antagonist. Most of those in attendance are fairly neutral, representing the culture at large or specific interests that are not directly opposed to the PCs goals.

•Attendees

These NPCs are neutral to the goals of the PCs. They often represent their culture as a whole, such as guests at a party who might have information. They can also represent specific goals, such as an NPC the PCs must question.

Attendees do not act directly during the encounter. They have dispositions and are the subject of Ability checks, but they don't act on their own.

A group of background attendees can be represented by a single entity, such as the villagers in a town during first contact. These NPCs are subject to actions as a whole.

•Antagonists

These NPCs have goals that directly oppose the PCs. This might be a prince attempting to persuade the king to exile the PCs, a Major who doesn't approve of the Phoenix Site's use of non-humans, or anyone who simply wants the opposite of what the PCs seek.

Antagonists act in the same way as PCs, taking actions and making Ability checks during the round to achieve their goals as the GM directs.

Rounds

Typically, 3-5 rounds will be best, with shorter encounters being more brief (meeting with advisors, attending a wedding, etc.) A Diplomatic Function can be as short as a single round, which likely takes several minutes, or at least the length of a conversation. Longer encounters represent more complex affairs, but are not necessarily more time-consuming (treaty negotiations, high society parties).

A round should always be marked by a transition of some sort, like the courses of a meal, the topics of a meeting, or the procedural steps of a courtroom.

Each round progresses through the following three phases:

PHASE 1: ROLL MOXIE

The PCs and Antagonists roll Moxie to determine the round's action order.

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PHASE 2: DECLARE ACTIONS

In reverse Moxie order (lowest roll to highest roll) the PCs declare what action they are taking during the round (see sidebar).

When a character declares their action they may also choose to wager 1 DP. If they do so, they gain advantage on any checks made during Phase 3.

PHASE 3: RESOLVE ACTIONS

The PCs and Antagonists resolve their actions in Moxie order (highest to lowest), making any Ability checks required by their action and resolving it before moving on to the next character.

After resolving the characters' actions, any character that wagered DP in Phase 2, loses that DP if they failed one or more checks during this phase.

Diplomatic Actions

Each round a character may perform one of the following actions:

Ingratiate: Your character is pleasant, focuses on the event itself, or otherwise attempts to be liked. The character gains 1 DP during Phase 3.

Assist: You spend time assisting another character. They gain advantage on any Ability checks during Phase 3.

Persuade: You attempt to change a person's mind on a subject or otherwise influence their opinion. During Phase 3 you declare an approach and make an appropriate check against the NPC's disposition DC. If successful you change the NPC's attitude, but deeply held beliefs are only changed for the duration of the encounter (such as by persuading a racist to treat a Jaffa civilly).

Obfuscate: You attempt to hide crucial information from foes, typically by avoiding direct questions, but also through distraction. Make a DC 20 Deception Check. If you are successful, all checks to inquire about a topic of your choice for the remainder of the round suffer disadvantage.

Inquire: You seek specific information during the round, either by finding an inoffensive way to ask directly, or by seeking information that would confirm your suspicions. During Phase 3 you determine an approach and make an appropriate check against an NPC's CR. If successful you learn the answer to a question with a discrete answer (yes or no, a number value, a name, or a similar answer at the GM's discretion).

Thwart: You focus on preventing another party from achieving their goals. When you declare this action you must have at least one DP, and you must specify a character and diplomatic action you wish to hinder. The chosen character suffers disadvantage on any checks made during Phase 3 to perform that action. If they succeed at the chosen action you lose a DP, but if they fail at the action you gain a DP. If they attempt any other action your DP does not change.

EXAMPLE OF PLAY

GM: A few kilometers from the Stargate, a hamlet of stone homes with thatched roofs comes into view. The sight of four silhouettes on the road garners attention, as forms dart and voices can be heard calling.

Lindsey: They seem peaceful, but keep an eye on our six. I'd like us to approach for peaceful first contact.

GM: It doesn't take long for a man calling himself Magistrate Ryone to come up the road flanked by two men. Let's roll Moxie.

Each of the players rolls Moxie, and the GM rolls for Gaul, one of the Magistrate's xenophobic men. A'tir (played by Marcus) rolls highest, followed by Rodriguez (Lindsey), then Gaul, and finally Oringo (Kwame). The GM also checks the Magistrate's CR, which is 8. This sets the DC of PC checks to 15.

GM: Oringo, you scored lowest, what are you doing during this first contact?

Kwame: This isn't really Oringo's "thing," he's going to back Rodriguez's play.

GM: One of the guards, Gaul, seems nervous about you, and is going to thwart any inquire action from Rodriguez.

Lindsey: Rodriguez is all pleasantries then, I'm just going to ingratiate myself.

Marcus: I'll handle the inquiry, I want to know if they've seen anyone else with Jaffa marks like mine recently.

The GM has Marcus make a Persuasion check. He scores a 17, a success.

GM: You're able to slip the question in innocently, but the Magistrate says they haven't seen anyone like that. Kaver's soldiers must have gone another way.

The GM then awards 1 DP to Rodriguez who is glad-handing the Magistrate.

GM: They're inviting you in for tea, unless you'd like to get on Kaver's trail right away.

Lindsey: I've got questions, especially for this Gaul fellow, I'd like to do another round.

Kwame: Indeed.

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Infiltration

Whenever the team wishes to move through an area without being detected, they can engage in an Infiltration encounter. Simple stealth, such as sneaking down a hallway to ambush a guard, or hiding in the tree line and observing a camp, is handled through Attribute checks. Instead, Infiltration encounters are used for more detailed clandestine information gathering or stealth challenges that involve multiple PCs.

The critical element to an Infiltration is that the scenes are covert in nature. The PCs are attempting to hide from authorities (such as the local guard), pass as locals, or otherwise hide the presence of themselves and the Phoenix Site.

RUNNING AN INFILTRATION

Rather than having a set order of operations, Infiltration encounters are intended to layer on top of free form roleplay, discovery, and problem-solving scenes where the players must maintain a covert element.

During these scenes, the PCs must manage the alertness level of the NPCs they wish to avoid. They do this through their actions and Ability checks, moving the team up and down the alertness track.

TENSION & MAINTAINING A COVER

The rate at which the PCs move through the stages is largely based on the current tension rating. It is easier to de-escalate the alertness track when the tension of a scene is low, and easier to raise the alertness track when tensions are high. For this reason, tension is likely to ebb and flow during the course of an Infiltration scene.

For instance, PCs that have infiltrated an alien society and are secretly living as locals for months are likely doing so at a low tension rating (d4 or d6). If they are forced to defend themselves in combat that might raise the tension, depending on the circumstances (up to a d8 if they knock out a few constables, a d12 if they have a firefight in the streets).

Higher alertness ratings are not directly tied to higher tensions, however. A d4 tension rating might result in a comedic chase as the PCs flee a foe they would rather not attack (such as a youth or domesticated pet). On the opposite end, a d12 tension scene at the oblivious stage of the track might be a powerful enemy, such as a tank-like war machine monitoring a minefield the PCs must cross but whose operators are unaware of the PCs' existence.

INITIAL STAGE & POSITION

An Infiltration encounter might also be the result of the PCs failing another encounter, such as a convince encounter that forces the PCs to find an alternate route through hostile territory. In these cases, the enemy might not start the track at oblivious. Perhaps the PCs must move through a base with the alarm raised (alarmed stage) or while already being pursued by the episode villain's troubleshooter goons (investigating stage).

Additionally, Infiltration encounters benefit from maps, often as much or more than combat encounters. These maps do not need to be on grids, but a vague outline of the town, facility, or other environs will aid your PCs in making their decisions. The process of filling out a map might even be the entire point of an Infiltration scene, as the team scouts out the location.

ALERTNESS TRACK

The alertness track represents how aware NPCs are of the PCs' actions and presence. This influences the NPCs' actions, although they are still ultimately controlled by the GM. There are five steps to the alertness track, the lowest being "oblivious" and the highest "chasing." When alertness is reduced it moves one step closer to oblivious, and when it is increased it moves one step closer to chasing.

•Oblivious

At this stage the NPCs are completely unaware of the PCs' presence. This might be the result of population size, such as when the PCs first arrive in a new location, or from careful planning, such as when the PCs initially sneak into an enemy base.

This is the lowest the tracker can go. If the tracker is lowered below oblivious, nothing happens.

•Suspicious

Inconvenient NPCs have reason for concern at this stage. The NPC might be a minor combat threat, such as guards, local law enforcement, or agents of episode's antagonist. The NPCs are likely unaware of the full scope of the PCs' presence or their identity.

NPCs are more likely to investigate noises, ask casual questions of bystanders, or to otherwise keep an eye out for questionable activity.

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•Investigating

At least one NPC that is a tangible threat to the PCs is now aware of their presence, although not necessarily aware of the PCs' specific identity. At the very least, this competent NPC has reason to believe that there are unusual happenings and is compelled to find out more.

These NPCs might review camera footage, track the PCs from a known location, or alert others to be on the lookout for unknown individuals. If the NPC is particularly skilled, it may only be a matter of time before the alertness track progresses to alarmed.

•Alarmed

At this stage NPCs are aware of the PCs' presence and are attempting to locate, capture, or kill the PCs. The NPCs have been alerted in a widespread manner, which may result in combat if the PCs are caught.

At this stage the PCs need to be on the defensive. If they are moving through a populated area they need to avoid being seen by anyone they don't already know and trust. If they are infiltrating an enemy fortification then the alarm has been raised and enemy soldiers are actively seeking them.

•Chasing

At this stage the Infiltration has, for the most part, failed. The PCs are attempting to directly avoid capture by NPCs who can see them directly or recent proof of their presence (such as a still open window or door). Unless the PCs are extremely creative this stage of the alertness track will transition into another encounter type, such as combat or pursuit.

INFILTRATION ENCOUNTERS

Examples of an Infiltration encounter include:

- Sneaking through an enemy base.
- Moving through an alien city.
- Secretly passing for natives of a society.

EXAMPLE OF PLAY

Michelle the GM has tasked her players with an important two-part mission, surveilling a rogue Goa'uld named Idua who has started a minor cult in an iron-age metropolis called Kar-city. She plans for the mission to take several months of in-universe time. She'll be tracking the Alertness of Idua over the course of two episodes, starting at Investigating because Idua knows the Stargate was activated twice (once for the drone and once for the team).

First Michelle runs a combat encounter as the team deals with a group of outlaws who are investigating the recent Stargate activity. She decides that unless something goes very wrong, the group won't raise their Alertness with this fight.

Next, she plans to run a Traversal encounter. For every two failed checks during the encounter she will raise Idua's Alertness and run a Convince encounter with a road warden that has joined the cult.

Once the team arrives at Kar-city, they'll need to lay low, finding lodging that won't ask a lot of questions and crafting a cover story. Michelle plans to run this as a series of ability checks, depending on the plan of action the players decide upon. As long as they don't make too much of a scene, she doesn't expect their Alertness to raise during this challenge, but Michelle creates an enforcer who will come investigating for Idua should they draw too much attention.

During the second episode Michelle plans to run an investigation, as the team uncovers Idua's cult. Their goal isn't to stop the Goa'uld, simply to perform recon, but once they uncover a plan to leak powerful suggestion chemicals into the water supply, the team will need to act quickly to save Kar-city.

During the second episode, the Alertness track will determine when Idua sends his soldiers and the inquisitor, and it will serve as the price of failure as the PCs take risks to uncover Idua's plot through Convince and Interrogate encounters.

By the end of the two-episode arc, Michelle expects the PCs to reveal themselves when they stop Idua in the city sewers. Idua will have more soldiers if she has a higher Alertness level, and the Tension rating might also be higher!

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Interrogation

Often the SG team will need to extract information from an NPC. Frequently an enemy is the subject of interrogation, but it can also include NPCs who don't know they're being questioned. To perform an interrogation, the team needs time, specifically hours, and they need to have their subject on hand the entire time (often restrained).

Interrogation actions take hours to perform, and each hour every team member involved in the interrogation gets to perform an action. Some actions require no Ability checks, simply assisting can make a difference.

THRESHOLD, BREAK, & HARDEN

The GM begins the interrogation by secretly determining the subject's Threshold. This is the maximum number of hours of interrogation a subject can withstand before one of two things happens: they break or they harden.

If an NPC breaks, then the NPC will tell the interrogator anything he might know, which is often the goal. However, doing so also comes with the risk of being tricked. When a character hardens, they have accepted their fate and are willing to suffer whatever consequences the team members threaten (including death).

However, before the Threshold has been reached, the team has a chance to extract information that they can be reasonably certain is accurate and true to the best of the subject's knowledge.

THRESHOLD

Threshold	Subjects Knowledge
1d4 per CR	Useful Details, (low level functionary or guard)
1d6 per CR	Important Facts (middle manager or officer)
1d8 per CR	Crucial Info (organization leadership or mastermind)

When the subject reaches their Threshold, the subject makes a secret DC 15 save of a type based on the last tactic used by the interrogator. If the character succeeds, then they harden and will no longer answer the team's questions. If they fail, then they will answer any questions the team has as honestly as the NPC can.

If the subject rolls 5 or more above the save DC then the NPC will instead lie to the interrogators. They will act as if broken, providing truthful information, but at least one crucial elemental will be a lie, or the subject might fabricate wildly. Only the answers the team receives before the target reaches their Threshold can ever truly be trusted.

RULES

First, the players must decide which team member is leading the interrogation, then supporting team members make a Moxie check to determine the order their assisting actions are resolved.

Interrogations are handled in rounds of variable length, and there are three steps to each round.

STEP 1: DETERMINE TACTIC & QUESTION

First the lead interrogator declares a tactic and how many hours that tactic will be used. The interrogator doesn't necessarily interact with the subject for the entire time, often taking long breaks to let the subject sweat. The time instead determines the DC for the check in step 3, the longer you spend on the tactic the lower the DC.

Questioning: Using the Investigation or Perception skill the interrogator repeats questions, looking for logical loopholes in the subject's answers that will verify or dismiss the answers. The break test for this tactic is an Intelligence save.

Deceit: Using the Deception or Insight skill to trick and deceive, the interrogator convinces the subject that the best option is to cooperate. The break test for this tactic is a Wisdom save.

Ego Manipulation: With the Intimidation or Persuasion skill the interrogator appeals to a sense of self to ply information from the subject. The break test for this tactic is a Charisma save.

The interrogator also chooses a question to which he desires a truthful answer (to the best of the subject's ability). This question must have a specific answer, such as yes or no, a single value (time of an attack, number of troops), a name, a location, or security information (such as passwords and phrases). It cannot include answers that require the subject to speculate or infer information.

STEP 2: AID INTERROGATION

Just because they might not be in the room with the interrogator that doesn't mean the rest of the team can't help. Each team member aiding the interrogation chooses one of the following options starting with the team member with the highest Moxie roll:

Bluff: By interacting with the interrogator and subject together, you lend credence to the

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interrogator's lies. If you succeed at a DC 15 Deception check you lower the interrogator's DC by 1. If the deceit tactic is being used you also grant the interrogator advantage.

Observe: You watch or listen to the interrogation in secret, looking for anything the interrogator might miss. If you succeed at a DC 15 Insight check you lower the interrogator's DC by 1. If the Questioning tactic is being used you also grant the interrogator advantage.

Support: By monitoring the subject's physiological responses and scrutinizing their answers you can help the interrogator fine tune his approach. If you succeed at a DC 15 Investigation check you lower the interrogator's DC by 1. If the Ego Manipulation tactic is being used you also grant the interrogator advantage.

STEP 3: INTERROGATE

The GM now reduces the subject's Threshold by the number of hours spent on the tactic. If this reduces the subject to 0 or fewer Threshold, then the subject must make a check to break or harden (see Threshold). The team only gets an answer to thier question if the subject breaks.

Next, the interrogator makes an Ability check to determine if they can get a useful answer. The DC for this check should be kept secret and is equal to 16 + the subject's CR. If the subject is proficient in Intimidation, or Insight, the DC increases by 2 for each skill.

The DC is then lowered by the successful actions of the supporting team members and by 1 for every hour beyond the first that the interrogator spent on the tactic.

If the interrogator succeeds at the check noted by the tactic, then the team receives an answer that is accurate to the best of the subject's knowledge. This answer might not come from the subject admitting a truth directly, it might come from characters putting two different answers together, or even reading the subject's body language and making educated guesses.

If the subject has remaining Threshold, the team may elect to interrogate for another round at this point (they may even switch the interrogator), or they may elect to stop. If the team uses the same tactic twice in a row, however, the interrogator's check suffers disadvantage.

Examples of Interrogation Encounters could include: questioning a captured Jaffa, getting answers from a reluctant servant about their master, or convincing a murderer to confess.

EXAMPLE OF PLAY

GM: Almitus, the Heretic of Dawn, is in his cell and the General has granted you access.

Xander (the GM) calls for Moxie checks to start an Interrogation. Maste (played by Beatrice) scores highest, A'tir (Gregor) follows, and Bervell (Jane) rolls lowest.

Beatrice: I think A'tir should take the lead, but I'll be in the room reading Almitus.

Jane: And I'll monitor his voice for stress from the other room.

Almitus has important facts, so Xander decides his Interrogation Threshold is 1d6 per CR (which is 5). He rolls 5d6 and scores 19, so Almitus will withstand questioning for up to 19 hours.

GM: What's the team's overall Tactic, for how long, and what are you trying to learn?

Gregor: With a man like Almitus, I'm going to manipulate his ego for 10 hours. I'll lay out the crimes we know about and angle for information about Project Viceroy's location.

GM: It sounded like Maste wanted to Observe and Bervell would Support?

Beatrice rolls Maste's Insight and scores 13, which fails to assist. Jane rolls Bervell's Investigation and scores 16, which reduces the DC and provides Advantage to A'tir.

Xander secretly calculates Almitus' DC as 25 (16 + CR of 5 + 4 for Intimidation and Insight proficiency). The DC is lowered by 10 with Bervell's assistance and the 9 additional hours spent on the tactic. Xander then calls upon A'tir to make an Intimidation check with advantage. A'tir scores 17, a success.

GM: Over the course of the day you manage to get answers that you know are lies, and use them to weed out truth. To the best of Almitus' knowledge, Project Viceroy is hidden in the mountain range to the north, but it doesn't seem like he's been there.

Beatrice: Maybe I should take a crack at him next? I'd like to know when they launch and I'm willing to spend 10 hours deceiving him.

GM: Unfortunately that pushes him over his Threshold, so we'll see if you break him.

Xander rolls Almitus' break test. Since the last Tactic was Deceit, Almitus makes a Wisdom save, scoring a 19.

GM: You're only getting the location out of him, he stoically stops speaking.

Jane: Well at least we can start searching the mountains, I'll prep a drone.

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R & D

An encounter based around the process of making or improving equipment is resolved with a Research & Development encounter (or R&D). These encounters can range from the group attempting to retrofit an enemy transport for combat to long term development of new or improved equipment.

An R&D encounter is special, in that it can be tracked over episodes in a season, if the GM wishes to allow an engineer, scientist, or other invention-prone character to build a special item.

INTERVAL

While the R&D encounter rules are specifically intended to let PCs build and customize their equipment to a great degree, there are downsides to its unfettered use. Left to their own devices, many players would be happy crafting minor upgrades to their equipment constantly, never letting their PC leave the workshop until many devices are perfected. By contrast, it takes little time for a trained engineer to fashion a bow or mount a firearm onto a vehicle.

To address the time and effort that varying R&D projects require, each project has an interval, which represents the time between checks for progress. The interval for R&D is based on whether the character is inventing equipment as part of a seasonal story arc or during a single episode.

R&D ENCOUNTERS

Examples of Episode R&D encounters include:

- Building weapons after the PCs are taken captive and their equipment is lost.
- Retrofitting an alien ground vehicle to have improved armor.
- Modifying a DHD to allow for one-use emergency time travel.

Examples of Seasonal R&D encounters include:

- Creating a better sight for the P90s used by the team.
- Inventing a usable jetpack from alien technology.
- Understanding an ancient power source and applying it to the Phoenix Site's internal systems.

EPISODE R&D

An R&D encounter that occurs during an episode has a DC and interval based on the tech level of the item being created or improved.

The encounter is frequently presented by the GM to the PCs, but clever players may also want to engineer their own solutions to immediate problems. These encounters are not intended for the PCs to improve or create new equipment for long term use, although the occasional iconic personal item might come from such an event.

R&D TIMEFRAME

Tech Lvl	Interval	DC
1	Minutes	5
2	Hours	10
3	Days	15
4	Weeks	20
5	Months	25

SEASONAL R&D

If a player wishes to invent or permanently upgrade equipment, it should be done with seasonal R&D, with a 1 mission interval. Engineers or scientists perform R&D as a downtime activity instead of spending time in other facilities.

During Seasonal R&D it is possible the PC finishes inventing early in the season. This does not always mean the PC starts a new project (there's still field testing to be done), but they may spend downtime in facilities instead of their workspace.

Running R&D

After each Interval the inventing PC will make an Ability check, which generates a number of successes that contribute towards completion.

The PCs must generate a number of successes to complete invention equal to twice the Tech Level of the object being made, with a minimum of 1 (so a TL 0 item takes 1 success, a TL 4 item takes 8). This may be further increased by the effect the PC wishes to achieve, per GM discretion.

At the end of each interval the PC makes an appropriate Skill check. This is frequently Engineering, but Survival or Science might also be appropriate to the check (at GM discretion).

If a PC succeeds at the Skill check they generate 1 success. For each 10 points their die roll exceeds the DC they generate an additional success. If the PCs have met or exceeded the number of success required, they have completed the R&D.

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SETBACKS

If R&D is going too quickly, or the GM simply wishes to use a PC's seasonal R&D as the hook for an episode, a setback can be introduced.

Setbacks are elements that halt progress on R&D. This can include running out of a resource (like naquadah or nails), hitting a design block (batteries not powerful enough), or trouble with the design (overheating). Whatever the nature of the setback, it falls to the GM to have a plan for how it can be overcome before it is introduced.

While suffering from a setback for an episode or two is a good way to create tension and make the R&D feel earned, it shouldn't be used to simply drag out the process for longer than a few episodes.

R&D Options

During R&D the PCs have the following options:

CREATE NEW ITEM

During Seasonal R&D the PC develops a new item. This requires the most GM input, as speciality items that have wild abilities can cause problems if the GM doesn't consider the item carefully.

If an item already exists that is similar to what the PC wishes to build, then the GM can base the difficulty and TL on the established item. For instance, a PC who wishes to invent a blaster type weapon using a Naquadah power source build a TL 3 weapon that discharges electricity. This item would have the same stats as a shotgun (when first invented), but with an adjusted damage type.

An item that has no similar counterpart in the equipment chapter is a bit more difficult for the GM to adjudicate. When in doubt, err on the side of caution. If the proposed item might be Tech level 2 or 3, the GM should choose to declare the item TL 3. The player should also not be free to design the rules for the item. Creating a new item in this way is always subject to GM discretion. Notably, a character shouldn't "invent" items that already exist (such as pistols), especially if their only goal is to create an item with greater attributes.

Characters can still build their own custom gear with the attributes of other equipment, such as a custom bike or rifle, but the effective attributes would be the same as in the equipment chapter. Building your own custom gear in this way is not a focus of downtime or R&D encounters, it is instead a story element and a way to customize a PC narratively without adjusting any item values.

IMPROVE BASE ATTRIBUTES

The simplest thing a PC can do during Episode and Seasonal R&D is to improve a basic item. This typically involves increasing an Attribute such as AC, Damage, or Range. For instance, an engineer might use new chemicals to formulate a gunpowder that increases the base damage of the group's sidearms by one die type.

When an item is upgraded during a seasonal R&D the improved items are likely permanent upgrades, available to the team when outfitting themselves for a mission. When created during an Episode R&D, these items are temporary upgrades such as strapping extra batteries to an electric car to improve its driving range for a specific trip.

MODIFY ITEM EFFECT/PURPOSE

The PCs may also wish to modify an existing item to serve a different purpose. This is likely the focus of an episode, such as the heroes altering an engine to serve as a winch, or a cannon used to rain anti-toxin on an entire village.

These effects are episode based, and should be presented to the PCs by the GM as part of the storyline. However, sometimes the PCs come up with a great plan, and a wise GM can introduce an on-the-fly R&D encounter to empower the PCs.

R&D EXAMPLE

Amir (GM) has started his season with a bang when the team discovers dormant Replicators deep within the Phoenix Site tunnels. In the episode he includes an R&D encounter where the PCs create a make-shift "Electro-bomb" (as the Marines take to calling it) to clear out the Replicators.

Considering the Tech that is involved, Amir decides the device is a TL 3, which means the inventors can make one check per day. The team has two characters working on the project, Bervell and Lanni. He decides that the Replicators will stay dormant until day 5, at which point the other team members will need to engage in combat to contain the threat while the inventors keep working.

After the team deals with the Replicators, Bervell (played by Thomlin) wants to begin work on a portable device for dealing with massed Replicators.

Amir begins a Seasonal R&D for Bervell to produce the device. This device is more advanced and is a TL 4 device, which means Bervell needs 8 net successes to invent the special bomb over the course of downtime.

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Traversal

One of the drawbacks to travel via the Stargate is that there is usually only a single Stargate on any given planet (with some rare exceptions). Planets are, to a human on foot, enormous places, and there's no way to know where the Stargate resides on a planet. This means that a team is occasionally called upon to travel great distances, both on foot or personal transports (such as ATVs or even horses).

A Traversal encounter is designed to make traveling long distances into a challenge, or to serve as a framework for other challenges. Unlike other encounter types, Traversal uses cards. A deck of playing cards will do, but many players will also have land cards from other games that feature common terrain elements.

Additionally, Traversal encounters do not use Initiative or Moxie as the team is assumed to be moving as a cohesive group.

THE JOURNEY DECK

A Journey Deck is assembled by the GM before the encounter begins. It consists of between 10 and 20 Journey cards, depending on the desired length of the challenge. Each Journey card represents an element of terrain, an encounter, or some other hazard that might appear during travel. The GM will build a deck of Journey cards to represent the potential dangers of travelling.

This encounter type breaks a journey into roughly equal segments, as determined by the GM. Each segment represents either a distance (such as 10km) or a duration (such as a day's travel). Depending on the narrative of the journey, this interval may vary depending on the danger and speed of travel, per the GM's discretion.

RUNNING THE JOURNEY

To begin a journey, the GM simply shuffles the Journey deck and reveals the top card. This represents the first challenge of the journey. Once the PCs have Resolved that card's challenge (and possibly Navigated some additional cards from the deck) they will then reveal the next card and Resolve it.

A card is Resolved by either succeeding or failing the challenge that the card represents. A Resolved card (success or failure) is removed from the Journey Deck and it will not be revisited. It won't be returned if the team fails a future challenge. If there are no cards left in the Journey deck, the PCs have arrived at their destination.

NAVIGATING & GETTING LOST

As the PCs deal with the challenges, they may have a chance to discard cards from the top of the deck (face down without looking). These cards are called "Navigated," and they represent uneventful travel where the PC's success has made future travel either faster, safer, or otherwise non-threatening. These cards are put into a discard pile of Navigated cards (face down).

Once a card has been Resolved by succeeding or failing on its challenge, it is removed from the Journey Deck, so it will not be a part of the Navigated discard pile. In addition to Resolving a challenge success or failure can aid or hinder your journey in the following ways:

On a success, the PCs Navigate one card from the top of the Journey deck. For any natural 20s that are rolled, Navigate one additional card. If all PCs succeed at the Group Skill check or defeat the Encounter in a resounding manner, Navigate 1 TD additional cards.

On a failure, return 1 TD cards to the top of the Journey deck to represent time spent getting lost, thus making the journey take longer. The cards returned to the deck are always Navigated cards from the discard pile. If there are not enough Navigated cards to return to the Journey deck, then no additional cards are added.

TERRAIN CARDS

There are four basic types of outdoor terrain, each represents a common navigational challenge.

Barrier (Hearts): From high cliffs and steep mountains to winding canyons and swampy bogs, barrier regions can slow progress considerably. This requires an Athletics check to traverse.

Flatland (Spades): These Flatlands are typically easy to navigate including plains, tundras, savannah, or roads. This requires a Perception check to traverse.

Hazard (Clubs): Jungles, deserts, and other potentially hazardous terrain appear on many planets, often alien while oddly familiar. This requires a Survival check to traverse.

Water (Diamonds): Whether it's a lake, river, or ocean, water can pose challenges to travel. This requires a Nature check to traverse.

Terrain cards require an Ability or Skill check to Resolve. The DC for these checks varies based on the GM's needs. The DC may be stable, set at the beginning of the traversal encounter. In this case the DC should range from 10 + PC level to 15

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+ PC level, depending on the difficulty desired. Alternatively, the GM may be using playing cards, in which case the DC to navigate may be equal to 10+ the value of the card. In this case, aces are treated as 1, and face cards as 10 (although face cards are frequently used to trigger other encounters).

When a Terrain card is revealed the PCs make a Group Skill check (noted above). If the majority of the PCs pass the DC for the Terrain card, the card is successfully Resolved, otherwise it is failed.

ENCOUNTER CARDS

Just as the name implies, Encounter cards represent an encounter of some sort. When the GM adds face cards or the jokers to the deck, the GM should note down what encounter each one represents. These could be combat encounters common to the area, people to meet, or any number of wildland hazards that don't fit into the standard options of the Terrain cards.

To help vary combat encounters, the GM could use the following guidelines:

- Jokers are special encounters, typically known NPCs or other story specific encounters.
- Kings are single creature combat encounters with a local threat of high enough CR to challenge the PCs.
- Queens are multiple creature combat encounters (with extras as the threat).
- Jacks would be non-combat encounters, such as other travellers or non-violent wildlife.
- Red cards are PCs being attack or tracked by threats, or in the case of Jacks the PCs are discovered by the encounter.
- Black cards are the PCs finding evidence of the beast or otherwise spotting the encounter in advance, allowing them to make contact on their own terms.

The GM may wish to write the encounters on the cards, or to make notes in advance as to which encounters each card represents, unless using cards that make this clear (such as cards from a collectable trading card game).

It is the GMs discression on whether or not an Encounter card is a success or failure. However, it is recommended that the "win" condition is determined during the GM's session preparation.



Lanni has never been afraid of heights, but she's questioning why not.

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Action Mechanics

An action encounter is usually a clash between two sides, an exchange of gunfire, grenades, and occasionally hand-to-hand melee. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls Initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

COMBAT STEP BY STEP

1. Determine surprise. The GM determines whether anyone involved in the combat encounter is surprised.

2. Establish positions. The GM decides where all the allies and enemies are located. Given the combatants' positions in the location, the GM figures out where the enemies are, how far away, and in what direction.

3. Roll Initiative. Everyone involved in the combat encounter rolls Initiative, determining the order of combatants' turns (starting with the highest result).

4. Take turns. Each participant in the battle takes a turn in Initiative order.

5. Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

SURPRISE

An SG Team sneaks up on a Jaffa guard post, emerging from around a corner to strike decisively. Another guard, unnoticed by the team, is positioned in an alcove. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Stealth checks of anyone hiding with the passive Perception score of each creature on the opposing side. Any Ally or Enemy that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.



The Iris may protect the Phoenix Site, but Jaffa can appear from other Stargates.

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Your Turn

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section. Many class features and other abilities provide additional options for your action.

The "Movement and Position" section gives rules for your move.

You can forego moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat".

BONUS ACTIONS

Various Class features, equipment, and other abilities let you take an additional action on your turn called a bonus action. The Scount's Cunning ability, for example, allows a character to take a bonus Dash, Disengage, or Hide action.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take action also prevents you from taking a bonus action.

OTHER ACTIVITY ON YOUR TURN

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some equipment and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or operate a console to open an airlock.

Reactions

Certain special abilities, equipment, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack is the most common type of reaction. When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another combatant's turn, that combatant can continue its turn right after the reaction.

OPTIONAL RULE: SURPRISE AS INITIATIVE

Another way to handle surprise involves using skill checks to determine initiative order, rather than limiting who can act in the first round of combat. This is especially useful when a large group of NPCs is ambushing the team and the GM doesn't want too many enemies to get two attacks before the PCs can respond.

Instead of determining surprise and then rolling for initiative, the surprising group rolls Deception (if they are visible but hiding their intent) or Stealth (if they are hidden) as their initiative roll and the defending group rolls Perception (if the enemy is hidden) or Insight (if the enemy appears non-violent).



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Movement & Position

In combat, SG Team Members and Enemies are in constant motion, often using movement and position to seek cover or gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 6 meters, you can move 4 meters, take your action, and then move 2 meters.

USING DIFFERENT SPEEDS

If you have more than one speed, such as your walking speed and a swimming speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move. For example, if you have a speed of 6 meters and a swim speed of 12 meters because of a scratch-built motor, you could swim 4 meters, then walk 2 meters over a reef, and then leap into the water to swim 6 meters more.

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless plains. Debris-strewn temples, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain. Every meter of movement in difficult terrain costs 1 extra meter. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow water are examples of difficult terrain. The space occupied by another combatant, whether hostile or not, also counts as difficult terrain.

BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone (see page 129).

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 6 meters, you must spend 3 meters of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must crawl. Every meter of movement while crawling costs 1 extra meter. Crawling 1 meter in difficult terrain, therefore, costs 3 meters of movement.

INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of things you can do in tandem with your movement and action:

- draw or sheathe a weapon
- open or close a door
- withdraw an item from your backpack
- pick up a dropped weapon
- take a bauble from a table
- stuff some food into your mouth
- fish your keys from your pocket
- drink water from a canteen
- throw a lever or a switch
- take a book from a shelf you can reach
- extinguish a small flame
- put your ear to a door
- kick a small object 2 meters across the floor
- turn a key in a lock
- hand an item to another character

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MOVING AROUND OTHER COMBATANTS

You can move through a non-hostile combatant's space. In contrast, you can move through a hostile combatant's space only if the creature is at least two sizes larger or smaller than you. Remember that another combatant's space is difficult terrain for you. Whether a combatant is a friend or an enemy, you can't willingly end your move in its space. If you leave a hostile combatant's reach during your move, you provoke an opportunity attack.

FLYING MOVEMENT

Flying combatants (such as birds) enjoy the many benefits of mobility, but they must also deal with the danger of falling. If a flying combatant is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the combatant falls, unless it has the ability to hover or it is being held aloft by equipment.

FALLING

At the end of a fall, a creature takes 1d6 bludgeoning damage for every 3m it fell, to a maximum of 20d6 at 60m (terminal velocity). This damage may be altered in areas of high or low gravity (see page 130). The creature lands prone, unless it avoids taking damage from the fall.

UNDERWATER/SPACE COMBAT

When team members pursue an aquatic alien back to their undersea homes, fight off eels in the wreck of a spaceship, or find themselves in a flooded temple ruin, they must fight in a challenging environment. Underwater the following rules apply.

When making a melee weapon attack, a combatant that doesn't have a swimming speed (either natural or granted by equipment) has disadvantage on the Attack roll unless the weapon deals piercing damage.

A ranged weapon attack automatically misses a target beyond the weapon's short range. Even against a target within short range, the Attack roll has disadvantage.

Combatants and objects that are fully immersed in water have resistance to fire damage.

Combatant Size

Each combatant takes up a different amount of space. The Size Categories table shows how much space a combatant of a particular size controls in combat. Objects sometimes use the same size categories.

SIZE CATEGORIES

Size	Space
Tiny	.5m x .5m
Small	1m x 1m
Medium	1m x 1m
Large	2m x 2m
Huge	3m x 3m
Gargantuan	4m x 4m

SPACE

A combatant's space is the area in meters that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium combatant isn't 1 meter wide, for example, but it does control a space that wide. If a Medium human stands in a 1- meter-wide doorway, other creatures can't get through unless the human lets them.

A combatant's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of combatants that can surround another combatant in combat. Assuming Medium combatants, eight creatures can fit in a 1 meter radius around another one.

Because larger combatants take up more space, fewer of them can surround a combatant. If five Large combatants crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium combatants can surround a Gargantuan one.

SQUEEZING INTO A SMALLER SPACE

A combatant can squeeze through a space that is large enough for a combatant one size smaller than it. Thus, a Large combatant can squeeze through a passage that's only a meter wide. While squeezing through a space, a creature must spend 1 extra meter for every meter it moves there, and it has disadvantage on Attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

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Vehicles & Mounts

Characters aren't always limited to walking, running, or moving under their own power. Mounts are especially common among people of limited technological advancement, whether that be a horse used for both work power and warfare, or more exotic alien beasts of burden. Additionally, many fighting forces employ vehicles to both rapidly deploy troops and to engage enemy forces.

Note, due to the high speeds at which vehicles typically operate, it becomes unwieldy to use a grid map when vehicles are involved in combat. Instead, the rules for aerial combat and pursuit encounters are more suited for those scenes.

When a vehicle is involved in combat with pedestrians, it is more effective for the GM to use "theatre of the mind" style combat. Alternatively, the GM may treat the vehicle as an environmental effect, such as a Death Glider strafing run or a biker gang riding through an area every few rounds. A parked vehicle also makes an excellent firing position in combat that might lead into a pursuit or other encounter type.

CONTROLLING A VEHICLE

On your turn, you may control a vehicle by spending all of your movement. You may still take an action as normal, although the dash action does not allow for a second vehicle movement.

In addition, you can perform certain stunts with an action using a vehicle you are controlling during the round.

If a vehicle is in motion and a character does not control it, the vehicle typically continues forward at its current speed each round and then automatically reduces its speed by half (rounding down). Some vehicles, especially those in space, may act differently when uncontrolled, per the GM's discretion.

EMBARKING/MOUNTING

Once during your move, you can mount a creature or embark on a vehicle that is within 1m of you, or disembark/dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 6m, you must spend 3m of movement to mount a horse. Therefore, you can't mount it if you don't have 3m of movement left or if your speed is 0.

PERSONAL TRANSPORT & MOUNTS

Some transports are nimble, designed to transport one person and sometimes a single passenger. These include horses, motorcycles, ATVs, and a variety of other small vehicles. Personal transports only have one AC score, as no attack angle provides better or worse chances of causing damage.

If an effect moves your personal transport against its will, you must succeed on a DC 10 Dexterity saving throw or fall off the vehicle, landing prone in a space within 1m of it. If you're knocked prone while mounted, you must make the same saving throw.

If a living mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 1m of it.

CONTROLLING A LIVING MOUNT

Living creatures function somewhat differently than vehicles, as they do not require as much effort to control, and the mount can move as a normal character would (rather than turning like a vehicle).

While you're mounted on an animal, you have two options: you can either control the mount as a bonus action or allow it to act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The Initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

If your mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

FIRING POINTS

Normally passengers in a vehicle can't be targeted from outside the vehicle. However, some vehicles allow passengers to take actions from firing points. This includes passengers in a car shooting out the windows, a soldier manning a machine gun on top of a tank, or any similar situation.

When this happens, the character can be targeted by attacks, but the character benefits from cover. This is usually half cover, but some vehicles may provide better protection at the GM's discretion.

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VEHICLE ATTRIBUTES

Each vehicle has a series of attributes that might come into play during a scene or encounter.

Note: Speed and acceleration are not attributes, because the specific speed of a vehicle is irrelevant to the encounter rules. Encounters involving vehicle combat are designed to play using a "theatre of the mind" style, not a grid map.

• Handling

Each vehicle has a handling rating, which determines the base DC of any stunts the pilot wishes to attempt.

•Cruising Speed

This is the average speed of the vehicle when it is used to transport over long distances. The speed is not generally used during an encounter, but is helpful for calculating travel times.

•Passengers

Vehicles can accommodate a pilot, passengers, gunners, or other characters. Unless a passenger exposes itself (such as firing out a window), they may not be attacked directly.

•Type

There are many different vehicles throughout the Galaxy. The exact speed of a vehicle isn't particularly useful during an encounter or scene. Instead, the vehicle type matters more, whether it's a car dodging through streets, F-302s engaging Death Gliders, or a UAV taking ground fire.

Road: Designed for use on a relatively flat surface, these vehicles usually have tires or wheels.

Off-Road: Capable of traversing many natural environments, these vehicles have tires or treads.

Aquatic: Submarines, boats, and a variety of personal watercraft are all designed to operate on or under the water.

Atmospheric: Propellers, jets, turbine engines, or some similar alien technology allows these vehicles to fly within the atmosphere of a planet.

Space: Capable of flight outside a planet's atmosphere, these vehicles can usually operate within an atmosphere, but not always.

FTL: Ships capable of faster than light travel are rare. Hyperdrives are most common, but other FTL vessels exist. These vessels are plot devices and rare enough that interplanetary travel is accomplished primarily through a Stargate.

CRASHES

When a vehicle collides with an object, it is considered a crash. A crash deals damage to the vehicle, as well as the passengers. The GM has final say over many details of a crash, such as the final position of vehicles involved. When a crash occurs the vehicle pilot must make an immediate pilot check against the vehicle's handling DC. If successful, the crash deals half damage to the vehicle and passengers.

Crash/collision damage can include a variety of factors, such as angle of impact, speed, and vehicle mass, per the GM's discretion. A minor impact, such as a car sideswiping another car, deals 1d6 to 5d6 damage. A solid impact, such as hitting another parked car or an F-302 being hit by debris, deals 6d6 to 10d6 damage. A major impact, such as a car flipping over on the highway, deals between 11d6 and 15d6 damage. A catostrophic collision, such as a car going off a 100ft cliff or a Deathglider hitting the side of a mountain, deals between 15d6 and 20d6 damage.

STUNTS

As an action, a character piloting a vehicle may perform a stunt. Stunts can be anything the GM wishes to allow, including showing off with motorcycle tricks, steering a car into a skid, or avoiding asteroids. To perform a stunt, the pilot must succeed at a Piloting check with a DC equal to the vehicle's handling.

Some sample stunts might include:

- •Bringing a vehicle to an abrupt stop.
- •Turning a vehicle completely around at high speeds.
- •Accelerating rapidly through a collapsing cavern system.
- •Ramming another vehicle for crash damage.
- •Drifting a car around a curve.
- •Flying a jet between buildings, through a canyon, or beneath a low bridge.

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Actions in Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Some enemies may have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a staff, firing an arrow from a bow, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 6 meters, for example, you can move up to 12 meters on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 6 meters is reduced to 3 meters, for instance, you can move up to 6 meters this turn if you take a Dash action.

DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any Attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (see page 128) or if your speed drops to 0.

HELP

You can lend your aid to an Ally in the completion of a task. When you take the Help action, the ally you aid gains advantage on the next Ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid an ally in attacking an enemy within 1 meter of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the Attack roll is made with advantage.

HIDE

When you take the Hide action, you make a Stealth check in an attempt to hide, following the rules for hiding (see page 110). If you succeed, you gain certain benefits, as described in "Unseen Attackers and Targets" (see page 156).

READY

Sometimes you want to get a jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the Jaffa guard steps on the trapdoor, I'll pull the lever that opens it" and "If the Unas moves within 1 meter of me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make an Investigation or Perception check.

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TAKE COVER

If your character is adjacent to a piece of cover (see page 157), you can take an action to hide behind the cover. Until your next turn, improve the cover bonus provided by the terrain by one step (half becomes three-quarters, and three-quarters becomes total cover, total cover is not improved).

USE AN OBJECT

You normally interact with objects in the environment while doing something else, such as when you open a door while moving. When an object in the environment requires your action for its use, such as keying in a passcode to open a sealed door, you take the Use an Object action. This action is also useful when you want to interact with more than one object in the environment on your turn (such as when opening a door, moving into the room, and then pulling a lever).



USE TECH

Technology-focused characters such as Scientists and Medics, as well as many enemies, have access to technology and can use them to great effect in combat. Using equipment is not necessarily an action, as many pieces simply allow unique attacks (which would use the attack action) or provide static abilities. If a piece of technology requires an action, the device description will define the action required.



Commonly worn by many elite Jaffa, this pattern helm is a feature of Aves Guard.

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Making an Attack

Whether you're striking with a melee weapon, firing a weapon at range, or making an Attack roll as part of using equipment, an attack has a simple structure.

1.Choose a target. Pick a target within your attack's range: an enemy, an object, or a location.

2.Determine modifiers. The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, equipment, special abilities, and other effects can apply penalties or bonuses to your ttack roll.

3.Resolve the attack. You make the Attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an Attack roll, you're making an attack.

ATTACK ROLLS

When you make an attack, your Attack roll determines whether the attack hits or misses. To make an Attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined by their equipment and attributes, whereas the AC of an enemy is in its stat block.

MODIFIERS TO THE ROLL

When a character makes an Attack roll, the two most common modifiers to the roll are an Ability modifier and the character's Proficiency bonus. When an enemy makes an Attack roll, it uses whatever modifier is provided in its stat block.

ABILITY MODIFIER

The Ability modifier used for a melee weapon attack is Strength, and the Ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.

Some equipment also requires an Attack roll. The Ability modifier used for equipment attack depends on the specific piece of equipment.

PROFICIENCY BONUS

You add your Proficiency bonus to your Attack roll when you attack using a weapon with which you have proficiency, as well as when you attack while using equipment or tech with which you have proficiency.

ROLLING 1 OR 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit (see page 121).

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding, using special tech, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the Attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you miss, but the GM typically just says that the attack missed, not whether you guessed correctly.

When an enemy can't see you, you have advantage on Attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

UNARMED & IMPROVISED ATTACKS

Even without a weapon in hand, you can still be a threat to the enemy.

If you aren't proficient in martial arts, you can still make a melee attack with an unarmed strike: a punch, kick, head-butt, or similar forceful blow. On a hit, this form of unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier.

Alternatively, you can strike a target with an object that isn't a weapon, such as a phone from a nightstand, frying pan from the kitchen, or a ball point pen. Improvised weapons deal 1d4 points of damage (type determined by the GM).

You are always considered proficient with your unarmed strikes and improvised weapons.

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RANGED ATTACKS

When you make a ranged attack, you fire a gun, hurl a combat knife, or otherwise send projectiles to strike a foe at a distance. An enemy might shoot quills from its tail or spit acid. Some equipment might also involve making a ranged attack.

RANGE

You can make ranged attacks only against targets within a specified range.

If a ranged attack, such as one made using equipment, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a firearm, have two ranges. The smaller number is the short range, and the larger number is the long range. Your Attack roll has disadvantage when your target is beyond short range, and you can't attack a target beyond the long range.

COVER

Walls, trees, combatants, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a combatant that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or another combatant, whether that combatant is an enemy or an ally.

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

A target with total cover can't be targeted directly by an attack or equipment, although some equipment can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

RANGED ATTACKS IN CLOSE COMBAT

Lining up a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, equipment, or some other means, you have disadvantage on the Attack roll if you are within 1 meter of an enemy who can see you and who isn't incapacitated.

TARGETING A POINT

Some attacks, like grenades, target a point rather than a combatant. To hit a point within range the AC is treated as 15. If the attack misses and the final location of the attack might still have an important effect (as with a grenade) then the projectile continues travelling or falls short by 1m for every 1 point by which the attack missed. Roll 1d6; on a 1-3 the attack falls short, on a 4-6 the attack goes long.

MELEE ATTACKS

A melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a combat knife or spear. A bestial enemy makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. Some equipment also involves making a melee attack.

Most characters have a 1 meter reach and can thus attack targets within 1 meter of them when making a melee attack. Certain enemies (typically those larger than Medium) have melee attacks with a greater reach than 1 meter, as noted in their descriptions.

OPPORTUNITY ATTACKS

In a fight, everyone is watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when an enemy that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking enemy. The attack occurs right before the enemy leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of an enemy's reach or if gravity causes you to fall past an enemy.

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Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving an enemy. The GM can use these contests as models for improvising others.

DEFEND

You can defend yourself from a single target's melee attacks by watching their body carefully and responding preemptively. Make an Insight check (for sentient) or an Animal Handling check (for non-sentient) contested by the target's Athletics or Bluff. If successful, you gain resistance to melee damage caused by the target.

DISTRACT

When you want to create an opportunity for a team member, you can distract the target. If you succeed at a Deception or Persuasion check contested by the target's Insight or Wisdom save, then you apply the distracted condition to the target (see page 128).

GRAPPLE

When you want to grab an enemy or wrestle with it, you can use the Attack action to make a special melee attack: a grapple.

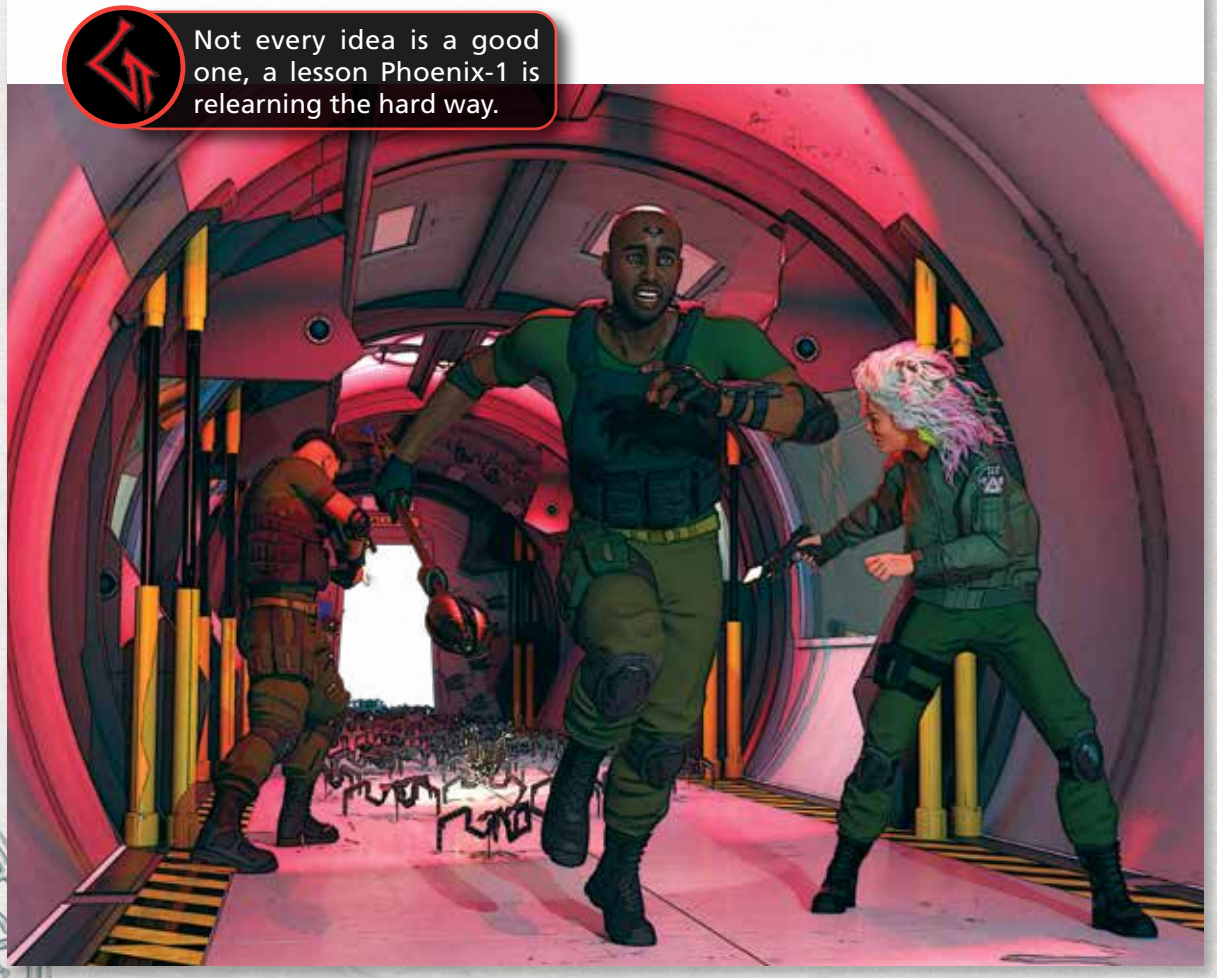
The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a Grapple check instead of an Attack roll: an Athletics check contested by the target's Athletics or Acrobatics check (target's choice). If you succeed, you subject the target to the grappled condition (see page 128). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

•Escaping a Grapple

A grappled combatant can use its action to escape. To do so, it must succeed on an Athletics or Acrobatics check contested by your Athletics check.

•Moving a Grappled Creature

When you move, you can drag or carry the grappled enemies with you, but your speed is halved unless the creature is two or more sizes smaller than you.



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DISARM

When you want to grab an item from an opponent's grip or simply knock it from their hands, you can use the Attack action to make a special melee attack: a disarm.

You try to seize the item by making a Disarm check instead of an Attack roll: an Athletics check contested by the target's Athletics or Acrobatics check (target's choice). If you succeed, you knock the item from their grip, and it lands within 1m of the target (position chosen by you). If you have a free hand, you may instead choose to hold the disarmed item.

TAUNT

One of the traditional ways to protect your allies is to draw enemy fire. Taunting allows a character to impose themselves in an enemy's mind as a target of priority by false bravado, sheer force of presence, or reading the enemy's intentions.

To taunt a target, they must be able to see and hear you. You make a melee or ranged attack of your choice that deals half the normal damage. If the attack hits, you may then make a Skill check (see below) contested by the target's Intelligence or Wisdom save (whichever is better). If successful, you have taunted the target until the beginning of your next turn. A taunted character suffers disadvantage on any attack that does not target (or contain in the area of effect) at least one enemy that is currently taunting it.

Different enemies require different skills to taunt:

- Taunting a sentient creature uses Deception, Insight, or Intimidation.
- Taunting an animal uses Animal Handling or Intimidation.
- Taunting a non-sentient mechanical is typically not possible, but the GM may rule that Engineering can be effective in certain situations.

The GM may also determine that a creature can't be taunted, or that a different skill must be used, based on the current scene or the target's nature (for instance, a Jaffa zealot ordered to kill a specific target by his Goa'uld System Lord).

Once any target has successfully defended against a taunt contest, you cannot taunt the target again during the same encounter. If a target cannot attack a taunting character at all, for instance an animal that cannot reach a target on a roof, the taunt has no effect.

TRIP/SHOVE

Using the Attack action, you can make a special melee attack to shove an enemy, either to knock it prone or push it away from you.

The target must be no more than one size larger than you and must be within your reach. Instead of making an Attack roll, you make a Athletics check contested by the target's Athletics or Acrobatics check (the target chooses the Ability to use). If you win the contest, you either knock the target prone or push it 1 meter away from you.



The Fel Guard wear distinct cat-like helmets.

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Aerial Combat

Stargate Command operates under the auspices of the United States Air Force, which is no stranger to the operational hazards of air-based warfare. Aerial combat, sometimes referred to as "dogfighting," involves aircraft attempting to shoot each other out of the sky.

RULES

During Aerial combat, pilots attempt to jockey for an advantageous position on their opponents. The Initiative order within an Aerial Combat is determined by players declaring their actions and then resolving them. The pilots will also earn position dice as they take actions, which may be spent to jockey for position during a round.

AERIAL/SPACE RANGES

During aerial or space combat, the ranges at play are much larger than a grid-map can handle, typically with ranges in excess of 1km or more. Indeed, in space ranges are typically limited by the influence of gravitational bodies more than any other factor.

During Aerial combat, it can be assumed that attackers are always within the short range increment, unless they are specifically attempting to engage a distant target (such as firing a missile at anti-air cannons before a bombing approach).

POSITION DICE POOL

During the encounter, pilots will earn Position dice and spend dice from their Position Dice Pool. The characters also use these dice to resolve Initiative. The Position Pool uses dice equal to the scene's Tension Die (TD). These TD are a resource that pilots use to represent their relative position to the other aerial fighters.

Each pilot begins with a number of dice in their position pool based on the starting conditions of the combat. While special encounters may use any starting pools for the pilots the GM desires, the following dice are commonly assigned:

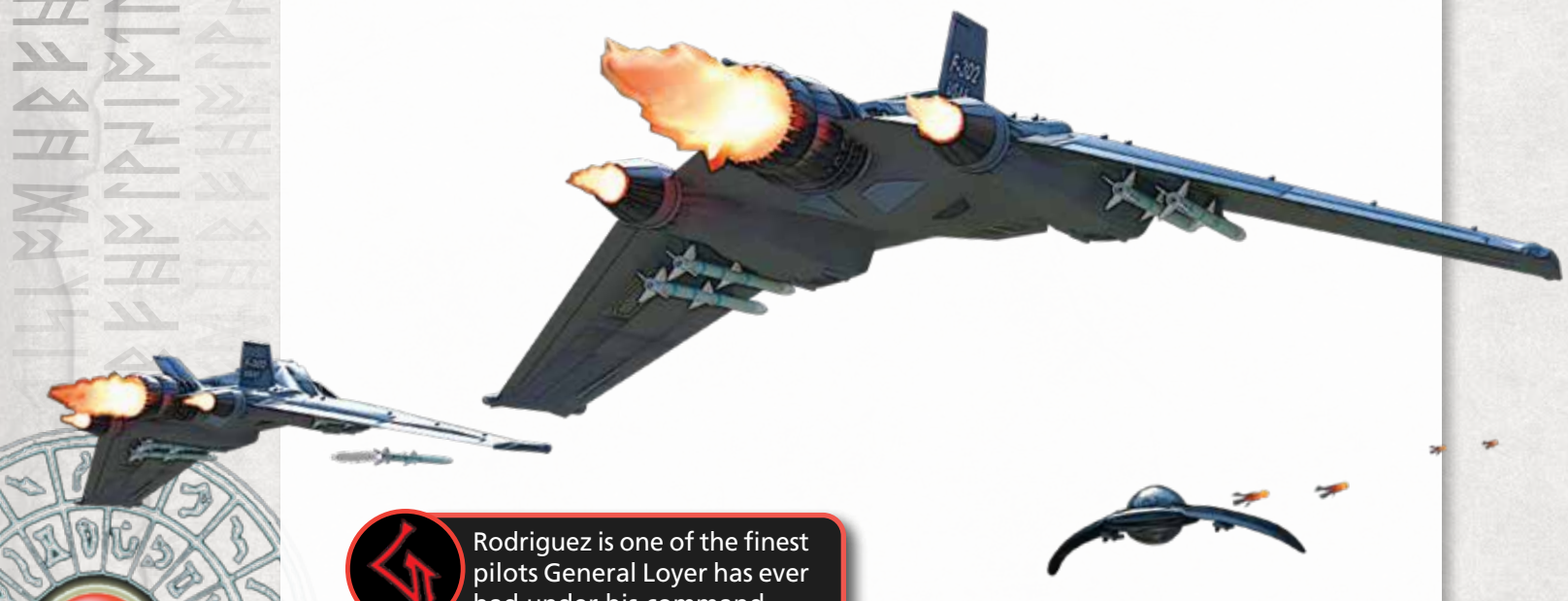
- +1TD to each pilot as a base.
- +1TD to the pilot or pilots of the vehicle with the lowest Handling value.
- +1TD or +2TD to aircraft in an advantageous position at the beginning of the combat, such as within a cloud or at a higher elevation (in a gravity environment).

THE ROUND

Each pilot rolls all the dice in their Position pool to determine their Initiative order. Starting with the pilot who rolled the lowest, each character declares an action and any targets of that action.

Once every pilot has decided on their action, they then resolve their actions from the highest Initiative to the lowest (the reverse of how they declared actions).

After all of the actions have been resolved the pilots begin a new round by rolling their position pool, thus changing their Initiative order from round to round.



Rodriguez is one of the finest pilots General Loyer has ever had under his command.

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ACTIONS

During Aerial Combat pilots can take the following actions by default, with additional actions available through feats or special abilities of the aircraft.

•Attack

You make a ranged Attack roll against a target with fewer dice in their position pool than you. You may spend your position pool to add to this Attack roll.

•Assist

You aid another pilot by keeping the pressure on opponents and limiting their maneuver space. You make a Pilot check with a DC equal to your handling. If successful, you may transfer any number of TD from your position pool to that pilot.

•Evasive Maneuver

Quick and erratic flight patterns help you to evade attacks. You make a Pilot check with a DC equal to your handling. If successful, you gain +2 AC until the end of the turn plus an additional +2 AC for each TD you wish to spend from your position pool. In addition, any Pilot with the Locked-On condition targeting you loses the condition.

•Fighting Maneuver

You attempt to gain an advantageous position, maneuvering behind a target or similar position in the area of engagement. You make a Pilot check with a DC equal to your handling. If successful, add +1TD to your position pool.

•Harass

By flying in close proximity to a target, or by circling around their weapon's firing arc, you can bait or bully them into a worse position. You make a Pilot check opposed by the target's Insight check. If you succeed, they lose 1TD from their pool, plus an additional TD for every 5 points by which you won the contest.

•Lock-On

If your aircraft has a targeting computer or similar firing system, you may make a Pilot check against the AC of a target. If successful, you gain the Locked-On condition.

TERRAIN

It may seem odd to have terrain in the sky or outer space, but it is a critical aspect of making Aerial Combat engaging, narratively. On their turn, a pilot can declare they are making use of a Terrain feature, which may require a Skill check. A pilot may, usually, only gain the advantage of one type of terrain.

Some examples of Aerial Combat "Terrain" include:

•Asteroids

Free-floating objects in space can be used to hide, break scans, or simply to avoid attacks. An asteroid belt is difficult to use safely. On a successful Perception check, the pilot gains advantage on their next Assist or Evasive Maneuver. If they fail, their aircraft may take TD damage (or as much as 5TD damage for more dangerous asteroid belts).

•Buildings/Mountains

Avoiding large objects such as mountains, towers, and other structures can be a general hazard that every pilot must deal with. In these scenarios Harass and Assist maneuvers suffer disadvantage as the pilots must navigate around terrain, making such actions more difficult.

•Cloud Cover

Clouds above, below, or in the middle of the zone of engagement can be used in similar fashion to asteroids but without the risk of damage. Clouds provide advantage on Evasive Maneuver and Harass actions.

LOCKED-ON CONDITION

When your targeting computer locks on to a target, you gain the Locked-On condition against the target. When you make an attack roll against your Locked-On target, you may spend position dice to add to your damage roll.

EMPTY POSITION POOL

If a character spends the last TD in their position pool when called to roll for initiative, they will automatically have an initiative score of 0. Reminder, if a PC ties with one or more NPCs, the PC is treated as having the higher result.

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Firefight Encounter

Distinct from the close quarter skirmish, a Firefight occurs when combatants engage each other at range. Indeed, the typical ranges at play with firearms may cause issues for players and GMs who use a grid-map for combat. The Firefight encounter allows for tactical choices during pitched battles, adjusting movement and other engagement rules to accommodate the realities of outdoor ranged combat.

RULES

Firefights begin with an Initiative roll, like all action encounters. Firefight rounds are approximately 6 seconds in length, like all combat rounds. With the exception of the changes noted here, Firefights follow all the standard combat rules.

•10m space

If you're using a grid or hex map, the standard size of a space is 10 meters, rather than the more traditional scales (such as 1m or 5ft). Use the following mechanics to adjust play to a 10m space:

Movement: When a character moves, it is assumed they can move into any adjacent 10m space with their movement, even though most characters have a movement below 10m. Position within the 10m space is abstract, so it is assumed a character's position might be near the border of the space, thus allowing a single space of movement each turn. This distance isn't too far to cover with a Dash action, so characters can traverse 2 spaces on their turn. Vehicles and mounts may move further during the pilot's turn, per GM discretion, rounding any partial movement up to include the additional 10m space.

Occupying Space: Multiple characters, often entire teams, can occupy the same 10m space, and indeed can even move through spaces adjacent to enemies without provoking opportunity attacks. Moving into an enemy space may engage them in a skirmish (see page 167), per the GM's discretion.

BATTLEFIELD CONDITIONS

Every battlefield is unique, and by establishing the field conditions, a GM can keep Firefight encounters from becoming too routine. A variety of battlefield conditions can influence the efficacy of firearms and by extension the strategies military personnel must employ, thus creating unique takes on the tactical challenge.

•Visual Range

While a firearm's maximum range can be quite far, battlefields rarely afford effective shots at long distance due to a variety of environmental factors like light, fog, smoke, or rain. The GM may impose a lower maximum range on all weapons to account for the visual range, sometimes as low as 50m or 100m for dark nights or a dense fog of war.

Note: The major visibility restriction is also useful when the GM wishes to handle a combat on a grid or hex map using more standard scales while still outdoors.

•Cover

Unless a 10m space is completely flat, such as a road or open field, it is assumed that any combatant benefits from half cover during a Firefight.

•Common Advantages

High Ground: A raised position of at least a building story or more provides advantage to ranged attacks.

Firing Alleys: Locations where enemy movements are constrained to areas where they can easily be seen provide advantage to attacks along a line of squares.

•Common Disadvantages

Glare: The sun can impose disadvantage when firing in a specific direction (into the sun).

High Winds: Particularly strong winds can impose disadvantage on some projectile attacks made at long range, while hurricane force winds might affect all projectile weapons (even bullets).

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NEW ACTIONS

Firefights have the following additional combat actions available to characters:

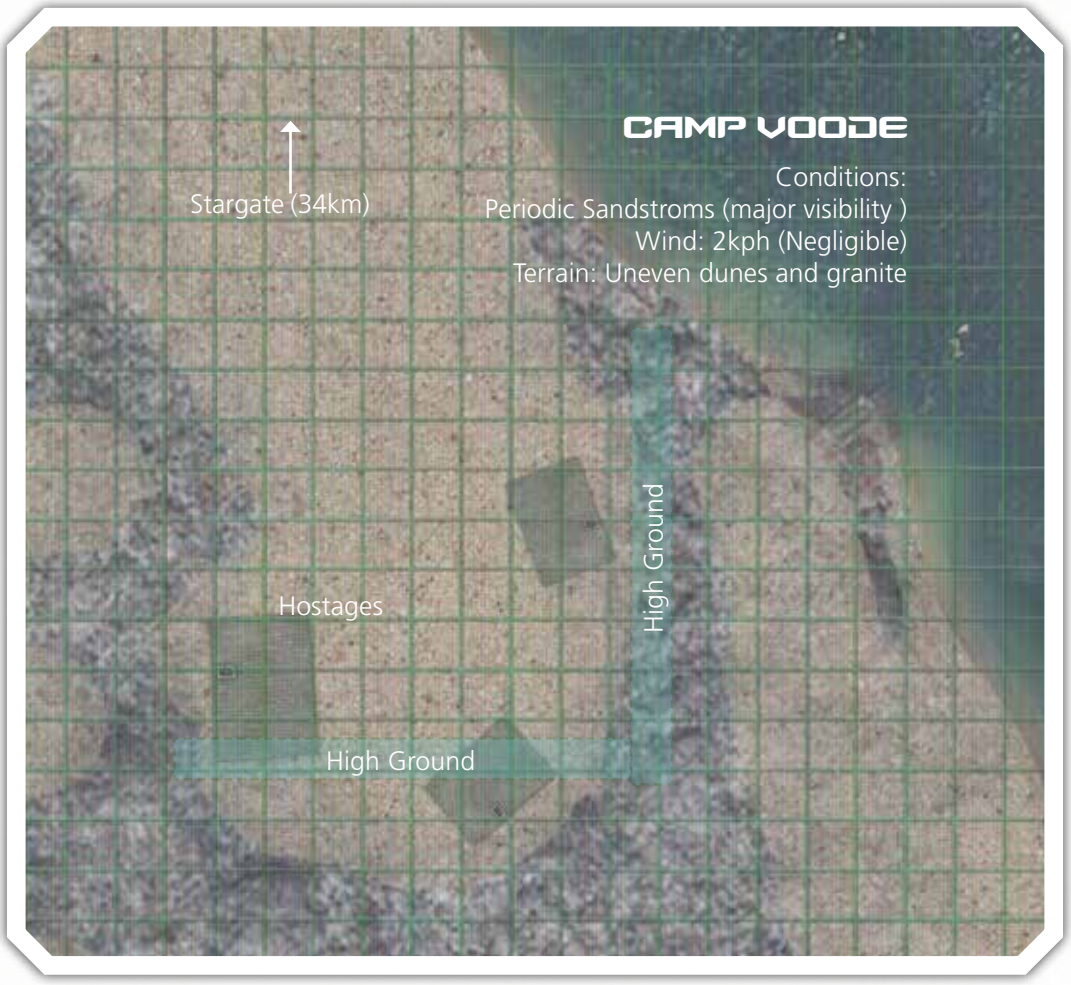
Expose (bonus action): The character leaves cover to draw fire, foregoing any cover bonus afforded by their space. At the GM's discretion, this may afford the character advantage on an Ability check or even an attack, depending on battlefield geometry and conditions.

Overwatch (full action): Choose a 45° cone to monitor. Once before your next turn, after a target within that area moves or takes an action, you may choose to make a ranged attack against them. You have advantage on this attack and may resolve the attack using the lowest cover level the target had during its turn (thus simulating an attack while someone runs across a gap or stands from cover to shoot).

Take Cover: (action): The character keeps low and avoids leaving cover. The character gains the benefits of three-quarters cover. This may be upgraded to total cover (GM's discretion) in areas of dense cover.

ADDING A SKIRMISH

Characters who prefer melee combat may attempt to engage enemies by entering their 10m space. When this occurs, the GM can "zoom in" to the area, allowing the melee character to follow more traditional skirmish rules to resolve the melee. The round for a firefight and a skirmish are the same, so no adjustments are required; the GM simply has to draw the new field and establish character positions within the 10m space. Once a character leaves the 10m space, they can simply be returned to the large firefight map.



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Pursuit

The action doesn't always happen in one location. Often, one party wishes to apprehend a fleeing target, or a Firefight can become a running battle. When this happens, the team enters a pursuit, where the relative distance between the fighting forces changes as one party attempts to evade the other, or characters attempt to reach a destination first.

A single pursuit might take place over several city blocks, through a treacherous jungle, or down a rapid river. Pursuits don't even have to happen over standard combat rounds. If the GM wishes to get creative; they can stretch this over hours or even days, as the SG Team is tracked across a sun-baked desert.

RULES

The pursuit begins with each character rolling for Initiative to determine their order of action. Then each character takes turns in Initiative order taking actions. The primary difference between a pursuit and other action encounters is that the combatants are moving along a path, rather than around a specific area.

During a pursuit, each character gets two actions. (plus a bonus action). They may take these actions in any order they wish, but each action must be completed before the next is declared. The Gatemaster may allow characters to take other actions, or the scenario might have special actions.

DISTANCE

During a pursuit the exact distance between parties changes frequently, so we do not measure distance in meters, rather in three rough range bands from the lead character; all other characters measure their range from them. Characters within the same range band may attack each other with melee and ranged attacks (as per attacks below). Characters may attack other range bands with ranged attacks, but they suffer disadvantage as if the weapon was firing at long range.

The three range increments are Close, Trailing, and Far:

- The close range band is always the range band of the lead character.
- The trailing range band is still within sight of the lead character and in a position to catch up.
- The far range band is in danger of falling too far behind the lead character to be relevant to the encounter.

THE LEAD & LEAD ACTIONS

Every pursuit begins by establishing a lead character. This can be simple if the PCs are chasing an NPC, as the NPC is the lead character being chased. However, some pursuits might represent a race to an objective, where the lead position may change several times during the encounter.

When a lead NPC character is clear, such as when the PCs are chasing a target, then an NPC is the starting lead. If there are multiple NPCs being chased, then one should be chosen as the lead, while his compatriots and the PCs are placed into appropriate range bands.

When the PCs are being chased, then the PC with the highest Initiative should begin in the lead, and all other characters are placed into starting range bands based on their proximity to that PC.

If it is unclear who is in the lead (such as with a race to an objective), the GM should use the Initiative order to determine the characters' starting positions relative to the lead. The character with the highest Initiative should be the lead character while everyone else falls into range bands based on their physical proximity to that character.

A character in the lead position may take the following actions:

Maintain Lead: While in the lead you must maintain the position. This action requires no Ability check (you automatically overcome the obstacle). If you do not take this action on your turn, the character with the highest Initiative in the close range band becomes the new pursuit lead at the end of your turn. If you are being chased and you do not take this action, then the pursuit is halted.

Change Course: You may drastically change your course, altering the obstacles that others face next round (this round does not change). Make a DC 20 Perception check. If you are successful, you may choose the obstacle (but not the DC) of the next round. The GM may rule that some obstacles aren't available (such as Animal Handling when no beasts are present).

Evade: You attempt to escape your pursuers. You make the round's Obstacle check (or a Stealth check) contested by the Insight or Perception of any enemies in the close or trailing range band. All enemies that do not beat the lead's result are moved back one step (maximum Far range). If all characters are at the Far range band after this action, then you have evaded your pursuers. If this does not end the chase, then the character with the highest Initiative becomes the pursuit's new lead.

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GENERAL ACTIONS

There are six base actions that can be taken by any character during a pursuit, regardless of position:

Attack: You may make a single attack, resolved as normal. Ranged weapons that fire in a line or a cone and melee weapons may only target enemies within your current range band. You suffer disadvantage when firing into a range band other than the one you are currently within.

Evasive Maneuvers: By maintaining a low profile, taking zig-zag movements, or through similar tactics, you make yourself harder to target with attacks. All attacks against you suffer disadvantage until the start of your next turn.

Gain Position: You hustle, attempting to gain ground. You must spend both of your actions to Gain Position. Make a check to overcome the obstacle for the round. If you succeed, you move forward one range band. If you fail, you maintain your current range band.

Halt or Take The Lead: If you are in the close range band, you may attempt to halt the chase or take the lead from the current pursuit leader (depending on the scenario). You must spend both of your actions to Halt or Take the Lead. Make a check to overcome the current obstacle. If you fail, you fall back one range band. If you succeed, the current leader must make the Obstacle check with a DC equal to your result. If they do not succeed, you have caught your target (ending the chase) or taken the lead (if racing).

Maintain Position: Keeping pace with the lead character, you neither gain nor lose position. Make a check to overcome the obstacle for the round. If you succeed you stay in your current range band, if you fail, you fall back one range band.

Seek: You can attempt to find another way across the obstacle or look for opportunities to attack. Make a DC 20 Perception check. If you succeed, you gain advantage on your next Attack or Maintain Position action you take during this turn.

EXTRA ACTIONS

Characters with access to extra actions (such as the Surge feat) don't take additional actions during a Pursuit. Instead, they may spend the bonus action to gain advantage on any one ability check to represent added movement or an additional attack.

OBSTACLES

A pursuit occurs over a number of obstacles, as the characters overcome hazards, push themselves ever faster, or navigate through barriers. These obstacles are usually overcome by an Ability check, such as an Athletics check. A character who fails suffers a penalty (usually falling back a range band, but sometimes suffering damage or other effects).

Each round the GM will announce what Ability checks are required of the characters, which becomes the round's obstacle. Usually all characters must overcome the same obstacles in the round, but in some cases a GM may call for characters to overcome individual obstacles.

EXAMPLE OBSTACLES:

Acrobatics: As with Athletics, Acrobatics checks to leap gaps or perform various acts of parkour is another common type of obstacle.

Athletics: Climbing, swimming, or simply running as fast as possible is one of the most common types of obstacles that a character might face.

Animal Handling: Like pilot, Animal Handling frequently replaces other checks when the character is mounted.

Culture: In pursuits through an urban area, a Culture check might be used to guess the layout of an area and the most common routes through it, allowing the characters to traverse a city or other populated area more quickly.

Insight: Used to second-guess the pursuit's lead, an Insight check can be used to determine which door the lead went through or their most common route when multiple are present.

Pilot: When driving or flying, a character might require Pilot checks to maneuver through tight areas such as a busy street or a tight canyon. Pilot checks often replace Athletics and Acrobatics checks during a pursuit in vehicles.

Survival: Especially common in overland pursuits that last days instead of rounds, Survival allows the character to move through wilderness and to follow a target's tracks more effectively.

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DESIGNING A PURSUIT

When building a pursuit, the GM should determine the obstacles the characters are likely to face based on the type of pursuit as well as the base DC for the various checks. The DCs should be fairly low, with most considered Easy (DC 10) or Medium (DC 15). However, certain obstacles might be more difficult, such as climbing a sheer cliff in the rain. Most checks should be Acrobatics or Athletics when the characters are simply running through an area, but specific obstacles may require other Skill checks or have a higher DC.

IN THE LEAD

The character in the lead can also be presented with a choice of routes, which will determine the skill used, often between Acrobatics or Athletics. This allows the lead character to further attempt to shake his enemies by choosing skills he is best at. Often this is an NPC that the team members are chasing, so choosing the path is simply a matter of GM discretion. However, when team members are in the lead and being chased by NPCs, the GM should give the lead PC a choice between two or more obstacles, perhaps with different difficulties.

BEING FASTER

Often the character's speeds aren't the same, and it makes sense for faster characters to have an easier time in a pursuit. If the current scenario warrants a bonus for speed, the fastest characters in the group gain advantage on one Gain Position or Maintain Position check of their choice during the pursuit (chosen before the check is rolled).



EXAMPLE OF PLAY

Tiff (the GM) is running a mission where the team must track down an Ashrak assassin travelling along a stagecoach line on a world roughly analogous to America's Wild West. Tiff calls for Perception checks, while A'tir (Gaston) and Bervell (Willow) are talking to Mayor Glasse of Skunkwater, and Oringo (Luke) watches from hiding (as to not spook the locals). Bervell and Oringo are both successful.

GM: While talking to Mayor Glasse, you spot a Jaffa near the back of the gathering crowd, her Kali mark visible for a brief moment just under the brim of her hat. As soon as she's spotted, she bolts, running through the half-doors of a saloon. Let's roll for initiative.

Oringo rolls highest, followed by A'tir, then the Jaffa, and then Bervell. The GM rules that Oringo is in close range as the Jaffa flees past his hiding spot. Bervell is at trailing range from the Jaffa, and finally A'tir will begin at Far range, as he did not spot the Jaffa before she fled.

GM: She darts into a crowded saloon. You'll need to overcome a DC 15 Athletics or Insight obstacle to weave through the crowded gambling tables.

Luke: I follow into the saloon, no doubt scaring the locals.

GM: The music does stop as none of these people has ever seen an Unas before.

Luke: Since I'm close, I'm going to halt the lead by running across the gaming tables.

Oringo scores a 16 on his athletics check. The Jaffa scores a 19.

GM: Oringo keeps up, but doesn't cut off her avenues of escape.

Gaston: I'm pretty far behind, I'm going to gain position this turn.

A'tir's Athletics check scores a 13, so he remains at far range, slowed by the crowd.

GM: The Jaffa spends her first action maintaining the lead and then attempts to Evade.

The Jaffa scores a 16 on a stealth check. Oringo's perception rolls 18 but Bervell gets an 8. A'tir is in the far band still, so he does not roll. Bervell is moved back to the far range band.

Willow: I'm going to take both my actions to gain that position back.

Bervell scores a 17 on his Insight, moving back into the trailing range band.

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Skirmish Encounters

The "traditional" combat of an RPG, a skirmish, typically takes place at close quarters, with combatants within about 50m (although larger skirmish ranges do happen). Skirmishes are particularly common in interior settings where the quarters are too tight for a firefight and too stationary for a pursuit. Of all the action encounter types, skirmishes are the most frequently played with grid maps and miniatures and are what many gamers think of when they think of combat in a tabletop RPG.

The basic rules for skirmishes use all the standard rules for movement, attacks, and other actions a character might take. While these rules are likely familiar to both GMs and players, there are several critical differences between skirmish combat in the Stargate SG-1 RPG and fantasy settings. Rather than focusing too much on the basic mechanics of a skirmish (a map and Initiative order), this section will highlight ways to make skirmishes engaging.

RULES

The skirmish begins with each character rolling for Initiative to determine their order of action. Then the GM describes the location and the position of the combatants (for theatre of the mind encounters), or they might draw a map and place miniatures (for grid map encounters).

Then each character takes turns in initiative order moving about the area and taking actions (often attack actions) until one side has been defeated.

COMMON RANGE COMBAT

One of the biggest differences between a military sci-fi setting and a fantasy setting is the ubiquitous nature of firearms. Nearly every character, even the egg-heads, carry a sidearm. At the typical ranges of a skirmish, this means almost every character is capable of attacking any other character without moving to engage.

To adjust for this, a GM should always remember that "Line of Sight is King." Enemies and heroes alike need to have places to hide, even if it's just around a corner, as a slug-fest between two groups simply exchanging bullets will quickly feel repetitive. So make sure that any skirmish is populated by things to duck behind, like containers of dense bullet-blocking substances (such as non-explosive liquids or foodstuff), doorways, small hills, trees, or just about anything that provides various forms of cover.

UNREALISTIC BULLETS

For those experienced in either military history or actual military reality, the core game Hit Point engine isn't going to create realistic firearms. Afterall, a real bullet causes massive damage to a living target, as a bullet might tumble when it strikes the body, shatter bone, and generally wreaks mayhem on the vascular system with hydrostatic shock.

But this is RPG simulates TV! Hit points don't represent a vague pool of life that corresponds to an equally vague percentage of wounds a character suffers. Hit Points represent attacks your character is blocking, parrying, or otherwise mitigating. That's why martial characters have more hit points than their brainier counterparts: they are more capable of blocking, not inherently more capable of soaking up bullets.

In the Stargate SG-1 RPG, we use the terms scuffed and wounded. These keywords interact with a few rules (notably how medical treatment works). But they also serve to explain how incoming bullets interact with the PCs. A character is only scuffed until they are at half their max HP, so they haven't actually been hit by a bullet. Bullets have come close, kicking up dirt and pinging off stone. At wounded, they might have suffered a graze, or have taken a flesh wound. Things don't have to get dicey until death saves are being failed!

MELEE SHINES

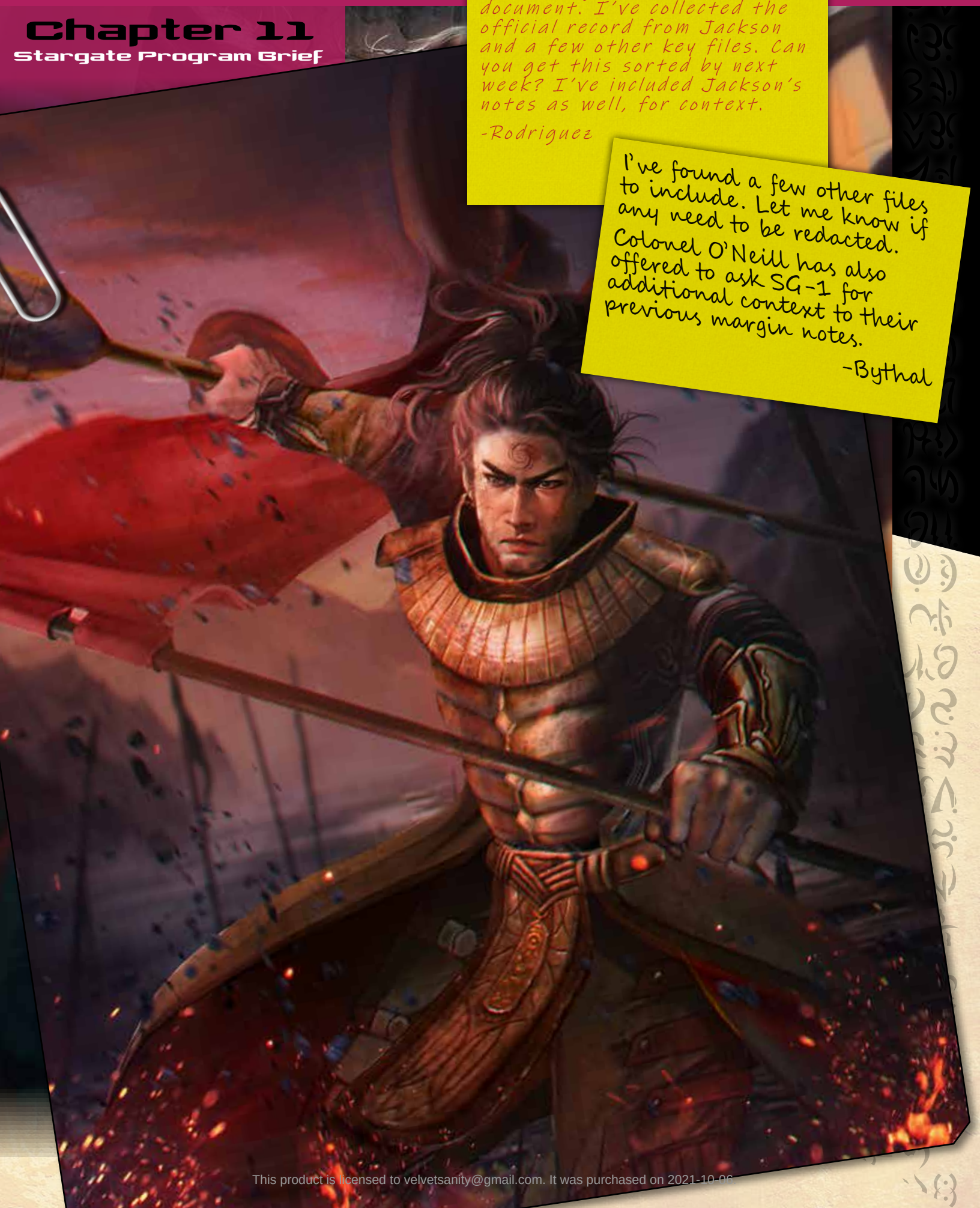
Due to its limited range, there are a variety of encounter types in which melee-focused characters might have difficulty engaging with the tactical elements of game play, which is part of the fun! Skirmishes are when you have a chance to make shorter range characters shine, especially if the group needs to subdue a target. Don't be afraid to let enemies rush them, so they have a clear opportunity to use their abilities.

It's also important to make frequent use of combat contests and the surroundings during a skirmish. Bad guys, especially extras, become more interesting in a TV show when the stunt team makes clever use of the environment like flipping over a couch or the classic swinging from the chandelier. Likewise, a skirmish where enemies taunt, trip, and grapple can include more extras. When enemies are using such non-lethal tactics, the martial characters have a chance to shine, but less combat-focused characters can also interact without the specter of imminent death. Additionally, a character with the Brawler feat can knock out multiple extras in a turn, allowing for more extras in the brawl.

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Chapter 11
Stargate Program Brief



The General wants us to start assembling a deployment intro document. I've collected the official record from Jackson and a few other key files. Can you get this sorted by next week? I've included Jackson's notes as well, for context.

-Rodriguez

I've found a few other files to include. Let me know if any need to be redacted. Colonel O'Neill has also offered to ask SG-1 for additional context to their previous margin notes.

-Bythal

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Chapter 11

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A Brief Introduction

By Dr. Daniel Jackson

Good morning! Or I guess, good afternoon, or good evening, depending on your local planetary rotation. My name is Dr. Daniel Jackson, and if you're reading this, then you've been recruited by the United States Government, are in the United States Armed Forces, or have top-level clearance. This document explains the history of the Stargate Program and Earth's involvement in galactic affairs. Yes, aliens are real, and your government has been keeping it secret. I assure you that what you are reading is not only true, but that your security clearance was approved by the Office of the President. In other words, that NDA you signed needs to be taken very seriously.

Since I have been told that I ramble, let me get the important parts out of the way: aliens are real, and we have met several species. We have been visiting other planets for years, and there are human cultures scattered across the galaxy in various stages of development which originated on Earth. Last but not least, not all aliens are friendly. We are currently engaged in conflict with a sinister race of parasites known as the Goa'uld, who visited Earth in the past and enslaved humans to serve them.

Before I dive into a history of the Stargate program and the newly proposed site, you should know that we did not choose this conflict. The peoples of Earth have been enslaved by the Goa'uld, and we are at war. They possess technology that eclipses ours, but our brave men and women continue to fight these alien megalomaniacs. It is the mission of Stargate Command to protect Earth, to reunite lost civilizations, and to search for advanced technology to defend ourselves. My hope is that by reading this, you will understand why it is vital for us to devote ourselves towards ending the threat of the System Lords forever.

In The Beginning

Millions of years ago, a race of beings that we call the Ancients were active in our galaxy. They traveled the stars in spaceships and by a network of connected portals known as Stargates. The Ancients were vastly more advanced than anything we can comprehend, with mastery not just of technology but also their own bodies. They mastered the mineral naquadah, and use it in technology and engineering ways. The ruins and artifacts left show they built magnificent cities and possessed technology far beyond the power of any other alien civilization we have encountered to date, including the Goa'uld and the Asgard.

While we do not know much about the Ancients, the galaxy is filled with fading monuments to their civilization, and many worlds in the galaxy possess Stargates, which continue to operate to this day. They were a major power in our galaxy, and we've uncovered evidence that they were part of an alliance with three other advanced civilizations. We have also discovered the remains of great machines capable of changing the environment of worlds. Towards the end of their civilization it appears that they were trying to master the use of time travel. We know that they became afflicted with a plague that traveled throughout their worlds and devastated their race.

It is my suspicion that the Ancients found a way to ascend from the physical plane into forms of pure energy. We have encountered some of these ascended beings in our missions to explore the galaxy, and it appears that in their current incarnation, they possess incredible powers limited only by the rules they have imposed on themselves. Thanks to uncovering samples of their writings and an incident where an SG member was briefly exposed to one of their databases, we have been able to translate their language and are starting to learn more about their technology.

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THE RISE OF THE SYSTEM LORDS

The Goa'uld were originally a parasitic symbiote native to a planet we've designated P3X-888. They developed on a world where the dominant life form, the Unas, was still in an early stage of development. Goa'uld pass down the knowledge learned in their lifetimes to their offspring through genetic memory, an evolutionary advantage that allowed them to advance technologically without all the trial and error that we humans have to deal with. The snake-like parasite enters the body of its victim and takes control of their brain. This enables them to move freely and adapt to many climates and habitats in which their own fragile bodies could not survive, not to mention granting the host enhanced strength and healing.

The Goa'uld were and are scavengers and parasites, finding scraps of advanced technology left behind by the Ancients and other races and reverse engineering what they could to propel themselves thousands of years forward technologically. While they are quite intelligent and could have gained these advancements the hard way, they choose the easy path, and always the one that gives them an advantage over others. Though their hosts were strong and allowed them to establish colonies across other worlds, the Unas themselves were difficult for the Goa'uld to maintain. As the Goa'uld discovered the ruins left behind by the Ancients and other lost civilizations, they rapidly developed into a galactic power. Soon they were able to construct starships of their own and create fearsome weapons that allowed them to subjugate or destroy any species that stood in their way. If this were all, they would be a terrible plague on the galaxy, but they are so much worse.

At some point, after emerging into the galaxy, they found technology that they were able to adapt into what we call the Sarcophagus. This device allows the Goa'uld to regenerate a host's body, repairing it from what we would consider mortal wounds. This has allowed the elite among the Goa'uld to live for thousands of years. Although personally, I feel that the Sarcophagus is connected to their 'evilness.' We know for sure that some are well over 10,000 years old, perhaps twice that.

As their empire grew, the System Lord Ra discovered Earth thousands of years ago. There he encountered nomadic hunter-gatherers living around the Nile valley. After seizing one of the young tribesmen, Ra discovered that humans make a more ideal host than the Unas. According to his own account, our bodies were simpler for the Goa'uld to maintain and repair. He and his fellow System Lords established the earliest human civilization and built many of the ancient monuments. The pyramids were, in fact, landing pads for his pyramid ships. An unknown number of humans have been taken from Earth throughout history to their domains, where they were enslaved and indoctrinated into believing the Goa'uld are their gods. It was during this period that the System Lords created the Jaffa. They genetically altered humans, giving them a marsupial-like pouch in which to incubate a larval Goa'uld, or prim'ta. Unfortunately, having been altered to carry a prim'ta, the Jaffa have no functional immune system of their own. This has been a huge obstacle to their freedom. By introducing a larval symbiote into a human host, it gives the recipient enhanced reflexes and a longer lifespan, and these Jaffa became the warriors of the false gods.

Thanks to the discovery of humanity and the creation of the Jaffa, Ra was able to enforce his will on the other Goa'uld, naming himself their Supreme System Lord. All other System Lords were either eliminated or pledged their allegiance to his banner. The parasites established a galactic civilization where they are worshipped as gods and dominate most of the Milky Way. Only the Asgard are technologically advanced enough to resist the System Lords, and after their last conflict, an uneasy peace has been enforced where the Asgard act as guardians of some worlds while the System Lords are allowed to maintain their empire. This peace accord became known as the Protected Planets Treaty. However, Ra negotiated a provision that any species that grew technologically advanced enough to be a threat would no longer be covered by the Asgard's protection. The Asgard left behind powerful devices on their protected planets that kept the inhabitants safe.

During the Goa'uld rule over ancient Egypt the people of Earth became educated and came to realize the Goa'uld were false gods and rebelled. The slaves laboring around the Stargate that Ra had placed on Earth were able to overthrow their Jaffa overseers and bury the Earth gate beneath a capstone. Though we do not know for sure, it is possible that some of his underlings seized the opportunity provided by this chaos to attempt their own rebellions. Whatever the reason, Ra turned his attention away from Earth and toward other worlds, leaving us free. While the Goa'uld never chose to return in force and reclaim their places as Earth's "gods," there is evidence that many individual System Lords and other minor Goa'uld returned periodically to obtain more hosts and slaves. Evidence suggests that this happened as recently as the Middle Ages.

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Stargate Technical Briefing

Hello, my name is Major Samantha Carter and I am a member of SG-1. I have been asked to provide an introduction to Stargate technology for non-Scientists. I have attached several files to this briefing dating back to the 1940s. My goal is to explain the Stargate in layman's terms.

The Stargate, also known as the Astria Porta in the dialect of the Ancients and the Chappa'ai in the Goa'uld language, is a metallic ring made of naquadah. It is 6.7 meters in diameter and weighs 29 metric tons. Stargates are almost always accompanied by a console known as a "DHD," or Dial Home Device. The Stargates work by dialing another gate using symbols that represent spatial coordinates. It takes seven symbols to make up a gate address. Six of these symbols access the region in space where the receiving gate is located, and the 7th symbol is always the point of origin symbol for the dialing gate. Although there are 9 possible symbols per address, we can only speculate what would happen if the other symbols were used.

The Stargates create a wormhole that bridges the space between both gates. Stargates are essentially giant superconductors, but they can create a highly localized anomaly located within the confines of the ring. The creation of these wormholes is not without risk. The moment the vortex is created, an ejection of energy occurs from the "mouth" of the Stargate. This wave of energy, that we call the "Kawoosh," disintegrates anything in its path. Once this vortex subsides however, travel through the Stargate is safe and as easy as walking through a doorway.

This network of gateways has lasted for millions of years, and we believe that many galactic societies have based their development around these Stargates. The Goa'uld possess extensive knowledge of the gates and have used the network in their efforts to conquer the galaxy. Other civilizations, such as the Nox, the Asgard, and the Tollan, also have advanced knowledge of the Stargate network.

Now for the practical information: we've learned that a wormhole can only be maintained for a length of 38 minutes outside of specific circumstances. The exceptions have occurred when tapping into a phenomenally powerful energy source or when accidentally dialing into a Stargate located near the event horizon of a black hole. Another essential point to understand is that the gates only allow for physical transport in one direction, from the gate that initiated the connection. However, radio and video signals can go both ways. To travel in the other direction, you must disconnect and dial home from your new location. There is also the danger to those traveling through the Stargate itself; if it is obstructed or blocked after making a connection, then the travelers will not be able to reintegrate upon exiting the gate and will be disintegrated. The iris we have constructed to cover our gate is a security measure that has helped protect Earth from invading Goa'uld as well as other threats. An entirely blocked Stargate simply will not make a connection, such as if the gate is buried beneath a heavy stone.

When it comes to mapping the galaxy, we use our own method for activating our Stargate and for creating designations for other worlds. We use a mapping system based on the mathematics of where planets are based along the galactic axis. That is why you will read a mission report about an SG team visiting a world called P2C-257 instead of us referring to the planet by the name its inhabitants have given it. This allows us to better categorize worlds that do not have a name and enables us to keep our database current. Since we did not have access to a DHD unit of our own when we first started experimenting with the Stargate, we developed a series of computer protocols that allowed us to bypass the Stargate's standard operating procedures and will enable us to dial in manually. There are benefits to this system, as we can dial gates through more low-tech means without the use of a DHD. On the other hand, we have also had our share of catastrophes utilizing our own technology.

For more technical information, see further research, and once you have been cleared to go through our archives you will have access to research performed by Dr. Rodney McKay, a scientist who has spent years compiling research on the workings of the Stargate with his team at Area 51. A lot of our knowledge has been gained through trial and error, and as we continue to explore the Stargate network and uncover records left behind by their creators, we are always updating our understanding.

- Major Samantha Carter

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The Stargate Program

The Stargate left behind in Egypt was discovered by the Langford expedition in 1928 on the Giza Plateau. Led by Dr. Paul Langford, a noted archaeologist, his team was excavating previously unexplored ruins when they uncovered the sandstone cover laid over the Stargate. Upon removing the massive stone his team unearthed the alien device. They had no idea what a truly monumental discovery they had made at the time.

Due to the threat of looming war with Nazi Germany, Langford had the Stargate shipped to the United States, where it would be studied and kept under close observation. Little did he or the United States government know that the Stargate's DHD was also uncovered in Egypt by a German expedition in 1906, who had it transferred to a secure research facility in Berlin. Later, when the Soviet Union conquered Berlin at the end of World War 2, they would come into possession of the DHD. It would remain stored at one of their secure facilities in the Urals until only a few years ago.

Work on discovering the true purpose of the Stargate was slow. Lacking a DHD, the researchers had to cobble together their low-tech means of manually dialing and powering the Stargate. Their first successful experiment was in 1945, when they were able to open a wormhole to the world we have nicknamed Heliopolis. However, the research team did not correctly understand how Stargates worked, and the lone researcher sent through the gate was stranded and presumed dead. Not understanding its significance, but realizing that it was not a weapon that could be used to win the war, the program was put on hold for several decades. The USAF began it's own experiments just a few years ago, unaware of the previous successful test.

In the early 90s, the Stargate was relocated to a secure facility within Cheyenne Mountain where the daughter of the Stargate's discoverer, Catherine Langford, organized a team to investigate once again. I was added to the team two years later, for my expertise in ancient Egyptian, and possibly because I had openly speculated that the pyramids were landing pads for alien spaceships. After some time, I noticed that the strange symbols on the Stargate looked like constellations, and with that realization, I was able to discover the 7th Chevron that activated the Stargate. For the first time in fifty years, we were able to dial another world located light years away from Earth: this time, it was the world known as Abydos.

The first expedition sent through the Gate was disastrous. What I had not realized at the time was that the glyphs on the receiving Stargate would be different from the ones we had on Earth. I was confident that I could decipher the Stargate's glyphs once we got there, though I now realize that was pure hubris on my part, as we discovered no writing on the other end at all around the Stargate pyramid. Fearing that we were trapped and unable to return home, O'Neill set about establishing a camp at the Stargate. We soon discovered an alien creature wandering nearby that turned out to be a domesticated pack animal belonging to some of the inhabitants of Abydos. When we saw the city the Abydonians lived in, it became clear that they were not only human but that they were stuck at the same level of development as the ancient Egyptians thousands of years ago. They mistook us for messengers from their God, Ra, and through further conversations, we learned that Ra kept them primitive technologically by banning reading and writing. It was only by exploring the tombs beneath the city that we discovered the gate coordinates for returning home.

However, the mission became more dangerous for us. That night, the Supreme System Lord, Ra, returned to Abydos in a massive pyramid ship to receive his tithe of naquadah from his Abydonian slaves. His soldiers, under the command of his First Prime, quickly neutralized our team and took us prisoner. Upon realizing that we were from Earth, Ra took possession of a nuclear weapon that our team had brought with us through the Stargate. He enhanced its warhead with naquadah, which would have significantly magnified its destructive power. It would have not only taken out Cheyenne Mountain, but most of the state of Colorado.

Thankfully, through the skill of the Air Force commandos sent to Abydos and the aid of the Abydonians, we were able to defeat Ra's forces. The Supreme System Lord himself was vaporized when Colonel O'Neill managed to transport the warhead to Ra's mothership. After the mission, I stayed behind on Abydos to help the people there, and married Sha're, the chieftain's daughter. O'Neill and the rest of the team returned to Earth, and the Stargate program was suspended by the government both in the belief that the threat had been eliminated and for fear of encountering other hostile aliens.

You were given the job despite your whacky ideas, not because of them.

- O'Neill

The idea may have been whacky, but it turned out to be true! -Jackson

We didn't know it at the time.

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APOPHIS AND THE REDISCOVERY OF THE STARGATE

The Stargate was then placed under close guard in Cheyenne Mountain and mostly forgotten for a time. It might have remained that way for decades more, had another System Lord not visited Earth.

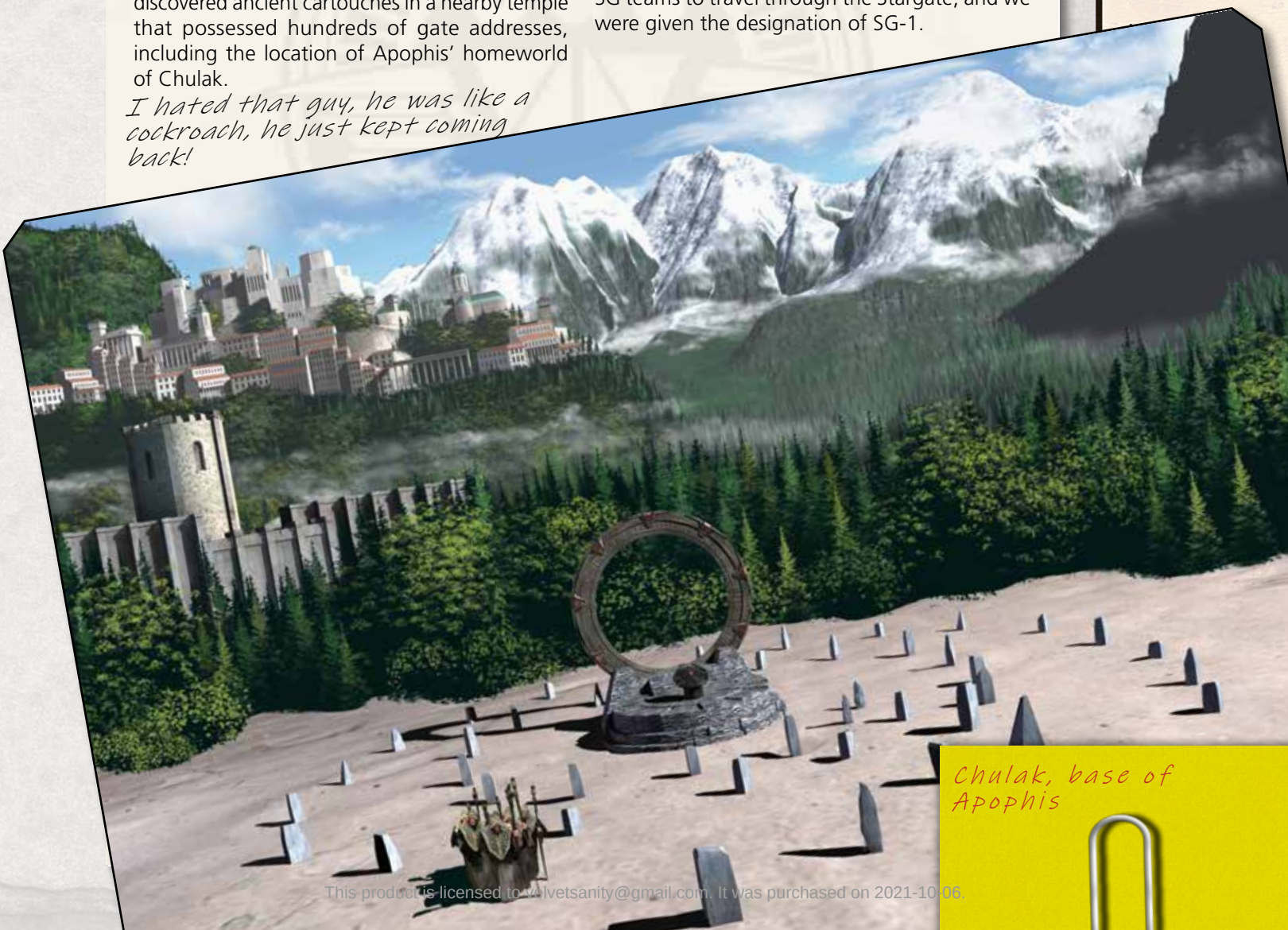
Since Ra's death, a System Lord named Apophis had already subjugated several System Lords under his banner with the goal of one day becoming the new Supreme System Lord. His raid through our Stargate was driven back, but not before he killed several airmen guarding the gate and causing significant damage. It was only then that we realized Ra was not unique in the galaxy and the last of his kind as we had believed.

As the US government quickly worked to deal with this threat, a decision was made by General Hammond to reactivate Colonel O'Neill and to send an exploratory team to discover who it was that had attacked. Only being able to activate the address to Abydos, O'Neill made contact with me through the gate, and we met up once more on Abydos. In the intervening period, I had discovered ancient cartouches in a nearby temple that possessed hundreds of gate addresses, including the location of Apophis' homeworld of Chulak.

I hated that guy, he was like a cockroach, he just kept coming back!

With the aid of Major Carter, we were able to discover that the reason we were unable to dial other Stargates was due to stellar drift, and from there, we were able to once again dial other worlds. During the mission, we made contact with Teal'c, who was then serving as First Prime of Apophis, and convinced him to help us. To the Goa'uld the inhabitants of Earth are known as the Tau'ri, a name which has stayed with us and is how the Free Jaffa and Tok'ra continue to address us.

Thanks to Teal'c defecting, a decision that he made at great personal cost to himself, we were able to gain an invaluable source of information about the threat we were facing as well as insight into the state of galactic politics. From that point Stargate Command was established as a secret program under the management of the United States Air Force. Funding was increased to allow us to create new teams to explore the galaxy with the hope that we could bring technology back to help defend Earth from the threat of the System Lords. Colonel O'Neill, Major Carter, Teal'c, and I became the founding members of the first of the SG teams to travel through the Stargate, and we were given the designation of SG-1.



Chulak, base of Apophis

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These giant pyramid-like ships are capable of interstellar flight, boasting powerful energy weapons that can bombard the surface of a planet, and carry smaller fighter-like attack craft that bear the charming name of "Death-Gliders." Luckily, we have begun to form a pretty strong relationship with the Asgard, even if we haven't matured enough yet as a species to be considered on the same level as their relationship with the Ancients.

MAJOR EVENTS SINCE INCEPTION OF STARGATE COMMAND

Although you will soon have access to the top-secret files relating to our missions through the Stargate, several key events will help explain the status of our conflict with the Goa'uld and the creation of the off-world newly proposed site. I have attached the relevant documents, but I will explain some of the more critical events briefly.

Our conflict with Apophis lasted for over five years as we struggled to gain any advantage over him. He possessed a fleet of ships and a massive army, but fortunately, we were more of an afterthought to him compared to the threat he faced from other System Lords. Over those five years, we managed to not only defeat Apophis twice, but we were also able to stop him after System Lord Sokar's demise when he annexed his army. Apophis finally met his end, and his forces were acquired by the other System Lords in the galaxy. We also faced other enemies and survived, such as Replicators - tiny machines whose only imperative is to replicate and spread themselves across the galaxy.

•First Contact: The Asgard

On a mission to P3X-974 we discovered evidence that the beings from Norse mythology on Earth were also a race of aliens who had visited Earth in its past, albeit benevolently. We mistakenly destroyed the protective device they had left on P3X-974, known as Cimmeria to its inhabitants, after it tried to kill Teal'c, but by solving the tests located in a nearby cave we were able to make contact with the Asgard. They have proven themselves to be one of our most trustworthy allies, and they possess technology far eclipsing that of the Goa'uld themselves. Unfortunately, the Asgard were unable to help us due to the limitations imposed on them by the Protected Planets Treaty, and the fact the Asgard were engaged in a conflict spanning their own galaxy with another threat that we would later encounter. Destruction of the protective device left Cimmeria vulnerable to Goa'uld invasion. However, after learning of an attack, the Asgard were still able to protect Cimmeria from the System Lord Heru'ur. Thor, the Supreme Commander of the Asgard fleet, returned with his flagship and destroyed three Goa'uld Ha'tak-class vessels.

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•The Tok'ra

Another key discovery: On an away mission Major Carter of SG-1 was possessed by a Goa'uld symbiote. However, we learned that this particular symbiote, Jolinar of Malkshur, was a member of a Goa'uld resistance movement against the System Lords. Known as the Tok'ra, or "Against Ra" in the Goa'uld language, they were engaged in covert operations and guerilla-style tactics against the System Lords. The Tok'ra possessed the same advanced technology but were limited by numbers and lack of a secure base, as well as the fact they were unwilling to endanger human lives as carelessly as the Goa'uld did. The Tok'ra have been one of our strongest allies, and Major Carter's father, Major General Jacob Carter, has gone on to serve as the host of the Tok'ra elder Selmak. Through Jacob Carter/Selmak's influence as an ambassador, we are able to gain additional intelligence about the Goa'uld and have received advanced warning of System Lord plots against Earth. Like the Asgard, our relationship with the Tok'ra has grown considerably. I think this is in large part due to Jacob and Selmak.

WHERE DOES THIS LEAVE US?

Some great triumphs and tragedies occurred over the years. We uncovered new technologies that would help us develop ships of our own. We learned new medical techniques that we have begun to filter back through covert channels to help the people of Earth. Thanks to discoveries of alien computers, we have advanced our technological level considerably, though we are careful with releasing these discoveries back to the public. Unfortunately, we have had some setbacks as well. We lost several valued members of the SGC, and Earth has nearly been destroyed more than once by black holes, alien infestations, plagues, and other events. The Stargate program offers both risks and rewards. We have to maintain Stargate Command to stay aware of the threats out in the galaxy. They are undoubtedly aware of us. We have a duty to help people suffering under these alien parasites posing as gods.

I can hardly believe Daniel's gone. I'm sure he's looking down on us from up there. - O'Neill

We don't know where the ascended go, but I doubt it is "up". I know what you mean though.

-Carter

ANUBIS

That brings us to where we are today. Although we have eliminated the threats posed to Earth by Ra, Apophis, Heru'ur, and other System Lords, we are still involved in conflict with the remaining System Lords. Our greatest shield is their internal strife, as it has prevented a coalition of Goa'uld from forming to destroy us. Though attempts to broker peace with the System Lords have been tried unsuccessfully over the years, we engage in a covert war wherever we encounter them. However, a new threat that eclipses the other System Lords has arisen which threatens the entire galaxy on a greater level than any we have known.

Centuries ago, a Goa'uld rose in power to threaten the System Lord empire. Known as Anubis, he was a threat so dangerous that Ra had to marshal the combined forces of the System Lords to defeat him. Now returned from exile, Anubis is more powerful than ever.

Anubis rebuilt his forces in secret, hiding from the other System Lords until he was ready to wage war on them. He sent his agents into the galaxy to manipulate others into serving his cause. Using the Goa'uld Osiris as his proxy, he was granted membership once more among the System Lords. Not only did he build a large fleet, but his ships also possess enhanced shields and weaponry that have allowed him to devastate his rivals, quickly gaining ground. In addition to his military conquests, the defection to his side of several Goa'uld such as Wepwawet and Osiris soon swelled his ranks to rival even the most powerful System Lords.

I don't know, is this section hyperbole?

I don't think so, he has the other System Lords running scared.

-Carter

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Subject: The Phoenix Site Founding

To: Colonel Jerry Harper

From: General P.K. Loyer

Colonel, nice to see an old warhorse like you got the job of overseeing the creation of the Phoenix Program. I've attached the organization document for the Phoenix Site along with this memo. As an Air Force officer, I am excited about this new endeavor and looking forward to the continued cooperation between Earth and its allies in our fight with the Goa'uld.

But as an officer in the United States Air Force, this document reads like gibberish to me, so as you go through it with a fine-toothed comb let me tell you what the intention is. Hopefully the boys in the drafting office are able to put these intentions to paper in a way everyone can understand it.

1] The Phoenix Site will serve as a combined forces military base for Earth and its allies. These being the Tok'ra, the free Jaffa, the Asgard, the Aturen, and others that we have discovered out there who wish to help us in our campaign against the System Lords of the Goa'uld.

2] The base will be run covertly, as security is of the utmost importance. To this end, we will utilize the tunnels beneath the base to expand the Phoenix Site as needed except for a small recreational outpost located nearby so that those stationed there have somewhere to R&R. This town will be camouflaged to appear as primitive as possible from aerial surveillance.

3] The base will be run under the command of the USAF, but the commander of the facility will have the discretion to appoint officers of foreign militaries such as the Tok'ra and Aturen to key positions.

4] We agree to share the resources discovered in our fight against the Goa'uld in exchange for a mutual and beneficial partnership with the new and emerging governments we encounter out in the galaxy.

5] We agree to share the risks of our conflict and will do our best to protect our allies, though we will also ensure that the protection of Earth is our first and utmost priority.

6] Disciplinary actions for service members at the Phoenix Site will be handled by the SGC, though we will allow the other governments (The Tok'ra, the Jaffa Council, etc.) to have a say. I know there will be those who will be bothered by us disciplining their people, but we are running this under the command of the SGC and will have the final say.

7] Due to recent technological discoveries at the location, we will keep some information about the Phoenix Site on a need to know basis. The base's commander will have discretion on who is informed about the base and the tunnel complex recently discovered far below it.

Maybe we need to update the operational procedures with this information?

-Rodriguez

I'll draft something when we get back from tomorrow's mission.

-Maste

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AUDIO LOG MISSION INCIDENT APRIL 16TH 2002

O'NEILL: "Is this recording? I don't want them to hear me talking to myself. OK, rolling? [Cough] This is Colonel Jack O'Neill of SG-1. We are currently performing advance recon of a site code-named Phoenix. After the original MALP survey and mapping of the surface by aerial drone we have been dispatched to assess the site's readiness to be used as a potential off-world base. We have encountered no hostiles, and a survey of a 50-kilometer radius out from the gate has revealed that the surface of this world is pleasant although with nothing out of the ordinary besides some boring ruins."

JACKSON: "Ruins aren't always boring, Jack!"

O'NEILL: "Not that kind of boring. Like I said, we have only done a preliminary survey of the surface, but so far we have encountered nothing. We descended into the tunnels beneath the primary ruins, and it looks like these tunnels were carved out by machines and are not a natural phenomenon. Carter would you say these ruins have a boring history?

CARTER: "That's accurate, sir, and they don't appear in danger of collapsing any time soon. Though I still can't figure out how they carved tunnels in this rock and had them survive all these years.

O'NEILL: "That will be a mystery for Major Griff and SG-2 to figure out when they get here. As far as wildlife is concerned, the area around the Stargate possesses plenty of birds and game, so we will leave it to the good doctor back at the SGC to determine if they're safe to eat. Although it appears Teal'c has already decided to test that. What is it that you're cooking over there Teal'c?"

TEAL'C: "Pa'tash. They are a form of wild vermin, O'Neill, and are very similar to a type of creature we have back on Chulak."

O'NEILL: "Ok, so you are pretty sure it's safe, but how does it taste?"

TEAL'C: "Much like your Earth squirrels."

O'NEILL: "I can live with that. Now, tell me about that incident you had earlier?"

TEAL'C: "The pa'tash appear to be prey for a predator similar to your Tau'ri mountain lions. They have dark grey fur and six talons on each foot. I have named them Rac'ta after a breed from Chulak."

O'NEILL: "Thank you Dr. Doolittle."

CARTER: "Colonel, come here a minute."

O'NEILL: "Yes, Major?"

CARTER: "I'm not certain, but I think these tunnels once had pieces of machinery embedded in the walls. I'm finding remains of crystals that we know the Ancients used for their power networks."

O'NEILL: "So this was once an Ancient base of some kind?"

CARTER: "From what I can tell, it was, though it looks like they pulled out shortly before they disappeared. Either that or something came in and ripped out all the technology while leaving the stone intact."

O'NEILL: "Tomb raiders raided the place before we could get here? Well, that's good."

CARTER: "I'm detecting low-level energy readings from deeper in the tunnel network. It is possible that there might be something left behind there."

O'NEILL: "Roger that, I'm going to end the log here and relay it back to Stargate Command. Let's move out, people."

JACKSON: "But Jack, if you could just give me a little more…"

O'NEILL: "We're on a schedule, you'll have to ask General Hammond for permission to come play in the boring ruins some other time.

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TRANSCRIPT OF TUNNEL EXCAVATION COMMUNICATION FROM THE TEXT MESSAGES BETWEEN DR. MICHAEL EMMEN AND DR. ROBERTA EMMEN

R Night shift report! The tunnels of Sector E are unsurprisingly dark. Found some shiny mica & might analyze a few samples later. One of my crew reported purring sounds in a side-tunnel. Probably another pa'tash nest--can your team check?

Day shift report. Tunnels are also unsurprisingly dark. Have a sad lack of shiny rocks & might steal some from the night crew. We opened the tunnel you marked and found no pa'tash. Hadra did confirm the sound. (I didn't hear it, but they have better hearing than me.) Maybe it comes from a neighboring tunnel? If so, that would be the first time pa'tash sounds carry like that. Creepy given the dark nature of the tunnels. **M**

R I'll share my shiny rocks if my loving twin backs my request with Gen. Loyer to stand down night-time work. I know the tunnels are dark day or night, but it's disrupting my crew's sleep cycle. Restful nights should be part of the perks of being a geologist--who examines rocks at night?

I spoke with Gen. Loyer on your crew's behalf. No go, sorry. Our orders stand to explore, clear, and excavate tunnels 24/day. To cite: "The alliance grows faster than a wild salmon, and I'm already down to bunk beds." We need more room.

Hadra heard your pa'tash again & this time, I did too, but found no trace of it. Your turn to play catch? **M**

Did anyone ever figure out what that purring noise was?
-Rodriguez

R Encountered the purr again and no longer think it's a pa'tash. It's too even. Maybe it's a different species? I've requested a Marine escort until first contact. We don't need a repeat of the last time we engaged the local fauna.

Hurrah for Marines! I'm not sure it's fauna though. Your comment about the purr being too even got me thinking; perhaps it might be a machine? If so, that makes me much more nervous than wildlife. No telling what the previous inhabitants left behind. Can we seal the tunnel? **M**

R Negative on sealing the tunnel. Like the General said: we're down to bunk beds. Plus, we're more than halfway done clearing Sector E. Can we bypass manually clearing tunnels all together and use the Tok'ra tunneling crystals?

Also negative. I don't want to risk a reaction between our phantom machine and the tunnel crystals. Stick with Marines and cross fingers for a hibernating creature? **M**

R Alright then. Marines and prayers sound like a winning combination to me. Continuing tunnel exploration in Sector E.

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Subject: The Phoenix Alliance

To: Congressman Layton, Chairman of the Committee of Interplanetary Affairs

From: Colonel Jack O'Neill

Good afternoon, Congressman, this is Colonel Jack O'Neill. I'm the commander of the first operational team, SG-1, and I've been with the Stargate program since 1994. I have been asked by General Hammond to respond to your questions about operating a unified base out in space.

From what I've heard, you are hesitant to merge the leadership of the Phoenix Site with our allies. You would prefer we keep the base strictly in the hands of the United States Air Force and that it be garrisoned solely by our forces. I can understand that; if you had told me fifteen years ago that I might be sleeping in a bunk next to a 300-pound lizard who recently taught me how to use sign language to sign my name, I would have politely requested for a psych eval for the both of us! But I do not think you understand what we are dealing with out there.

We are trying to coordinate a battle strategy greater than the entirety of World War II on a galactic scale. We aren't talking about securing a field across the horizon or a town in Sicily. We are trying to secure space lanes through the Horsehead nebula. It is our duty to liberate the inhabitants of Fishika from their oppressive alien overlord. We're working with allies who treat us like kids who got promoted from the kiddie table, and we do it while facing one crisis after another.

For us to coordinate among our allies better, we need to remain in touch with them. We can't just send messages through the Stargate and wait slowly for their response. We can't leave people, ours and theirs, stranded out in the galaxy. By consolidating our resources, we're able to plan our strategies better, share our resources more efficiently, and build common ground between us. That lizard fellow I mentioned earlier? He's surprisingly polite, and his wife insists the whole team come to dinner next week.

The Phoenix Site is an essential link in the chains of diplomacy, strategy, and manpower. If working with our allies means we appoint a Tok'ra to head our codebreakers or entrust an Aturen with the safety of crops, then I'm all for it. By putting their forces and ours together under one chain of command, we guarantee a stronger alliance. If we send them home and shut our doors, then we tell the galaxy that Earth is that crazy neighbor who doesn't like kids playing in their yard. And if we alienate our strongest allies in the war with the System Lords, we would only have ourselves to blame.

Before you decide, come visit the Phoenix Site personally. I promise you the food will be served by good old fashioned USAF cooks, though from experience, that's not always a guarantee it's better than what a giant lizard serves.

Colonel Jack O'Neill, SG-1

To add to what Colonel O'Neill said: The Phoenix Alliance is the first of its kind to fight the Goa'uld. It is a big step forward in Galactic affairs. We are joining Humans, Tok'ra, Jaffa, Aturen, Asgard, Unas, and anyone-else who wants freedom from the Goa'uld. We need to make this work people!
-Rodriguez

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PROPOSED PHOENIX-1 TEAM

To: Secretary Danvers

I have been tasked with assembling this briefing packet for the Joint Chiefs and for the operational commanders of Stargate Command and Phoenix Site. I am Colonel Jack O'Neill and I have served as the leader of SG-1 since its inception. Over the years I have overseen covert operations for our team and have been somewhat involved with Earth's conflict with the System Lords. In that time I have been engaged in firefights with Jaffa warriors, visited strange new worlds and met with their leaders, and have even had my body taken over by a race of sentient bacteria and was once turned into an old man. This may appear strange to read but I assure you these things have happened and I have consistently passed all required medical and psychiatric evaluations.

Why is a senior officer in the USAF mentioning these strange things? Because I need to impress upon you the sheer amount of strange and bizarre circumstances that can happen while venturing across the galaxy. It may sound like I am quoting episodes from an old science fiction show, but these things genuinely happen on a regular basis. Since taking over command of SG-1, I have seen magnificent sights across the galaxy and met beings that are hard to describe. I have had my matter rearranged by alien teleporters and I was once trapped in a time loop that made me relive the same day over and over again for months on end. These sound crazy, and I know that several field reports we have sent in are often scrutinized and reviewed heavily for content because they are much different than the field reports I used to send in when I was just a commando for the Air Force. And yet, as many of you have seen, these reports are accurate.

All of these strange circumstances is why choosing the flagship team for Phoenix Site is important. They are going to be operating away from Earth for an extended period of time and have to rely upon Phoenix Site as not only their home base but as their primary point of contact with Earth. I like to think we have chosen the best of the best to fill out our teams, but for Phoenix Site we have to do even better than that. When you consider that the makeup of these teams is going to be much broader than what we have worked with before, and we will have to be even more deliberate and careful with who we choose to head up these teams. The Phoenix teams are going to have members not just from Earth but from many of the worlds that have joined our alliance, and we need to be sure they can work well together as well as following the SGC's orders. This will be difficult, as I would expect many of these new recruits to place the loyalty to their home planets above loyalty to the SGC, but just as a joint mission between the US and Russian militaries can be accomplished, I'm confident that the same can be done with Phoenix Site. Already we have seen the benefits of cooperation with the Tok'ra, the Free Jaffa, and others. Now we have the opportunity to put our best heads together and really take the fight to the Goa'uld like never before!

After reviewing the personnel files given to me by my counterpart over at Phoenix Site, I am ready to make my recommendations for who should be on Phoenix-1. I have not had the chance to get a beer or go fishing with most of them, but from what I can tell they are the best candidates for following Phoenix Site's mission and representing the best of who the galaxy has to offer.

•Captain Selena Rodriguez

Air Force Captain and Phoenix-1 Team Leader

Captain Rodriguez is one of the finest officers trained by the armed forces. She was instrumental in keeping Thor's spaceship safe from being discovered when it crashed down on Earth, and while she is young she has shown a level of capability and experience that outshines many other applicants we considered for the position. When General Hammond told me he was bringing her into the SGC, I knew she would one day be leading her own team, and I concur with his decision. She has near perfect scores in nearly every category including marksmanship, leadership skills, and tactical experience, but what really clinched making her the leader of Phoenix-1 is the fact that she is able to coordinate well with those under her command. In protecting Thor's ship from being discovered she had to work with Navy commanders, CIA operatives, NID operatives, and more, and instead of letting them run roughshod over her, she stood by her decisions. When it came to training exercises Generals Hammond and Loyer devised for testing a candidate's compatibility for the position she was able to work just as well with coordinating between Tok'ra advisors, Free Jaffa leaders, and Aturen representatives. Her capacity to lead in circumstances like this means she will be able to handle the worst the System Lords will throw at her.

I thought it was customery for a team leader to choose their own team?

Normally yes, but when the the leader of SG-1 gives me advice I take it.

Plus, we make a great team!

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•A'tir

Free Jaffa Warrior

A'tir is, in many ways, similar to Teal'c. He was once loyal to his god and served him obediently. But A'tir started to see the same flaws within the Goa'uld that Teal'c did. Where he once believed unconditionally that the Goa'uld were divine beings, he slowly started to see that they were just oppressive overlords who cared little for his people. This came to a head when his Goa'uld master ordered the destruction of his clan for failing to display complete obedience to him. A'tir did his best to save his people and thanks to SG-1 and 11 we were able to evacuate as many of his family as we could, but in the end he saw everything his people had worked for destroyed because the Goa'uld only *nearly* had complete obedience and not total obedience. I really do think that was the moment that separated A'tir from the System Lords forever. Now we get one of the best soldiers that the Goa'uld ever trained working for us, and the things he saw as a Jaffa warrior have helped bring us intelligence on not just the Goa'uld but several worlds they have conquered. A'tir is a bit of a poet, and it almost seems like he would have fit in well with the samurai or Vikings back on Earth. He is a deeply passionate person and while this may lead him to stick stubbornly to a decision he has already made, this can be an invaluable asset in the field. He has already shown he is a capable leader, and his ability to size up tactical situations and his skill as a soldier make him a good choice for the team.

•Lanni

Kelownan Scientist and Archaeologist

Lanni is unique in that she is the first Langaran to leave her world since Jonas Quinn. She was researching Kelowna's world's Stargate when her world's nations had begun warring among themselves, and she used her knowledge of the Stargate to escape the impending destruction of the temple she was in. Being able to properly dial another world is a feat unto itself, but what impressed me the most was her record before that incident. She was a low-level researcher assigned to the project and she was unconcerned with trying to learn more about the Stargate to advance her own position. To her, she was happy exploring the mystery that lay before her and focused her efforts on that and not just trying to get a promotion. She was also able to survive on another world and even finding a way to another world that had an SGC offworld base on it, which few others have been able to do since then. From my experience, having an asset on hand who is more focused on the job at hand than the political ramifications behind their actions can be incredibly useful and her ability to solve mysteries means she will be an enormous benefit to Phoenix-1. There are some concerns about where her loyalties may lie, since the SGC's relationship with Langara has always been difficult, but I feel that she will show that her true loyalties are to her teammates and towards accomplishing the mission at hand.



Phoenix-1(From left): A'tir, Bervel, Lanni, Kulera, Maste/Bythal, Oringo, Capt. S. Rodriguez

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•Oringo

Unas Guerilla Leader

I will save the moment when I decided Oringo should be assigned to Phoenix-1 until the end of this summary, but Oringo is a leader who has dedicated his life towards liberating his people from oppression across the galaxy. Through his efforts he has liberated several planets and crippled slaver operations on numerous other worlds. His cleverness is not to be underestimated, and I know that some would look at the Unas and not believe him to be anything more than a warrior, but Oringo possesses enormous patience and subtlety that make him well suited for reconnaissance and stealth missions. Oringo is a deadly opponent, capable of eliminating strategic targets and then extracting himself from the vicinity. But the moment that cemented him in my mind as being a member of Phoenix-1? Despite his enormous size and appearance, he can make himself almost invisible and so incredibly stealthy that you would not even know a being of his size was there. I was minding myself in an empty plain while visiting Phoenix Site and the next thing I know, this tall being of scales and horns slowly stood up from the ground next to me. In all my years as an airman, I would not have expected to have someone get the drop on me in an empty field, and yet he did. That is why he is useful to Phoenix-1. If he can outsmart our best men, think of how effective he will be against the Goa'uld.

•Kulera

Aturen Field Medic

Kulera is as hard headed as anyone I have ever met, and is likely to question orders she receives if they run the risk of collateral damage. She is a pacifist, and prefers to stun her opponents rather than kill them. She is always offering her viewpoint on things, and rarely will she keep her opinion to herself. I know that General Hammond was wondering why I would recommend her to the position of Phoenix-1, but then I reminded him of two very important things about her. One, she is a skilled medic who I once saw perform surgery in the middle of a combat zone in order to save the life of a fallen soldier despite the level of fire she was under, and two, I have come to realize how much of an asset it is to have someone on hand that will point out there can always be a better way. This perspective will lead the team to always look for a better solution, which benefitted SG-1 on more than one occasion. In honor of Daniel Jackson, I think that she would fulfill the same role for her team as he did for mine.

•Bervel

Tollan Engineer and Operative

Bervel's technical mastery is well known and I know that the SGC wanted to transfer him back planet side so that his skills could be used to benefit our own researchers, but Bervel refused the opportunity to do so. One of the few survivors of the Tollan homeworld, he was forced to watch as Anubis destroyed his planet and shot down the ships trying to ferry survivors out of there. This has filled him with the burning desire to seek revenge against the Goa'uld and he feels that his skills are best used out in the galaxy rather than being stuck on Earth. Although his skills are handicapped by the fact that Tollan science was so advanced it is not practical to use it for our own needs, he is still a brilliant engineer who is able to adapt quickly and repair equipment that other engineers would deem inoperable. While he is vain and arrogant, and constantly talking about how he is forced to work with inferior equipment, the Tollan has proven his worth repeatedly since his rescue from Tollana. I think a few years of serving on Phoenix-1 will do much to temper his anger and attitude, and even if it fails to do so, his worth as an engineer more than makes up for his attitude. We may have lost the Tollans as the allies they were, but there are few more dedicated in the fight against the Goa'uld than the survivors of their planet.

•Bythal/Maste

Tok'ra Operative

Bythal and Maste are two of the best operatives we could recruit for Phoenix-1, and the best part is they all come in one convenient package. As a Tok'ra, they serve as a liason with their intelligence operatives and can help provide us with information on the Goa'uld we would normally not have access to. Bythal is a former priestess of her people and lived a life dedicated towards helping keep her tribe safe. After merging with Maste, she has gained the benefits of all of the symbiote's years of experience. She was already an accomplished diplomat on her world before her becoming a Tok'ra, and now both of their skills as orators and politicians will be invaluable for having to take part in negotiations with other civilizations. I know that Maste's loyalties will always be to the Tok'ra, but from what we have seen they will always do their best to protect others and to keep the galaxy safe from the System Lords. I cannot say what will happen if Maste is forced to choose between following orders from Earth and what the Tok'ra tell them, but until that day comes the benefits of having Bythal and Maste on Phoenix-1 outweigh the cons.

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TRANSCRIPT: WELCOME BRIEFING

Speaker: General P.K. Loyer

Welcome to the SGC Phoenix Site. I am General P.K. Loyer, and you either graduated top of your class or got into a hole so deep the only way out is a tour of duty on the other side of the Milky Way. I'll be frank: do good work, and I don't care how you started. Now, I'm busy, so walk with me. As for the non-Tauri, welcome to the Phoenix Site, this alliance is critical to our survival, and I look forward to your participation.

The exact location of the Phoenix Site is a secret. You'll get the gate coordinates and a remote access device along with your IDC, if you go off-world on a mission, but we won't tell you our galactic coordinates. Now you might be clever enough to figure it out if you go looking for it--so don't go looking. The Goa'uld don't know where we are, and our primary protection lies in keeping it that way. Our secondary defense is the iris and the finest Marines the USMC has to offer. Major Bell, our Head of Security, will bring you up to speed on our security protocols.

I greet new arrivals personally because it's important we understand each other. Rank being what it is, that means you need to understand me. Don't take offense, but I don't care about your past. A good record is a bonus, but not a prerequisite for serving under me. If your record is less than stellar: bygones. You get a clean slate here. Now, I do care about your present and your future. If you're injured or overworked, I want you to take time off. If you envision yourself as a lead engineer, linguist, or commanding officer five years from now--get yourself working towards that. You're putting your life on the line every time you step through that Gate, and I need you to bring your A-game. Follow orders, take care of your team members, and the USAF will take care of you.

We've arrived at my office. However, you can find me in the gate control room most of the time. If I'm in my office, I'm either doing paperwork or in a briefing with my superiors. I leave it to your best judgment if you're safe interrupting either of those. Now, report to your assigned CO for duty.

TRANSCRIPT: WELCOME SPEECH

Speaker: Danos(S) / Heim(H)

[Transcriber's Note: If there is anyone responding to Heim in this recording, the system can't hear them.]

Ah, a new face and a new friend! Welcome to the Phoenix Site. How was your journey through the Gate? You look a little queasy, but not to worry: you'll find gate travel from this end a bit smoother. The secret's in the wrist, you know. Ha! A Tau'ri joke. It's technical, but that's what those cables do, don't touch.

I completely forgot to introduce myself. My name is Heim, and I'm your gate operator. My symbiote, Danos, doesn't talk much. He is more interested in gate tech. Between us, I think the old worm spends most of his time sleeping.

Tell me a bit about yourself. How many tours is this for you? Any friends and family to register? All letters home go through a rigorous screening process, courtesy of Major Bell, Head of Security. Come to me if he gives you any trouble. You can travel home on extended leave. Not to worry though, you won't get bored! Haven provides all the entertainment one needs.

You won't need to be in the gate room much. Harriman at the SGC may be lax, but we keep our gate room clear. I prefer people not to get in the way. Time to see the Phoenix Site, let's get you a grand tour.

Oh! That's the dialing computer - do not under any circumstances touch the computer! I don't want you accidentally upsetting it. The only people laying hands on those controls are my team, or Sergeant Harriman... or Major Carter if it needs an update from the SGC.

Follow me to my favorite place in the compound: the mess hall. Chef makes a mean roast. Just don't ask about the secret ingredient. He also does excellent desserts if you have a sweet tooth. The man is a wizard with caramelized soda pop. Anyway, let me tell you all about...

[Transcriber's Note: The sound is too low to hear except for the occasional random sentence regarding various galactic cuisines.]

We need to add a "welcome" message to this document. I've had a couple of audio logs transcribed for you to look at for inspiration.

He's so much nicer in person than writing.

Heim speaks. Danos writes. Usually.

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PHOENIX SITE: OPERATIONAL PROCEDURES

MISSION STATEMENT

by General P.K. Loyer

The SGC was founded for the purpose of finding technology and allies for the fight against the Goa'uld. Our mission at Phoenix Site remains the same. The Phoenix Site serves as home base for an Alliance comprising Tau'ri, Tok'ra, rebel Jaffa, and Aturen. While not officially a member of the alliance, the remnant of the Tollan have also lent support to the Phoenix Site, as have our brave Unas allies. All of us want the same thing: to end the Goa'uld threat before they enslave the entire galaxy.

I believe the rising tide lifts all ships--if we are stronger against the Goa'uld, our allies are stronger. Some of our partners lack our resources, however, and thus we find our scope broadened to include rehousing people and preserving cultural artifacts. Our primary teams operate like traditional SGC teams: they visit unknown planets to search for more allies, or tech powerful enough to disable a Ha'tak. These groups consist mostly of USAF personnel, with the support from the USMC. We also run secondary teams, focused on lending aid and preserving cultures the Goa'uld would destroy. They are always led by a USAF officer, and consist mainly of civilian consultants and alliance members. The denotation "primary" or "secondary" holds no indication of rank or importance, but rather whether or not we send a team into a hot zone. We try to send secondary teams to locations marked as clear, either after a visit from a primary team or based on intel about Goa'uld activity. It's not always safe, the galaxy is a dangerous place, but that's the job.

SUMMARIZED RULES OF CONDUCT

by Capt. Rodriguez

Phoenix Site receives funding from the US government and serves as part of the Stargate program. However, the Tok'ra, Jaffa, and Aturen do not fall under US laws or USAF regulations. We could employ them as civilian contractors, but SG-1 has a prime example of a civilian skirting USAF rules with no risk of a court martial. So for the alliance, command drew up a lengthy document outlining rules for all Phoenix personnel. You can read the entire report if you want, but it's rather lengthy and time consuming. As I've guided my team through it several times now, General Loyer asked me to write an introduction for new personnel.

1) If you're an enlisted Tau'ri, you are still beholden to USAF rules. Consider these new rules an added bonus. The same goes for Tau'ri civilians--you are obligated to obey the laws of your government.

2) The ends do not justify the means. The Phoenix Site does not make deals with eugenicists, slavers, or supremacists. We do not take advantage of people weaker than ourselves, nor do we abandon them to their fate. We do this because it's right. If that's not good enough for you, consider this: we are the face of the Phoenix Alliance, the first the galaxy sees of us, and we don't want people thinking we're as bad as the Goa'uld. Part of our mission is to "make friends," so BE FRIENDLY.

3a) If you're not part of the USAF, either because you're a civilian or not Tau'ri, we have a physical/combat-readiness test before you can enter fieldwork. It's the same one Dr. Jackson passed before working with SG-1, so it doesn't require extensive military experience. Phoenix Site provides training if you fail the test and want to try again.

3b) Individuals from non-alliance members are eligible to join Phoenix teams on a case-by-case basis. The same physical and combat tests apply if you want to join a field team.

4) You can be considered for a Second in Command position if you are 1) a USAF officer or 2) a member of an alliance species. Other Tau'ri, non-Tau'ri humans, and members of other species are not eligible. Apologies to our Marines--we tried, but you know how bureaucracy is between branches, you'll need to transfer.

We've had some complaints from the Tok'ra about the physical test. Should we remind everyone that the Tok'ra council agreed to it graciously? Also, if the rebel Jaffa endure it without complaint, then surely it is not beneath any of us, yes?

Of course the Jaffa aren't complaining. They finish all our courses in a minute flat!

-O'Neill

Indeed. - T

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ON SECURITY

by Major Jared Bell

The security measures for the Phoenix Site are as follows:

The entrance from Haven to the Phoenix Site complex is outfitted with hand scanners. A security force of Tau'ri armed with P90s and/or Jaffa armed with Ma'Toks stand guard in layered shifts. Only Phoenix Site personnel and Unas guards are granted entry without written pre-authorization.

The gateroom is equipped with Tok'ra technology, to detect symbiotes and Kara'kesh. Anyone carrying an unregistered symbiote or Kara'kesh is to be detained.

All team members must undergo a medical evaluation after returning from a mission. Anyone exhibiting abnormal symptoms or behavior is subject to observation and/or quarantine.

All doors inside the Phoenix base are equipped with key cards. Members are assigned key cards based on their security clearance. Do not permit anyone to enter on your swipe, each member must swipe their own assigned key card.

Well, that was succinct.

All I can say is, I think Walter would be offended.

-O'Neill

GATE DIALING PROCEDURES

by Head Gate Operator Heim(H) / Danos(S)

This planet came with a perfectly serviceable DHD. Yet the Tau'ri insisted on removing it in favor of their dialing computer. This, they say, allows them to better synchronize records between Phoenix Site and SGC on Earth. Master Sergeant Harriman trained me in the use of this computer, and the original programmer, Major Carter, also instructed me on its nuances. This was very kind of both of them, yet I cannot emphasize enough how foolish it is to use a dialing computer when the Phoenix Site has access to a DHD. The Tau'ri nonetheless continue to do it this way, despite protestations of the Jaffa and Tok'ra. They are a most stubborn species.

I have, luckily, ensured that this planet's native DHD is hooked into the dialing computer. It stands ready to serve as a back-up in the event of a computer failure, which I find likely given their limited technology. I am also working with DHD expert Onesh, and a team of Tau'ri computer programmers to study the DHD that came with our repurposed gate. I intend to add its superior safety procedures into their existing code. Perhaps this might prevent outgoing teams from accidentally traveling through a star, or get stuck mid-gate.

Can you tone down Heim's section a bit? I know he's passionate about the topic, but let's not go terrifying all the fresh recruits.

-Rodriguez

He will be furious, but yes, I can do that.

-Maste

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PHOENIX SITE PERSONNEL

by Capt. Rodriguez

You will find three types of personnel stationed at the Phoenix Site:

#1. US Military. Owing to the nature of the Stargate program, most US military are members of the USAF, but members of all Department of Defense branches serve at Phoenix Site. They have completed military training, such as standard basic training, ROTC or academy training like West Point.

While at Phoenix Site, members of the US military are subject to all USAF conduct regulations.

#2. Foreign Military. The Phoenix Site is home to allied military organizations. While members may be from Earth nations, such as the UK Ministry of Defense, most are allied military forces from other planets such as the Tok'ra and the Aturen.

Members of foreign military follow Phoenix Site regulations while on duty. Violations are addressed by your inter-government agreement.

#3. Contractors. This serves as a catch-all for anyone who isn't a member of a military. This includes former and retired military personnel, displaced persons, and researchers. Technically, the Unas and Free Jaffa fall into this category.

Most aspects of service, including obligations and remunerations, are handled via contract. Most contracts are boilerplate, although those with exceptional skills have leverage to negotiate.

Contractors are expected to follow USAF regulations while on duty.

•Clearance

Everyone serving at Phoenix Site has top secret clearance or equivalent. Given the needs, General Loyer has secured interim clearance for key contractors—especially those on teams.

•Contractor Status

Transfer of military hardware, defense services and technical data is governed by the International Traffic in Arms Regulations (ITAR, or "the eye-tar"). Any transfer of ITAR subject matter is handled by them to ensure sensitive military information and material doesn't fall into enemy.

The Air Force requires foreign parties to comply with these requirements. US contractors are more likely to be given sensitive information. However, the exigencies of the Stargate program means the US government grants short-term exceptions to these requirements—especially when alien technology is involved.

Rabanni was talking about E7 and her rank. Is this list accurate? - Maste

Far from it, we need to add the new arrivals and update everyone's rank. - Rodriguez

PERSONNEL LIST

Name	Assoc.	Rank
Loyer, P.K.	Tau'ri	Maj Gen
Ross	Tau'ri	Maj
Bell, Jared	Tau'ri	Maj
Rodriguez, Selena	Tau'ri	Cap Phoenix-1
A'tir	Jaffa	Phoenix-1
Bervel	Tollan	Phoenix-1
Kulera	Aturen	Phoenix-1
Lanni	Kelownan	Phoenix-1
Maste (S) / Bythal (H)	Tok'ra	Phoenix-1
Oringo	Unas	Phoenix-1
A'bebe	Jaffa	HOME
Kelley, Ashlee	Tau'ri	Ambassador
Tolii	Tok'ra	Councillor
Ry'anna	Jaffa	Councillor
Hatana	Aturen	Councillor
Ratok	Unas	Councilor (Unofficial)
Danos (S) / Heim (H)	Tok'ra	Gate Operator
Kailee	Aturen (Tydel)	Malp Operator
Abara, Natisha	Tau'ri	Doctor
Sonequa	Aturen	Linguist
Emmen, Michael	Tau'ri	Doctor
Emmen, Roberta	Tau'ri	Doctor
Onesh	Tok'ra	Lead DHD Researcher
Rabanni	Tau'ri	SSgt
Aronow	Tau'ri	Amn
Guggenheim	Tau'ri	SSgt
Jil, Choi	Tau'ri	Doctor
Gebara	Ohne	Scientist
Idun	Asgard	Scientist
Muta	Unas	Scout
Nephele	Argosian	Trader
Orion/Kallos	Tok'ra	Ambassador
Saha'le	Jaffa	Rebellion Leader
Tadaaki	Ankaran	—
Tiana	Nox	—
Lotoda	Human	HOME
Henare	Tau'ri	HOME
Palila	Tollan	HOME

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HAVEN (AKA FONDUE)

By General P.K. Loyer

Phoenix Site's recruits have settled into the base, as has our topside support town of Haven. The world we're on seems primed for human habitation, but we've not encountered any locals yet. Although it is possible they live further away from the Stargate, we've seen no evidence. The topside ruins might indicate some sort of calamity, possibly concurring with the underground tunnels being abandoned. Investigating the history of the site is currently a low priority.

The location has breathable air, drinkable water, and flora and fauna fit for consumption. Whoever lived here before did not leave an encyclopedia, so Dr. Abara is naming everything in Latin. The troops make up names based on Earth-terminology. An apple-peach is soft like a peach and tastes like an apple. Ambassador Kelley is trying to befriend a goat-dog. The only creatures that came with a name are the tunnel-dwelling pa'tash, which both the Jaffa and Aturen recognize as vermin found on several other planets. They usually live near Stargates, and the Tok'ra believe they "travel" as their young seek out bags, boxes and other containers for warmth. We're checking all outbound transports, so we don't accidentally export an invasive species.

The planetary body has a ring system much like Saturn, formed of debris, dust, and ice, and they produce meteor showers more nights than not. The rocks burn up as they enter the atmosphere, creating what the troops are calling "Haven fireworks." None of the rocks are big enough to produce an extinction event, but Dr. Abara identified several large enough to pose a problem if they impact near the base. The Tok'ra are lending us a Tel'tak to break them up.

I've pulled some reports from the declassified server to use here. They'll need some rewording as they're mostly correspondence currently, but I think this covers what we need to tell the recruits about Haven.

- Rodriguez

HAVEN'S PURPOSE

by Ambassador Kelley

The Phoenix base sits underground, as sensible security would warrant. Visitors from the Cheyenne complex might recognize many of its features: Stargate, control room, medical facilities, science laboratories, research libraries, barracks, and offices for Commanding Officers to catch up on paperwork. The main difference lies in this: Phoenix Site personnel cannot go home at the end of the day. Between the customary SGC exploits and members of the Phoenix Alliance traveling in and out, our gate is rarely available to simply send people back to Earth. We do so in batches, usually around the holidays, but the time and energy to send a smaller group of soldiers back is simply not something we can afford. However, Phoenix Site is not a combat zone either. Personnel are afforded normal working rotations and leave. This is where Haven comes in, to accommodate for the simple truth that people cannot live in an underground military complex 24/7 without eventually suffering for it.

Haven sits topside, a short walk from where the base tunnels reach the surface. Its original purpose was to provide Phoenix Site personnel with time spent in sunlight and fresh air. As the Alliance grows, however, so does Haven. What was first a tent city sheltered from the worst elements by standing ruins, is now a vibrant town. The Tok'ra brought their technology, coaxing buildings from stone and crystal, while the Aturen sculpted existing vines and brambles into hut-like structures. Unas move in between, erecting their own tents against old walls. Ancient buildings outfitted with new metal roofs testify to our Tau'ri efforts. The Jaffa keep mostly to themselves on the outskirts of town, building new homes from repurposed rubble. The recent relocation efforts by HOME have accelerated Haven's growth, with various settlers adding their own customs and architecture. The result is fusion and, in my opinion, beautiful. Above all other descriptors I could give Haven, the word that comes to mind is alive. It grows and changes right before our eyes.

A vegetable and fruit garden grows just outside Haven. This area deliberately sits between Haven and the entrance to the base, to deter the town from expanding in this direction. General Loyer made it very clear he doesn't want Haven right on his doorstep, to contain any breaches from the Stargate into Haven and vice versa. I wholeheartedly agree with this assessment. Hence the orchard, though as the population's needs grow we'll soon need to add a second. It provides fresh produce for both Haven and the

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base. This lets Chef supplement the staples such as rice, pasta, and canned products without the need for continual food transports from Earth. As I said earlier: Gate access is at a premium here.

On a closing note, no description of Haven would be complete without its unofficial name: Fondue. I grew up in army towns, and fondly remember names such as "Blue Star," "Dog Pile," and one I cannot repeat in an official document. I am not sure where Haven gained the Fondue nickname, but it stuck. In all earnestness, it suits us.

What is fondue?

It's a Tau'ri melted cheese dish served to an entire table and eaten by everyone. You use little forks to dip things in it, like vegetables and bread.

Cheese?

Now I know you're just messing with me.

Subject: USAF Regulations In Haven

To: General P.K. Loyer, Major Jared Bell

From: Ambassador Kelley

No doubt, both of you have noticed the daily, ever-growing pile of write-ups for various infractions of USAF regulations in Haven. Write-ups that I then need to smooth over with various offended parties. Frankly, if you'll allow me to be completely honest, we cannot run Haven as we would an army town on Earth. We have four species in this Alliance, and Haven holds even more species, once you factor in the Unas and HOME settlers. While we are all agreed on the basics of civilization--thou shalt not kill and all that--we can't expect them to fully adhere to Tau'ri mores. We certainly cannot hold them to the rules and regulations of an army they never signed up for, under a government that is not theirs. One of these days, it will cause a galactic diplomatic incident.

Now, I know I can't be the only one vexed by this, because one of you needs to write all these infraction reports, and the other of you has to review them. I have written a request for oversight to suspend USAF regulations on non-Tau'ri citizens of Haven. It's very polite and very lengthy, and a copy waits on both your desks. Please read it, get back to me if you have any concerns, and consider adding your positive recommendation to it. Thank you.

To: Major Bell

From: General P.K. Loyer

The ambassador beat me to it, but she's not wrong. I need your attention here on base, rather than in Haven. I also trust the ambassador to keep the base safe as she navigates these intergalactic diplomatic incidents. I am adding a letter to oversight recommending they accept the ambassador's proposal.

To: General P.K. Loyer, Ambassador Kelley

From: Major Jared Bell, Head of Security

I agree with the assessment, we cannot enforce Tau'ri rules on non-Tau'ri. Contrary to apparent opinion, I do not go around "policing" Haven myself. I will, however, tell my people to take a more hands-off approach while we await oversight's ruling.

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Subject: Speech by Emissary Tolii to Tok'ra Council

[Transcriber's note: The original recording on crystal]

The Phoenix Alliance is all of us. Each species has something unique to offer, be it superior technology and knowledge, or relentless bravado. We need each other if we are to defeat the Goa'uld. We need the Phoenix Alliance. And, by extension, we need Haven. It is on this topic I speak to you today.

Haven is not a town as the Tok'ra would build it. One might argue it is barely a "town" at all, but rather a thrown-together collection of disparate structures. Yet, one cannot deny the value inherent to its purpose. Haven feeds the Phoenix base, and it provides us with leisure pursuits when off duty. More importantly, it fosters the unity the Alliance needs. We cannot extend one hand in friendship, and the other to ward off overtures. We stand together, or we do not. Time spent in Haven may not have given me a newfound appreciation of Tau'ri pursuits, but it has granted me deeper insights. Ambassador Kelley taught me how to play pool, and I recognize its social function even if I do not enjoy the game itself. Several conversations with Ry'anna allowed me to better understand the Jaffa's anger at their enslavement by the Goa'uld, and the sadness on the loss of their own culture. Haven has been crucial in forging these new and closer relationships.

Thus I stand before you, requesting you appoint me to the Council of Haven. The Council serves as an advisory body to the leader of Haven. This affords the people of the Alliance more say in the town, and therefore more opportunities to integrate their cultural practices. Let us forge a collective future, as well as a common foe against which to fight. To wit, Ry'anna has already stated she will serve on behalf of the Jaffa. The Aturen have not yet appointed a councilor, but I believe they lean toward Hatana, who was one of their first explorers to make contact with the Alliance.

The Tau'ri ambassador serves as the leader of Haven. I believe this to be fair, if not necessarily wise. The Tau'ri have invested more resources and people in the Phoenix base than any other species. It seems appropriate the ultimate decisions on their fates lie in their own hands. I also believe we could do worse than ambassador Kelley, who has shown herself to possess more tact than many other Tau'ri. She has already stated her welcome of a new council, and I believe her to be sincere.

The Phoenix Alliance is crucial to our survival, and Haven is vital to cement the Alliance. This new Council will be the voice directing Haven's future. I believe it is essential the Tok'ra appoint an emissary, and believe I am the sensible choice given my good relationship with ambassador Kelley and prospective councilor Ry'anna.

Transcription: Sample Haven Radio Broadcast

Good morning, Haven! It's FONDUE DAY!

Are you excited? I'm excited! And I don't mean the usual "is this the day the Goa'uld find and attack us," but a good kind of excitement. Like going to the circus, or visiting a fair. You remember those, right?

To start your day, if you're off duty, you can visit the central plaza for Aturen chants, or the Jaffa plaza for some vigorous morning exercises. And if you're on duty: better hustle if you don't want to walk! The transport van leaves in three minutes.

We have a variety of activities later today. Our friendly Marines sectioned off part of Murky Lake so you can all go swimming. Just remember to check for leeches after. The Marines said they chased off all the proto-crocs and mutant-raccoons, but those little blood suckers are too small to keep out. So don't go swimming if you're not up to date with your shots.

The Aturen are hosting a vegan afternoon barbecue. Yeah, yeah, I know. But I bravely volunteered to sample their leaf cuisine and let me tell you, it is GOOD. I haven't had food this good since Mardi Gras. Spicy though, so watch out for that.

The Jaffa are, well, they're hosting vigorous physical exercise all day through. What can I say. They did promise that anyone who makes it to the end of their obstacle course will receive staff weapon training. They even gated in a surprise guest for that one. Not allowed to tell you who it is, but his name rhymes with atac, and he will kick your ass if you handle that [illegible] for it if that's your thing.

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AUDIO LOG SECURITY BRIEFINGS ON "FIGHT CLUBS"

[Transcriber's Note: Only three voices are identifiable on the audio log, but background noise suggests four to six participants.]

General Loyer: You've got gambling dens and a black market, but this is what you object to?

Ambassador Kelley: Fighting is hardly an activity conducive to fraternization.

Major Bell: With the exception of the Jaffa.

Unknown Speaker: And Unas.

General Loyer: And Marines.

Ambassador Kelley: Point conceded, General. But we need some rules here. You can't have been happy with Private Aronow breaking her arm.

General Loyer: Point conceded. We need to explain to the Jaffa and Unas the meaning of a tap out.

Major Bell: I would also tell the Tau'ri not to aim for the pouch.

Ambassador Kelley I believe we have differing views regarding appropriate entertainment. This "fight club" business could lead to serious injury!

Major Bell: Street altercations are down since it started. Soldiers sometimes use this as an outlet to work through frustrations and personal grievances.

Ambassador Kelley: They settle arguments with violence? Come now—

Major Bell: I'm only saying there have been fewer fights since the organized bouts started. Fights that used to draw bystanders and damage buildings.

[Transcriber's Note: 37 seconds of silence]

Major Bell: I recommend allowing this, within sensible regulations. Respect the tap out. Do not strike sensitive anatomy. No horns or other lethal anatomy.

General Loyer: And nobody with duty the next day.

Ambassador Kelley: General, you can't be serious.

General Loyer: Ambassador, you surprise me. I've read your file. You're from an army family and served a tour before university.

Ambassador Kelley Physical violence should be reserved for, well, war! Surely we have means of--

Major Bell: Perhaps you should attend?

Ambassador Kelley: Excuse me?

Major Bell: You are drawing conclusions without seeing. We were not alerted to the fight club until Aranow broke her arm, but inquiries indicate it wasn't the first night. That alone suggests the fights rarely lead to grievous injury. I believe you're familiar with professional wrestling.

Ambassador Kelley: You would have me attend an illegal fight ring? Fine, but only if you go General.

General Loyer: Oh, I think it's best if I stay out of this, for now.

Unknown Speaker: So what do you think we should call it? Jaffa Joust? Phoenix Feud? Oh! How about —

Ambassador Kelley: I think we're do

eport
22A-00032
ident Rebuttal
iewed
tus: Dismissed
hout action
Major Bell, Head
Security
m: 'Chef'
ic: "Illegal"
mbling at
ok's Tavern
k, my friend,
u're being
reasonable
e. I realize
t technically I,
or underpaid
overworked
k, fall under
AF personnel.
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o, I was
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Wasn't Kelley the one who wanted to relax restrictions?
-Maste
I'm not going to be the one that points it out.

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COUNCIL OF HAVEN

Memo to: General Hammond & General Loyer

From: Ambassador Kelley

The Council of Haven consists of diplomats of the four Phoenix Alliance species, including myself, for the Tau'ri. We are now three meetings in, and, cultural differences aside, I think we all genuinely want the Alliance to succeed. Here is my initial assessment of the councilors.

•Aturen: Hatana, House of Stars

Hatana is my most stalwart ally in the Council, not in the least because his ideals align most closely with mine as a US diplomat. Hatana believes in soft power--extending the hand of friendship or, failing warmer overtures, the practical allure of trade. Most people can be brought to reason once you give them options. Unfortunately, the Goa'uld are not most people. Hatana realizes the threat the Goa'uld pose, and he supports the Phoenix Alliance in its fight. He shares resources and information freely and tends to vote along with either Tolii or myself, clearly not favoring Ry'anne's more directly aggressive proposals.

Hatana hails from the House of Stars. I've compiled a separate file on the Aturen culture, but Stars is an explorer House. I can see it in the way Hatana's eyes light up when the claxon announces an incoming wormhole. I frankly worry that he'll take off and leave me with a new councilor. I'd hate to lose an ally and, on a personal note, someone who makes excellent tea. Maybe we can allow him access to safe planets, to sate his travel bug.

•Jaffa: Ry'anne, formerly in Ra's service

Ry'anne is committed to the war against the Goa'uld. She sees loyalist Jaffa as hostages in need of liberation even if they violently resist. In her vision for the future, the Jaffa found their own galactic civilization. She considers the Jaffa the heirs to whatever the Goa'uld leave behind. She seems intent on liberating a planet called Dakara, which she calls the birthplace of all Jaffa.

Councilor Ry'anne has asked me what the Tau'ri plans are after we defeat the Goa'uld. Such as: do we intend to colonize any former Goa'uld planets, and are we willing to enter trade agreements with the Jaffa. She sees the Jaffa and Tau'ri as allies in the future, which I believe we should support. She floated the idea of a Jaffa mercenary army in exchange for medicine. I think Ry'anne's support will last at least as long as the war. I've been very careful not to make any commitments on behalf of the US government beyond that time.

•Tok'ra: Sulo(H) / Tolii(S)

Emissary Tolii always gives me the information I request. Eventually. If I put my request through the proper channels. The Tok'ra might do all their "paperwork" on crystals, but there's a lot of it. She's not doing this to sabotage the alliance, however. I believe she wants the Alliance to work. I have the impression she fought to get a position on the Council. The emissary simply believes there is a way and method for everything. She also worries that knowing too much will attract the System Lords' crosshairs.

Tolii's human host, Sulo, is a trans woman. She's also got some history with previous hosts that gives Sulo a tell. If she talks about something that happened when Tolii was merged with Kalira, all is (probably) well. If she talks about Priam, you need to pay close attention--she wouldn't bring it up if it weren't necessary as she may feel uncomfortable with those memories. Tolii likes to play things close to the vest. Don't ask me what happened to Tolii's previous host that makes Sulo view Priam so seriously, and the others less so, but it does make for a convenient alert.

•Unas (unofficial): Raktor

The Unas are not official members of the Phoenix Alliance as they are not unified, so Raktor serves as an unofficial ambassador. As such, she doesn't have access to classified documents.

Raktor is a matriarch, and she is used to her word being law. She doesn't like Tolii or Ry'anne, on account of their symbiotes, and she thinks I am too tiny. She gets along well with Hatana, however. Raktor has signaled the Unas joining the Phoenix Alliance, but only if we can protect their worlds. I am not sure how to proceed there. An iris will not suffice, as the Goa'uld are native to--and still present on--their shared homeworld. Given that these native Goa'uld are as primitive as the Unas, we have no reason to act against them. Attacking them would be a war crime. Perhaps we can treat with the Unas on a planet-to-planet basis instead?

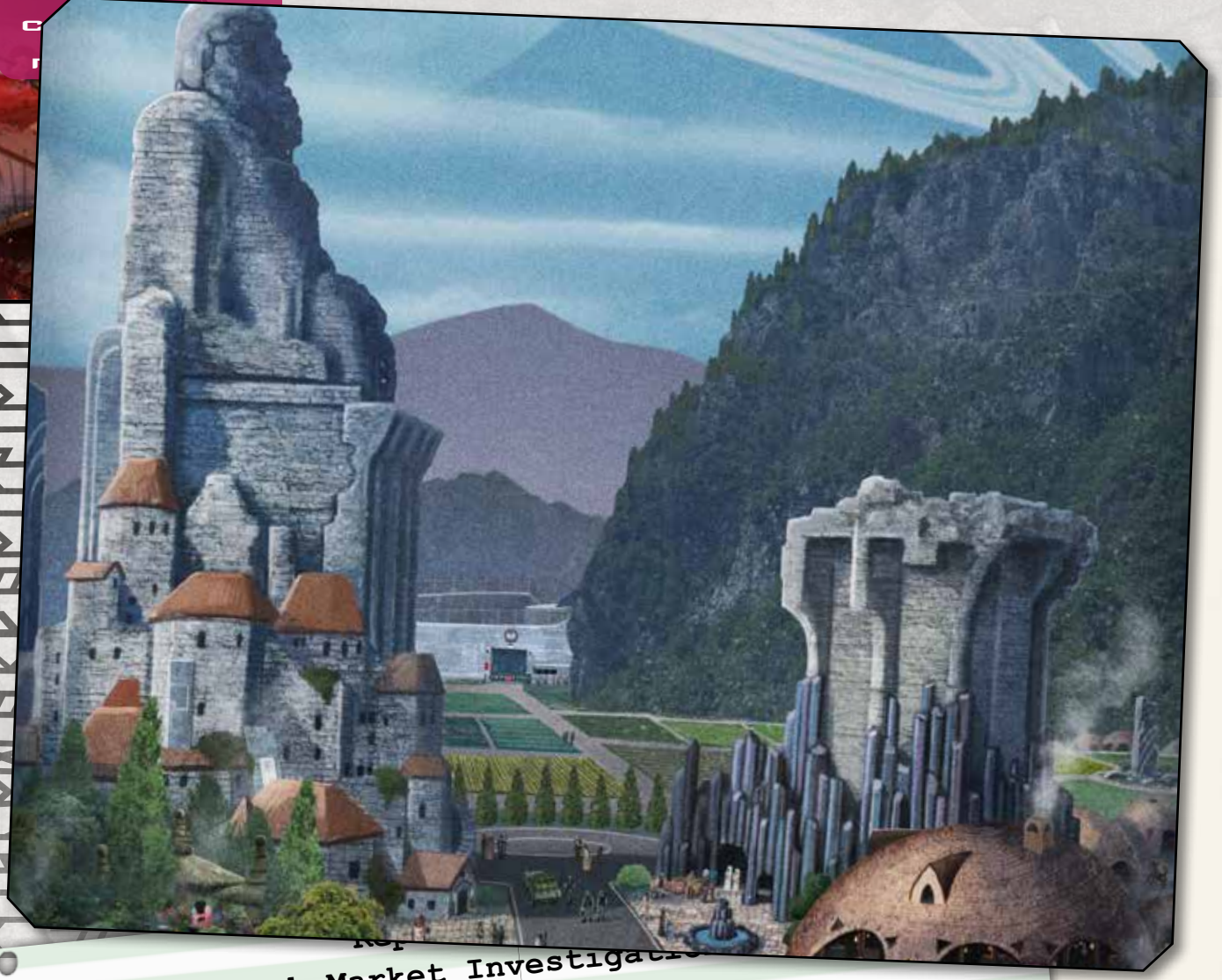
Councilor Raktor is very fond of a game called Tia, which is vaguely reminiscent of senet. I asked Raktor to teach me the game and I hope a social setting will win her over. Raktor, for her part, has already learned the sign language Phoenix-1 developed with Oringo.

We need a document for Haven. New recruits will want to know where to spend R&R time. - Rodriguez

I'd find it helpful. I got stuck reading "Gravity's Rainbow" during my last visit. Maybe skee-ball? - Maste

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Black Market Investigati

Status: Ongoing

I am pleased to report Phoenix base is highly secure. Our people are all well trained, highly alert, and conscientious.

Haven, however, is a continual thorn. Much like its namesake "Fondue." It is a hot, smelly mess. Ambassador Kelley, suspended most USAF regulations in Haven. The reasons for this, as articulated by the ambassador, "Different people have different customs." We now have a semi-official gambling den in the Unas quarter. We have people looking at the night sky under the guise of "evening walks" or "romance" even though an astute observer could identify our classified location.

Other issues are more problematic. Haven has developed an underground market. I discovered it when Chef alerted me to missing canned goods. The missing amount seemed too large to attribute to soldiers' cravings. The cans later resurfaced at Natok's Tavern, where the aforementioned gambling takes place. Once I made inquiries after the fruit, we received more reports of missing items, mostly fresh products, but also a large quantity of confectioner's chocolate. While a fruit smuggling ring might sound harmless, the infrastructure can be used for any item. It also encourages theft, as already demonstrated. Ambassador Kelley requested I track and dismantle the illegal trade, and apprehend the perpetrators. I am currently in the process of doing so.

On a side note, though I am sure the ambassador will also detail this in her report, we're now aware of a greater need for fruits and chocolate among personnel. We are expanding the area designated for orchards, and the Aturen are already coaxing new saplings to grow. We asked for additional chocolate rations from SGC, but that request seems trapped in bureaucracy. The Aturen have identified a local shrub whose bark similar to chocolate, and they might try to cultivate those.

-Major Bell

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THE HOME INITIATIVE

by A'bebe

Headquarters for Off-world Migration Endeavors (HOME) is a joint initiative of the Phoenix Alliance that provides aid to the displaced people of the galaxy. The Tau'ri have led such endeavors, and aided the Enkarans and Tollans after attacks on their homeworlds. HOME takes this act of compassion and makes it a core of Phoenix Site's mission.

HOME will always endeavor to find new worlds for displaced people, and we have a vast network to aid us. The Tau'ri have many allies across the Milky Way, the Aturen can call on the Nox to help with the peaceful relocation of people, and the Tok'ra know of many planets the Goa'uld do not visit. Some rehoming efforts fail because a group is too small to survive on its own, either in the face of hostile fauna or genetic sustainability. In these cases, we offer relocation among other people--the inhabitants of P3X-797 have proven especially welcoming to immigrants. If this too fails, we offer them a home in Haven.

Given the success of the HOME Initiative, we recently requested to broaden our mission statement from aiding displaced people by including all people suffering under Goa'uld rule. The alliance has denied this request but promised to re-evaluate in a Tau'ri year.

Who names these things?

- Jackson

As I understand it the General came up with this himself.

- Carter

Not quite as good as FUBAR but close to it.

HOME PROCESS & SAFETY GUIDE

by Major Jared Bell

Our commitment to planetary aid, while laudable, is not without risks, and it is vital that every member of the Phoenix Site is briefed on the various stages of HOME processing and the issues that may arise from relocating so many refugees. As such we will discuss each step of the HOME process.

•Arrival

Security teams are on high alert when the gate opens, both for authorized and unauthorized off-world access. The Tok'ra crystals in the gateroom register the presence of any symbiotes or Kara'kesh, and security stands ready to isolate anyone possessing either. This safety precaution is in place even during medical emergencies.

All non-Phoenix Site arrivals are to be escorted by security to the medical quarantine area, where they will be treated if necessary. In addition, they undergo medical examination for contagious diseases. Meanwhile, security checks their possessions for anything that might serve as a weapon or communication device. After this examination, arrivals undergo a psychological evaluation.

To date, we have had zero immigrants carrying a Goa'uld, a Kara'kesh, knowingly bringing a disease on-site, or acting in a hostile or dangerous manner. The threat from this entry point is minimal, assuming we maintain our protocol and vigilance.

•Temporary Stay

Immigrants are kept on the base while the HOME Initiative finds them a new planet. This ensures they cannot identify the location of the Phoenix Site through star navigation.

We have set up dormitories in the tunnel system capable of housing individuals as well as families. The vastness of the universe makes the odds of the tunnels having a planetary identifier very low. Even then, such a person would have to look beyond the Tau'ri's many modifications and penchant for running cables everywhere, to recognize the tunnels.

Immigrants are offered minimal security clearance while they remain on site. They have access to the sleeping units, relaxation and recreational areas, and the mess hall. My team has color-coded the tunnels to ensure they do not wander off. This color-guidance has failed once, and the incident was romantic in nature.

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•Planetary Relocation

When the HOME Initiative finds a new planet, immigrants are again checked for unauthorized weapons and communication devices. One young immigrant attempted to bring a pa'tash with her. We confiscated the creature to protect their destination's native ecosystem. For this same reason, migrants are checked for contagious diseases they may have picked up on-site. The Tau'ri flu is particularly prevalent.

This step of the process has little or no additional threat potential to the Phoenix Site.

•Relocation to Haven

Immigrants rehomed locally, go through a second psychological evaluation. Our doctors ensure they pose no threat and can integrate into Haven.

The site is surrounded by a ring system that makes locating the world through star navigation difficult, but not impossible, although it makes for a beautiful night sky. I asked Dr. Abara to determine the planet's location based on visible stars. It took her 18 days to arrive at three "estimated guesses," one of which was correct. I then asked Heim and Onesh to translate the correct galactic coordinates to a gate address. They spent 11 days before getting back with its location. I believe Heim and Onesh to be two of the brightest minds in the Milky Way, and do not think it likely anyone else could succeed. Despite this, the risk posed during Haven relocation is the highest present, although still quite low on an individual refugee basis.

•Conclusion

The risks posed by the HOME Initiative are minimal, but they are not non-existent. To General Loyer's question, "is it safe?" I must answer, no, it is not entirely safe. To his second question, "are HOME activities likely to endanger Phoenix Site," I must also explain that no, it is unlikely. Although my duty requires me to note concern and opposition to the HOME initiative on principles of security, I cannot deny the good it does and can find no sustainable reason to reject it.

Stay vigilant.

Is Halkyon the one with the burrito-carnival?

It's called the "Burokandival" and no, that's P3X-572

Still one of the best meals I've ever had.

THE HALKYON

by Capt. Rodriguez

Planet: Formerly P3X-527, uninhabitable. Relocated to P3X-797.

Phoenix-5 traveled to P3X-527 before us and found it to be safe--the world of an unidentified Goa'uld lording over a handful of Jaffa. Phoenix-1 was supposed to make contact with the inhabitants, the Halkyon, and negotiate a treaty between Phoenix Site and P3X-527. The purpose of this treaty was to overthrow the aforementioned Goa'uld. It would grant the Halkyon freedom, and us a new sample of enemy tech to study.

We arrived seconds before an orbital bombardment. I can only speculate that unidentified Goa'uld ran afoul of another Goa'uld. I could not identify the attacker, because they don't paint their names on the side of their Ha'tak. The orbital bombardment also made observations arduous for our scientists.

Fortunately, the Halkyon are small in number, and the Stargate was left unguarded as the local Goa'uld tried to escape in his own Ha'tak. This allowed us to evacuate the Halkyon. They arrived at the Phoenix Site with the clothes on their back, but with no souls lost to transit. Casualties from the bombardment are still unknown. We welcomed them as best we could under the watchful eye of armed security, and they underwent the usual evaluation process.

The Halkyon spent four days on-site while HOME tried to find them a new planet. Given their small number, A'bebe decided to rehome them with an existing people rather than an uninhabited planet. The people of the Land of Light took them in, which I think brings the total number of refugee groups they took in up to three. They seem to welcome the influx of new people, as well as knowledge and trades. I made a promise to Hatara of the Halkyon to visit her on my next leave. I expect the visit to be personal but will update this report if anything relevant to Phoenix Site is said or done.

I am also requesting that Phoenix-5 be allowed to scout P3X-527 when it is deemed safe, to look for survivors.

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Honored Father,

I hope this letter finds you well. I miss you and regret the hard words we spoke at our last meeting. I know you feel the same, but I won't ask you to admit it. Cousin Kulera sends her regards to you as head of our House.

The Tau'ri have been everything I hoped they would be. I know they struggle to exist in harmony with their environment, but I have found them to be brave and kind. They love animals, which you always say is a sign of an advanced mind. Animal companions are very prevalent in their stories of home. Unfortunately, Tau'ri army restrictions frown on non-service animals kept at the base. I have bypassed this restriction by secretly befriending a pa'tash, which I'm now keeping in my room.

I know you worry that I care too much about machines. I considered not telling you about my work, since it led to words between us last time. I don't want to lie to you, though, nor do I want to hide who I am. So I will tell you about my work on the MALPs, and I hope you can listen with an open heart.

The Tau'ri use MALPs, Mobile Analytic Laboratory Probes, to analyze new worlds before traveling through the Gate. This is a minimal means of observation, as the immediate area surrounding a Gate can never be indicative of the larger planet. This approach had landed them in trouble several times as they erroneously believed a world to be safe. The limitations of the method notwithstanding, I am honored that they put me in charge of their MALPs. The machinery is very basic, but not unlike natural anatomy--energy, structure, movement. Despite the sameness in their construction, each MALP is different. Some are slower to input commands. Others have a tendency to arrive during a fight. The Tau'ri don't see it, but I do. I have named the MALPs and painted faces on them to represent their personalities. I send whimsical Delal when a team needs a touch of luck, gentle Menar when we're hoping for diplomatic opportunities, and hardy Nural when we expect a Goa'uld presence

I must end this letter now if I hope to send it back
tell you about a machine creature called a
though the Tau'ri seem very frightened of

All my love and regards,

Kailee

Faithful scion of House Tydel

I had to ask Kailee to edit out the sensitive parts of this letter, but she has permission to use the 4th paragraph for that MALP description you needed.

She makes it easy to understand for a layman.

- Rodriguez

To: Captain Rodriguez of USAF, Lanni of Kelowna

From: Sonequa of House Eiteldar

Topic: Hecate and Crossroads

Greetings, Colonel Rodriguez and Lanni

I received a message from SGC pertaining to an area of interest of yours. SG-3 came across a temple on P3X-265 dedicated to Hecate, for whom I believe your team is looking. They sent me a Latin inscription found in the temple. I have attached both my translation and the original, as I know Lanni has excellent skill with languages too. I will also include a summary in this missive as per Tau'ri protocol.

The inscription speaks of a place (possibly a planet) named Crossroads. This might be Hecate's homeworld, as Tau'ri mythology hails her as "Lady of the Crossroads." The inscription goes on to describe Crossroads as a grand nexus where countless worlds meet. This could be a reference to a Gate, as any single one connects to many worlds. In my understanding, however, I do not believe Goa'uld usually make such a fuss about controlling a single Stargate. I leave further speculation to you. SG-3 did not find a gate address to Crossroads, but they have not explored the full length and depth of the temple yet. Perhaps they might still find it.

With that out of the way, Captain Rodriguez, you need not read any further. I will continue this message with a request to Lanni to preserve paper. There are still many blank lines left. I previously cut pages in half but was informed not to, lest people believe I committed unlawful censorship.

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studies of ancient Tau'ri languages. There are several hundred of

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Subject: HOME Initiative

To: General P.K. Loyer

From: A'bebe, Head of HOME Initiative

It is so good to meet you all. I am A'bebe. My planet is ruled by a false god named Ba'al. He is a cruel man, using torture and biological weapons to keep my people in check. He is callous, sacrificing us by the thousands to weaken his enemies. He is also common, just one of many self-styled gods laying claim to the galaxy.

My family fled Ba'al when I was young; I had just received my prim'ta. This was a time of considerable uncertainty for us. Ba'al was cruel, but he told us other people were even worse. He said they would strike us down without mercy to kill the prim'ta inside us. My family rejected his doctrine of fear and made a leap of faith. They believed there were people in the galaxy who would not condemn us for the place of our birth, but instead see us for who we were and help us. My family was right, and I grew up in freedom.

Freedom is the most precious gift in the universe, but it means nothing if not shared. Unless all slaves of the Goa'uld are free, none of us are. We rise together! So I joined the rebellion when I was old enough. I spent my entire adult life bringing the families of rebel Jaffa to safety, out of the reach of false gods who would seek retribution. My combat skills are subpar for a Jaffa, I admit, but I have a keen nose for people; Smugglers who will not sell you out, Guards who will not reveal you, and now you, the Tau'ri. You are good people, brave people. You gave me the means to found this initiative. We've named it HOME, for that is what you and I will bring to the people of the Milky Way: a new home.

Dear Dad,

Thank you so much for the care package! Security confiscated some of your treats (I believe they secretly ate them), but the marmalade made it through intact. It was a real taste of home. I'm also thrilled to hear Mom is on the mend. Tell her no more roof work till you have a new ladder!

My assignment to Haven has been invigorating. The base is new and pretty isolated, and Haven is very different from the army towns I grew up in. It sees the usual families, of course, but also a coffee shop, other stores, and a small theatre supporting the troops. I've never seen anything like it. It's a bit of a melting pot of cultures (the locals call it Fondue), so that's wonderful. I can see why they opted to put a diplomat in charge rather than army brass. And you said double degrees in history and anthropology would never be good for anything!

Speaking of army brass, General Loyer has been very flexible as generals go. I think neither of us is really sure who is in command of Haven--technically it's an army base, but it sits on foreign soil, and the allied government prefers a civilian-run city council. So he runs the base, I try not to be a nuisance, and he lets me run Haven. It's working so far.

I have settled in nicely, although it is a bit lonely. Given my senior position, I can't attend pool nights with the team anymore. I might use my civilian status to request permission to keep a pet. A dog perhaps. Or a local animal. We come across all manner of strays, and I'm sure one of them can be domesticated.

I'll see about making it home for the holidays. You and mom shouldn't come here. It's very far from Boston, and trying to get clearance is straight out of Dante's hells.

All my love,

Ashlee.

I found both of these documents at the bottom of the box. Should we include a section on the HOME initiative? - Maste

I'll ask A'bebe to write something up.

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PROJECT ASHURBANIPAL (ASH)

by Capt. Rodriguez

Since the beginning, we have used the Stargate for discovery. The very first mission across the galaxy was as much to explore as to assess potential threats. Over the years, we have seen much of the galaxy and our Stargate teams have encountered artifacts possessing unheard of power. Teams have found artifacts that can loop time, heal miraculously, or otherwise bend the laws of reality.

The Ashurbanipal Strategic Historical Archive, or ASH Archive, is our dedicated research wing at the Phoenix Site. Its primary purpose is to maintain Stargate Command's off-world research backup. As a secondary function, Phoenix teams can access vital research and information while we conduct future research in our secure laboratories.

We have much to gain from studying these artifacts. Studies of alien technology have significantly advanced our understanding of computers and we are even starting to develop a hyperdrive technology of our own.

With this exploration comes risk. Several objects have nearly caused Stargate Command's "Wildfire" Protocols to destroy the base entirely. We have scientific minds from across the Galaxy, so particularly dangerous artifacts are frequently scheduled for research and experimentation here. It is vital that you obey all safety precautions put in place by scientific staff. The rules may occasionally seem odd, maybe even superstitious, but they can save lives.

The ASH libraries are considered classified on Earth, but permission to share findings with coalition members has been granted. This sharing of knowledge goes both ways, as we have incorporated media from our allies, including Tok'ra data crystals, Unas ballad scrolls, and Asgard holographic histories.

•The Secure Wing

The ASH Archive's public section contains a reception area manned by a Tok'ra named Wey'lar. Wey'lar keeps track of what artifacts and knowledge are currently in the archive's database. Their counterpart, Kurser, is one of the Tok'ra's oldest members and has also seen much in their hundreds of years of existence. With their expertise, they help those needing access to the archives, as well as providing clarity for any mystery that arises. We have established two kinds of computers in the public area, with the first being of Tau'ri manufacture. There is also a Tok'ra computer here, whose holographic interface is a little tricky to understand but is capable of manifesting 3D images of the content stored within.

Thanks to increases in funding from the Pentagon, we've been able to increase the amount of technology within the secure wing. The secure wing currently hosts several supercomputers as well as a 3D Prototyping Machine. With the new electron microscopes, particle scanners, and portable sonogram now available, we've increased the efficiency of analyzing new artifacts.

Beneath the public room, behind a secure checkpoint guarded by two airmen and a Tok'ra security guard, is the secure wing of the ASH Archives. Here technicians and researchers from both Earth and our allies work day and night to study artifacts the SGC and Phoenix teams have discovered. Items brought through the Stargate are held in quarantine until they can determine they are not contagious, radioactive, or a danger in other ways. After that, they are cataloged, analyzed, and every inch of them studied by researchers in the archives.

The archives could not function without the help of the research staff we have there. It's a small staff, no larger than a dozen researchers at any given time, but their work is invaluable. The archive staff's fields of expertise spans multiple disciplines, from Latin translations, mechanical engineering, Greek mythology, and subatomic research, to brand new fields like xenoarchaeology and xenobiology. The US Government has been careful with bringing in too many civilian researchers. However, we do have a few from Earth working at the Phoenix Site where they bring their combined research. From time to time, we have visiting scientists and scholars from other worlds who bring with them not only their own culture's knowledge and scientific understanding but their perspective on things. I once saw a heated argument between several Aturen and Earth researchers until an Argosian looked at the piece of pottery and informed them all that the writings translated not into a schematic for a piece of weapon technology but was instead a rather crude insult written in a lost dialect.

There is more to gain here than just technical knowledge. From past discussions, I know that most people assume the primary focus of the SGC should be to find science and technology to bring back to Earth...in our singular goal of defeating the Goa'uld, etc., etc.... It's true, and it can be disappointing to travel to a new world and see only fallen stone walls and broken pieces of pottery. But something important to consider is that many of our most significant technological achievements started with pursuing a bit of lore

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or in researching the historical significance of something we've discovered. Our encounter with the Asgard only came about after researching a fragment of their writing we found on Heliopolis gave us insight into how to communicate with them on Cimmeria. The discovery of an Ancient educational device jump-started our ability to understand their language, which has proven invaluable with deciphering such devices like the machine which had Earth trapped in a time loop.

The ASH Archive may not be as flashy as a weapon system or seem as valuable as a supply of naquadah. Still, its real worth is how it supplements our understanding of the galaxy and allows us to decipher the machines left behind by other civilizations. With any luck, the solution to stopping Anubis may be discovered in ruins on a world we have not visited yet. Until then, it is vital to continue to fund the ASH Archive and give them the tools to research the mysteries of the universe while we hold the line against the Goa'uld and other threats.

TRANSCRIPT: ASH ARCHIVE CONTENTS

Speaker: Dr. Jackson

I have included some documents with my memo that explain the importance of the ASH Archives. These translations explain things we already know and offer insight into how the Goa'uld influence our civilization. It also suggests potential missions to see if items within are real. Keep in mind, artifacts like Thor's Hammer were hinted at in Norse mythology and later turned out to be the symbol for Asgard security devices left behind to protect colonies from the Goa'uld. Other documents let us know about the complicated state of galactic politics, such as messages between rival System Lords or dispatches detailing how alien civilizations fair against Anubis.

I have also included a list of artifacts held in reserve by the archive. These artifacts range from valuable curiosities to significant scientific finds. These artifacts represent samples of what a team may find in the field. Only by careful study of what we know now can you hope to prepare for the unknown.

[Transcriber's Note: The following translations are as accurate as possible. Translating the Ancient dialect isn't cracking open a Latin textbook. Key phrases have changed over the centuries and Asgard pictographic runes are particularly nuanced. I've requisitioned a computer that can break down the numerous runes into direct subtypes. More accurate translations will be possible once the system arrives.]

I've written a forward and included a pile of print outs from the archive and other documents for you to go through.

We're going to need to split this document into two parts at some point, we don't need to brief every non-officer on ASH.

- Rodriguez

Subject: ASH Archives

To: Secretary Gnuten

From: Dr. Daniel Jackson

Hello! This is Dr. Daniel Jackson again, and I've been tasked with explaining the purpose behind the ASH Archive. It has been brought to the attention of General Hammond that several line items in the secret defense budgets only you are privy to have stood out, most noticeably being the funding required to build and maintain an extensive library and research project. I know that it might seem weird to see budget items for computer servers and carbon dating equipment alongside space-based weaponry for Project PROMETHEUS or the X-302 fighter. Still, the creation of the ASH Archive is not just crucial for our continued understanding of the galaxy, but it is also a necessary practical safeguard for our continued trips through the Stargate.

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The Halkyon Belt

Case File: ASH#16-753.09

The Halkyon people brought this device to the Phoenix Site as they fled P3X-527. They say it's been passed down since their earliest history, though they no longer know what it does. They granted us leave to study it, with the clear understanding the device is on loan. The device presents as a metallic belt equipped with buttons and dials. The design is not familiar to us and doesn't resemble the style favored by either the Asgard or Goa'uld.

Initial readings showed a minuscule spatial anomaly surrounding the belt. We placed it in a glovebox borrowed from the medical unit and began turning the dials. The spatial field fluctuated, and eventually, the belt and glove box disappeared. It reappeared 60 seconds later, 9 feet and 10 7⁄64 inches away. The examiner remained standing in his previous location, arms happily attached to his body and not still inside the gloves.

Our current guess is the device is a short-range personal teleporter. The 60 unaccounted seconds worry us. Where does the belt go during this time? The next test will be outfitting the belt with a tracker and sending it away again.

Leaf Boots

Case File: ASH#34-822.06

No one remembers where we found this item and the computer file we have pertaining to it is blank. I hope this hand-written record will survive.

These boots appear to be crafted from black leaves and measure a men's US size 10. Although the leaves exude no detectable toxins, wearing them makes people ignore you. At first, the effect was subtle--Dr. Johansen put them on, and we spent the next five minutes wondering where she'd gone. We could still see and hear her if we actively focused. The moment we stopped thinking about her, however, she just disappeared to our senses. Seven minutes in, we were struggling to remember any details about her. We remembered "a Dr. Johansen," but no personal information, what she looked like, or even that she was a woman. We terminated the experiment when, nine minutes in, someone asked: "Who is Dr. Johansen?"

I pulled up the computer file to edit in our findings and found it blank. None of us can remember where the boots originate. We fervently hope this is the only pair, and that we haven't run this experiment before.

Smoke Bottle

Case File: ASH#27-204.08

Phoenix-1 found this crystal bottle on Boreas. The bottle is 6 inches in size, and roughly human-shaped with its legs held together, arms morphed into the body, and a head. The bottle contains white-grey smoke, moving in swirling patterns despite the lack of air current in the bottle. The crystal is smooth and shows no tool marks even under a microscope. With no traces of tools left on the crystal surface, we have no way of pinpointing the bottle's age. Carbon-dating the crystal itself was inconclusive, suggesting it's older than 50,000 years.

With research on the bottle stalled, our only remaining path seems to be opening it and examining the gaseous substance inside. We are, frankly, hesitant to do so. It could be poisonous, contain a disease, or otherwise turn out to be a biological weapon. There's also the mystery of the downed Goa'uld ships--perhaps this bottle felled the crew? The next step is permanently locking the bottle away or having a team of volunteers open it in an uninhabited zone.

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Tau'ri Chaapa'ai

Case File: ASH#29-223.05

Source: Archival communication from System Lord Heru-[data corrupted] to Lord Noilus, automated recovery & translation.

Keep the rumors of the loss of the Tau'ri homeworld hidden for now. The Supreme System Lord has indeed lost control of Earth. But as he has stated, it is of no consequence. We have an ample supply of slaves taken from that world already, and the majority of the other System Lords have stable populations now from which to take Jaffa and hosts. Ra has assured us that the Tau'ri have buried their Chaapa'ai, and it is unlikely they will ever develop into a genuine threat. We must turn our attention towards the renewed conflict with the Asgard, and when the time is right, we will return to Earth. Ra has decreed that those System Lords possessing ships are allowed to visit Earth to replenish their supply of slaves only in circumstances of grave necessity.

Otherwise, there is the worry that upstart System Lords will become too greedy and depopulate the sentients developing there. Ra also does not need news of his defeat at the hands of humans wielding bronze weaponry to become common knowledge for the fear that it will undermine his authority as we continue to fight the Asgard. Anyone speaking openly about Earth is to be silenced no matter what their position is in the empire.

Golden Sunrise

Case File: ASH#32-394.74

Source: Intercepted transmission, automated recovery & translation.

This is Admiral Asherlok to any remaining ships that can hear us. The Golden Sunrise, the greatest treasure of our homeworld, has been secured and shipped to Mantalar for safekeeping. Our vessel has taken severe damage in the process, and we have taken refuge along the great reef system near the lower continent of this world. We will try to affect repairs, but if the Goa'uld find us, we will detonate our engine core rather than be taken prisoner. The Golden Sunrise means a new beginning for our people, and we cannot let the System Lords steal it for themselves!

Wouldn't this be an explanation for those weird sensor readings detected last week?

-Maste

Possibly. I'll ask the General to task Phoenix-4 with a sweep once Rubitsky has recovered.

- Rodriguez

Ba'al Transmission

Case File: ASH#34-480.97

Source: Intercepted trasnmission, automated recovery & translation.

To those Underlords in the domain of the God Apophis, hear me! I am the voice of the great God Ba'al, the Stormbringer, the Destroyer of Melthor, and Scourge of the Asgard! I have laid claim to your worlds in my name and have added them to my vast dominion. Now is not the time of rebellion, but one of great rejoicing, for I have come to welcome you into my arms and the safety which I bring. Though Apophis is dead, you can consider yourself safe once more! All you must do is bend your knee to me and pay my due in servants, weapons, and naquadah. Should any of you refuse to follow my rule, know this: I attacked Apophis' Underlord Sarlosh. I offered no mercy, no pardon, no justice save at the end of my Jaffa's weapons. He is dead, his people are gone, and his world is empty. Bend the knee to me and know peace and prosperity; refuse, and join Sarlosh in the grave.

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Pssk

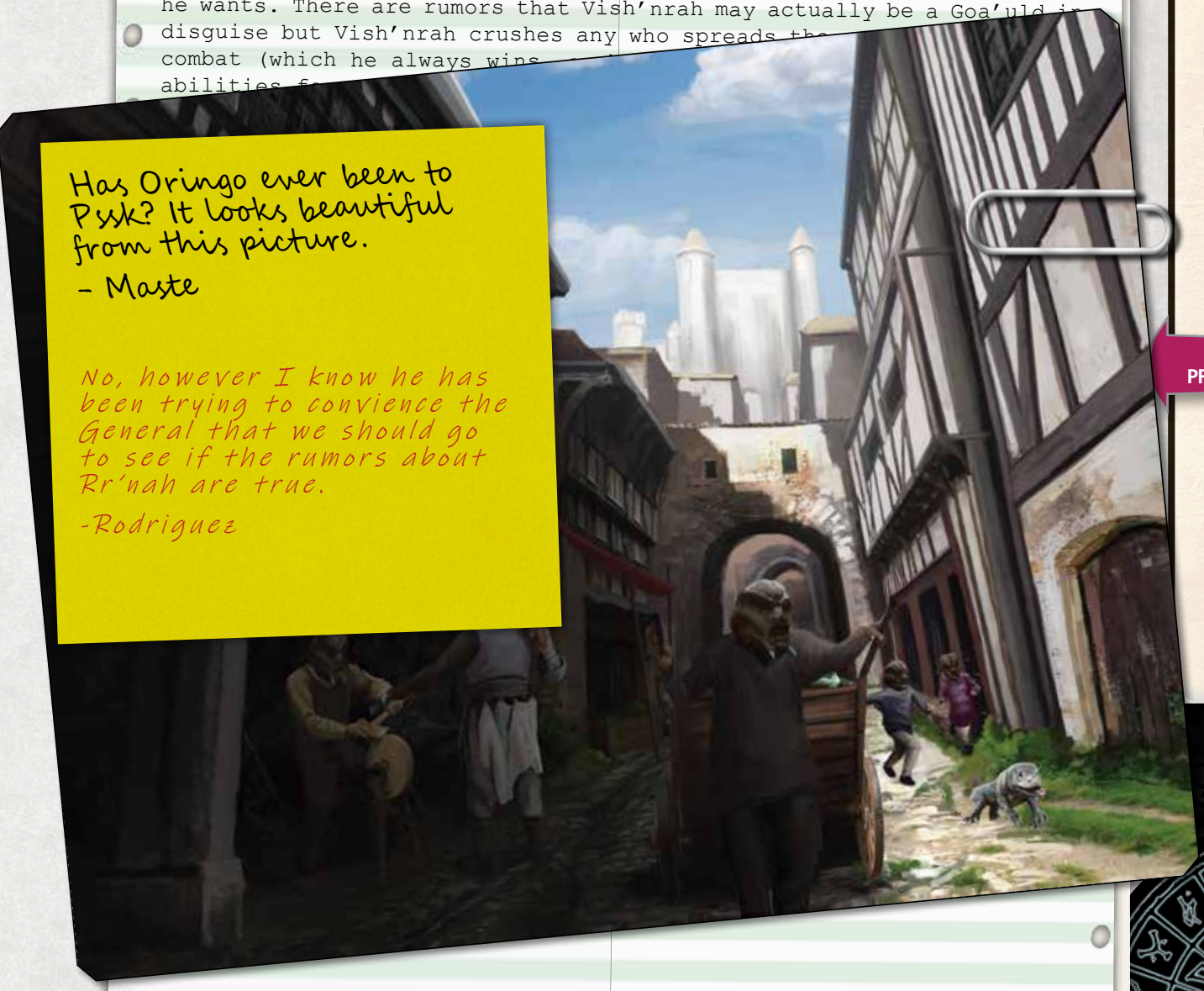
Case File: ASH#23-476.52

Source: Phoenix-7 Mission Report

Pssk is a world held by Unas. Their technology level is a mixture of medieval with some advanced technology. They are distrustful of other species traveling to their worlds but are willing to trade broken Goa'uld technology for working ones.

The Unas of this world are lead by High Chieftain Rr'nah. He has refused any formal treaties or offers to help them. Any Unas that are tempted to leave Pssk and join Phoenix Site are exiled. The people of Pssk view Phoenix Site Unas with a mixture of distrust and envy, as they would like to leave their world (which is colder than they prefer and life there is usually lived in service to their tribes)

Rr'nah's position as high chief is tenuous, as two other tribal leaders seek to overthrow him. One, Myrmrah, is a rising star among the Unas and has survived numerous assassination attempts, but he may not survive long enough to challenge Rr'nah. The other leader, Vish'nrah, is a cunning mastermind who employs subterfuge and guile to get what he wants. There are rumors that Vish'nrah may actually be a Goa'uld in disguise but Vish'nrah crushes any who spreads the
combat (which he always wins
abilities f



Has Oringo ever been to Pssk? It looks beautiful from this picture.
- Maste

No, however I know he has been trying to convience the General that we should go to see if the rumors about Rr'nah are true.
-Rodriguez

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Subject: Notable Artifacts in ASH Archive

To: Dr. Ian Hardin

From: Dr. Daniel Jackson

The ASH Archive is sitting upon a treasure trove of ancient artifacts. It does contain rare wonders from across the galaxy, but the majority of the archaeological sites we are exploring are ancient ruins and remnants of destroyed civilizations. Whatever great calamity led to abandoning the sites destroyed most of what was there, and when you factor in, tens of thousands, or even hundreds of thousands of earthquakes, storms, and looters, most of these sites are found barren. On Earth, we are occasionally fortunate to find an ancient tomb that has been buried since the time of the Pharaohs, sparing them from grave robbers and fortune hunters. We have been able to recover a supply of alien equipment and data from many civilizations, but these findings are rare.

Gadmeer Historical Archive

Gifted to the Tau'ri after helping in the terraforming of a new homeworld for the Gadmeer Colony Ship without incident, this archive contains 500,000 years of cultural records of the ancient Gadmeer civilization including music and a timeline leading to their destruction by the Goa'uld. Though the Gadmeer did not leave us any of their technical information, our researchers are currently dissecting their historical records to find the locations of their lost colonies. We hope this will help us find the remains of their homeworlds and any surviving technology.

Ancient Viewfinder

This device was thought to be nothing more than a curiosity when it was first unearthed. It appears to be a pair of binoculars that, when held over the eyes, gives the viewer the impression that they are in the middle of a bustling metropolis. We later discovered through trial and error that when the wearer walks while wearing the device, the imagery shifts as if they were walking through an Ancient city. We do not know what city it is showing us, as this Ancient city does not appear to match any site we have encountered so far, but it gives us a brief glimpse of what an Ancient colony may have looked like.

Burial Mask of System Lord Centeotl

Recovered from a ruined Goa'uld city on the edge of Khali's territory, this mask is highly advanced and appears to have been removed from the corpse of the Goa'uld Centeotl. We have not been able to access the mask's HUD, but we have discovered that it may have a homing beacon built-in that suggests a safe room somewhere on Centeotl's planet. We do not know if this safe room is secure or it met the same fate as the rest of Centeotl's empire, but a small cache of Goa'uld technology may remain hidden there.

Altairan Android Remnants

A Tok'ra ship needing to repair itself after a conflict with the Goa'uld discovered a crashed spaceship with markings similar to the Altairans. Though the passengers were long dead, the remains of two Altairan androids were recovered from the wreckage and turned over to the Phoenix Site for examination. One android was badly damaged upon impact with the moon's surface, but the other appears to have suffered only minor damage. The ASH Archive staff has petitioned to contact Harlan of Altair for a means to recharge the damaged android, but have been repeatedly overruled on the matter.

They want to wake it up? For all we know it could be a hostile soldier ready to fight as soon as its eyes open! Typical scientists!

- O'Neill

It is possible the android is not dead, but slumbering. We should consider the morality of leaving a being unconcious when we could weake it.

- Carter

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Aturen Ship Fragments

Although we know the Aturen were forbidden from leaving their homeworld by the Nox, we do know they were permitted to explore their solar system in secret. It is curious that remnants of one of their older solar craft was discovered on the opposite side of the galaxy on a geologically unstable planet. The Aturen have no records of such a ship, and wonder how it could make it across the galaxy without access to hyperdrive technology. We do not know if the ship fell through a wormhole or was captured by another species, but the Aturen would like to organize an expedition to this world to find any survivors.

The Singing Stone

This artifact was brought back by Phoenix-3 after being forced to take shelter from the Goa'uld on P2X-147. They discovered a small stone that plays music when held up to the ear. The music is a soothing melody that sings a song in an ancient language. Our scans of the stone reveal no working parts or power source, and we have not isolated the language being spoken, though it is said that those who listen to the stone for hours can dream of exotic vistas and a strange city in the distance.

Verakeem Shatter Blades

The Verakeem of P81-Z87 are an indigenous species who have made their home among the old ruins dotting their planet. In battle, they wield silver blades that when they embed themselves into the flesh of their targets, they break off only for the weapons to regrow their missing pieces. Removing these shards from the victim's flesh is painful, and tests have uncovered trace amounts of nanites buried within the skin. Where the Verakeem have obtained these blades is unknown as the Verakeem are hostile to outsiders.

Syntheroot

A marvel of bioengineering, syntheroot was discovered by our interactions with Tonai traders. Incredibly challenging to cultivate, syntheroot has the appearance of a dull grey parsnip with a coarse exterior. Still, if someone was to imagine a food or delicacy as they bite into it, then the flavor is immediately reproduced in their mouth. The Tonai said they found the root on a world in the Orion constellation, and it is clear that an advanced civilization artificially engineered it. All known attempts to reproduce syntheroot in large quantities have fallen short. Those that are close to edible have a dull and bitter taste to them.

Bentax's Cuirass

Recovered from the world of Azencoor, SG-7 discovered the remains of a great battle many thousands of years ago between a rebellion of Jaffa under the System Lord Azuma. It is believed that Azuma's First Prime, Bentax, led a revolt that freed his world from the System Lord's control for over a year. Ra then brought the full might of his fleet down upon Azencoor and devastated the biosphere of the planet, killing the rebel Jaffa. If Bentax's legendary armor could be recovered, then it would help influence the rest of the Jaffa to rise against their masters and be a token of respect to the Free Jaffa.

Mimetic Alien Hull Fragments

We do not know much about the mysterious Mimetic Alien, but we have uncovered the possible remains of one of their vessels on the outer edge of the galaxy. This world may be the first stop the Mimetics made upon entering our galaxy from wherever they came from. The ship's hull seems to have been bioengineered, and researchers have uncovered that they can regrow aspects of the ship's hull when exposed to proper nutrients and minerals. Phoenix Site command has been ordered to be cautious in trying to find more remains of this vessel as this could be a Mimetic ploy to lure out Phoenix Site teams into an ambush to replace them with their infiltrators.

I found this list buried in archived correspondence files. If Jackson thinks these are notable we should probably keep an eye on them specifically.

- Rodriguez

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Tau'ri Chaapa'ai (Critical Addendum)

Case File: ASH#29-223.05 - Edited

Source: It is vitally imperative to mission safety that no personnel be briefed on the previous version of this text without also being given this addendum.

I've found a half dozen unlabelled images in the file, do we know the origin of this one?

- Rodriguez

I believe this is Zarados and goes with this case file. Let's keep these together.

-Maste

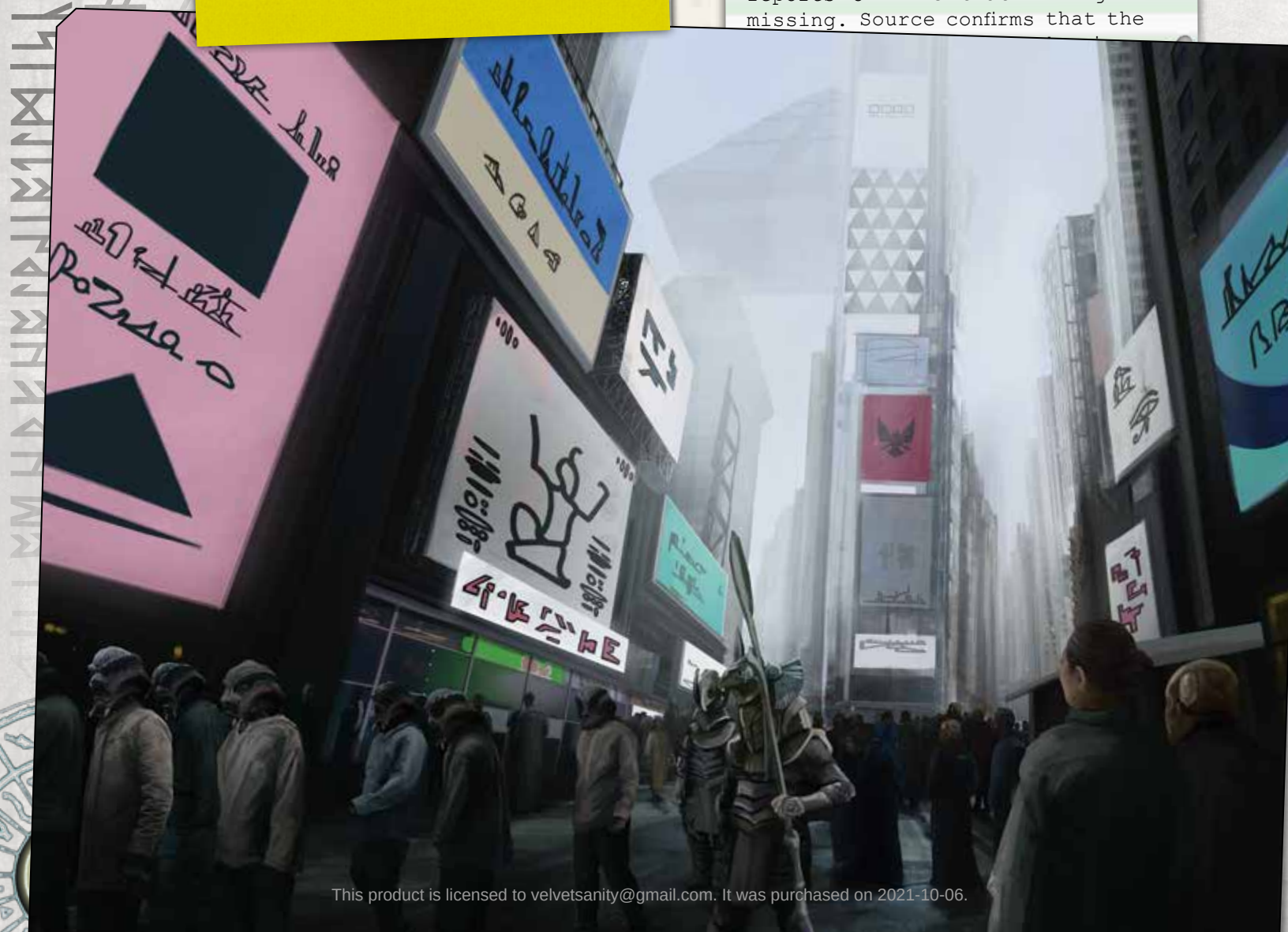
Zarados

Case File: ASH#12-332.81

Source: Unnamed Tok'ra Operative

Zarados is an intergalactic casino planet and resort with beautiful beaches, pleasant weather, and a population who accept gold, naquadah, and small trinium discs in trade. They have managed to resist the predations of the Goa'uld Kukhet despite being located near his territory, and have not been assaulted by other Goa'uld for millennia. They welcome outsiders to their planet and treat them as guests and encourage them to take in the hundreds of tourist sites on their world.

Source believes there is a darker underside to Zarados. How is it that the planet has avoided Goa'uld threats? There have been reports of VIPs that have gone missing. Source confirms that the



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Coalition Allies

While the Phoenix Site is, by its mission statement, in search of new allies across the Milky-Way galaxy, this task would be impossible without the aid of our already established non-Tau'ri allies. Members of the USAF are expected to treat our allies with the utmost respect, even if (or especially when) their customs and beliefs conflict with our established social (and even ethical) norms.

ATUREN

By Kulera

The Aturen were not always as they are now. Millennia ago, they lived more primitive lives, where their daily survival depended on how well their hunters and gatherers could provide for the roaming families as they fought to survive in the Atura wilderness. They had just begun to discover how to beat base metals into shapes to aid them in their hunting and cooking and had nothing else changed, they would have continued down a similar path of evolution to that of the Tau'ri.

All of this changed when a lone Nox family came through the Stargate seeking help from a deadly threat. The Nox were sick from a mysterious illness and they were seeking a cure. They were discovered by a group of Aturen, who were stalking a tundra beast herd. Realizing that the Nox posed no threat to them, they brought them back to their camp. Though it was difficult at first to communicate, the Nox learned their language. The Nox's illness was getting worse and needed a new medicine. The reason the Nox traveled to Atura was that on it grew unique herbs of amazing qualities. However, at this point the Nox were too weak to seek it out. The Aturen formed a party to seek out the needed material, but it was a dangerous journey. Eventually the party returned but not before many Aturen lost their lives. The Nox were cured and felt obligated to pay back their benefactors for their sacrifice. When they returned to their homeworld, the Nox debated what could be done to protect a species that had shown such generosity to them. To honor them, the Nox decided to shepherd the nascent race to ensure their survival.

At first, the Nox took on the appearance of helpful spirits who would chase away ferocious predators or hide Aturen encampments from their enemies. They taught the Nox values of peace and understanding to the Aturen and helped them to live symbiotically with the environment rather than taking what they needed from it. Over time, the Aturen began to build cities in the trees of their homeworld, and when they started harnessing electricity to power their own devices, the Nox knew it was time to reveal themselves.

The Aturen took the revelation that their gods were an advanced race well, and together the two species continued to coexist peacefully. Under the Nox's tutelage, the Aturen developed technology at an accelerated pace. The Nox tried to curb the growing conflict among the Aturen groups, but even they could not prevent what would happen.

Aturen homeworld of Atura.



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THE SHAMEFUL WAR

The Nox attempted to guide the Aturen's development towards peace, but the very young do not always do as they are told and inevitable conflict arose among the Aturen. Where once the people were divided into tribes, as their society evolved, those became houses, and then Great Houses. Warfare between the Aturen had been frequent before the Nox revealed themselves, and they enjoyed centuries of peace where conflict was encouraged by the Nox to be handled by arbitration rather than direct warfare. In the end, the grim shroud of war would come once again to Atura when the Great Houses, unable to put aside their differences, went to war with each other over borders and land. The Nox stayed out of this conflict though they watched it unfold from a floating city they had established on Atura.

The conflict was more brutal than anything the Atura had previously experienced. Advances in technology led to the use of aircraft and plasma weapons in widespread warfare. The trees burned as the Aturen waged uncompromisingly barbaric war upon each other. The Nox retreated to their city and watched the planet burn. Though they stood by their principals of non-interference, they lamented what was happening to the species that they had regarded as their adopted children.

The war came to a head when an atomic weapon detonated above the Shinolon forest. Tens of thousands of Aturen looked up from the trenches they were fighting in to watch the sky ignite over their heads as a fusion warhead destroyed ten square miles of terrain in an instant. The ensuing inferno from the forest fire filled the skies with ash and devastated hundreds of miles in every direction from the blast. The Aturen armies, realizing that they had gone too far, ordered an immediate cease-fire as their soldiers turned from fighting each other to battling the ecological calamity that had occurred.

The Nox, realizing they had to act, appeared in their floating city above the blast site and brought the leaders of the Great Houses before them. Like a child seeing the disappointment in the eyes of a loving parent, combined with the devastation of thousands of square miles resulting from the fires, the event kindled a great sense of shame in the hearts of the Aturen. If the Great Houses had refused to listen, then surely the devastation below would have spread to every corner of Atura. Thankfully, the Aturen of that time set aside their differences and worked to end the war peacefully.

The Nox used their technology to cure the land of the fallout from the weapon. Life eventually returned to the continent save for a small section known to this day as the Great Shame. There, in a small crater carved out from the blast, stands a lone monument dedicated to the shameful end of that conflict. Aturen are expected to make a pilgrimage to this site before becoming an adult so that they can see the true cost of war in its entirety. The effect of this on their psyche is profound. The Aturen have worked to settle their differences peacefully since that day, considering it a failure to resort to violence or destruction.

THE COMING OF THE TOK'RA

The Aturen's first contact with a species other than the Nox happened only five years ago. A damaged Tel'tak vessel crash-landed on a planet close to the Aturen's sun. It was a coincidence that this vessel crashed near an Aturen listening post manned by Aturen of the House of the Stars, the Estrellus. They took a great risk in extracting the pilot of this vessel and bringing him back to their colony. The crashed pilot revealed himself to be Polonius, a Tok'ra operative, who had just barely managed to escape the forces of the System Lord, Ba'al. He was trying to make his way back to a world with a Stargate when his damaged ship's engines gave out.

Polonius was amazed at what he saw when brought back to Atura. The Parliament was furious at the rescue, for they feared that the Tok'ra would bring the conflict he spoke of to Atura. The Nox were ominously silent on the matter and refused to offer any assistance after saying, "Now comes the time for the Aturen to decide for yourselves." The Valingar of the House of Steel and Stone threatened to kill the lone Tok'ra, but the Aturen Parliament realized that Polonius' tales of the state of the galaxy could not be ignored.

Polonius stayed on Atura for two years as he took part in discussions with the Aturen Parliament. As Polonius spoke, he slowly began to sway several of the Great Houses over to his side. The Aturen could be a potent ally to the growing alliance between the Tok'ra, the Tau'ri, and other species. If they stood by while the galaxy suffered, then they were condoning the System Lord's actions by complacency. In a pivotal vote, the Aturen Parliament voted to end their neutrality and to begin negotiations with the Tau'ri. When Polonius returned to his people, he brought several Aturen ambassadors with him and thus began the Aturen's involvement with galactic politics.

The Aturen are finding themselves embroiled in a conflict in which worlds burn in the wake of Anubis and his war with the System Lords. They

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are grateful for the guidance that the Tok'ra and Tau'ri have given them, but still are wary of dealing with them. They see entering the war with the Goa'uld as morally the right thing to do, but they know that they are putting themselves in the line of fire by doing so. However, as they did in protecting the Nox centuries before, the Aturen know they must do something to help. They have sent their best people to the Phoenix Site not only to learn from their allies but to bring the Aturen philosophy to their newfound comrades with the hope that when the war is over, they can teach others to live more as they do. The Aturen value peace, but are willing to fight for it with all they hold dear so that others may know peace as they have.

THE CREED

The Creed is the guiding set of principles to the Aturen. Developed from conversations with the Nox and patterned off some of the same beliefs that have guided the Nox for millennia, the Creed taught the Aturen how to thrive in their environment without giving in to the need to exploit their homeworld and to waste the gift they received. The Creed is center to the Aturen philosophy, and they judge all of their actions by its teachings. As the Nox are pacifists, they encourage their children to do the same, but the Aturen's development has seen their interpretations to be different.

The 6 Precepts of the Creed:

1. The highest service is to help those in need.
2. The world is sacred; live in balance with it.
3. Use only what you need.
4. Avoid conflict, and end it quickly.
5. Together our strength is multiplied.
6. Respect the choices of others.

The Aturen have debated these principals for centuries, and the numerous universities and libraries on Atura are filled with books discussing the Creed and its philosophy. The great debating halls on Atura always have philosophers and academics discussing in polite tones with their colleagues on the true intentions of the Creed. As simple as the Creed is, it is a deeply personal belief for all Aturen. However, while their society has based their laws around strict interpretations of the Creed, it can differ significantly from Aturen to Aturen.

Those of House Seliniae view the Creed as an ever-evolving philosophy. They have stayed faithful to its teachings, but when the call for war against the Goa'uld came, they knew they had to help free the enslaved people of the galaxy. They stand firm by their allies in the Tau'ri and Tok'ra, and have lent their considerable resources towards opposing Anubis and the System Lords. House Melipoli, however, are staunch traditionalists. They devoutly follow the 4th Precept and believe that war can be avoided still. The Aturen of House Valingar view the Creed as a quaint philosophy from another era. As they train their forces for war, they know that the System Lords are not like the Aturen and just as they will not respect the Precepts the Aturen cannot be expected to apply them to their dealings with the Goa'uld.

THE GREAT HOUSES OF THE ATUREN

For the Aturen, the family is everything. When a child is born, others in the community work together to make sure that the parents can take care of their children and protect them from the dangers of the world. Aturen children grow up in groups made up of their cousins and neighbors, and for most of their early life, they are not expected to have seen much of Atura outside of the lands where their families live. By the time of their Age of Awakening, an Aturen child has enjoyed the benefits of being counseled and taught by their elders, who make sure they have the tools and resources to pursue their path. The Age of Awakening occurs at 25 when the Aturen is judged by their family's most enlightened members and encouraged to seek their own path in the world. It is from then on that they must find their way, to give back to Aturen society and to help with the raising of children.

There are hundreds of families and houses on Atura. However, there are five Great Houses that dominate the political landscape of their culture. These Great Houses formed over the centuries through a series of marriages and alliances. These Great Houses hold the most seats in the Aturen parliament, and though an Aturen will answer with their family name when asked who they are, a shrewd and cunning Aturen will know to which Great House that family owes its allegiance.

The **House of Ground and Sea** is the largest of the Great Houses, but was responsible for instigating the Great War. Known as the Melipoli, they have the most hospitals and research facilities on the planet. Since the war, they have become staunch traditionalists with regards to the Creed and prefer to follow it as diligently and faithfully as they can. The Melipoli are not against defending Atura and helping liberate other species in the

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galaxy, They believe in the pursuit of diplomacy first, but they understand that the Goa'uld have left the galaxy no choice but to take a stand. They rarely venture off planet, and though members of the Melipoli have served at the Phoenix Site they are most likely to share resources that are non-violent. The Melipoli will always make time to talk with others, and will often share anecdotes and stories from their lives to try to get their point across when debating.

The **House of Steel and Stone** is the most militant of the Great Houses. Known as the Valingar, they believe that the Creed is essential but should not be dogmatically followed to the detriment of their way of life. They have the largest standing army of any of the Great Houses and are responsible for the construction of orbital defenses for Atura. The Valingar do not believe they need to wage war on their fellow Aturen and are content with doing things on their terms, but they will not stand by as the Goa'uld threaten the galaxy. It is no surprise that the House of Steel and Stone supports the Phoenix Site program the strongest, and are the most willing to field soldiers when requested. They are still distrustful of the Tau'ri, but see this cooperation as a means to train their soldiers for the upcoming conflict with the Goa'uld, and being able to bring back weapons technology from other species is their driving goal. The Valingar are proud and willing to fight to the last to preserve the Aturen way of life.

The Aturen of the Eiteldar make up the **House of the Dawn**. Once a house made up of noble families, the Eiteldar now dedicate themselves to the preservation of the environment and natural artwork of Atura. They are renowned for the philosophers and great leaders that come from their house and occupy the most seats in the Aturen Parliament. Their house most frequently handles diplomacy with other species, and their leaders have even made the trip to Earth through Atura's Stargate. The current Prime Minister of Atura is an Eiteldar, and he is one of the few Aturen to visit the Nox homeworld. An Eiteldar is always careful and deliberate when they speak, as they know the power that words hold. As stalwart defenders of the environment, the scavenger nature of the Goa'uld is an anathema to them.

The **House of the Stars** are the famed explorers of Atura and its solar system. Known as the Estrellus, they were the first Aturen to leave their homeworld in rockets centuries ago and established secret bases and mining operations throughout their solar system. To the Estrellus, access to the Stargate network allows them to further their house's dreams of exploring the universe, and their scouts bring back intelligence on the System Lords. Estrellus are typically restless and prefer to not stay in one place for too long. To this house, the Goa'uld represent a tyranny that prevents exploration, not only in travel through space, but worse, in the way they prevent people from learning and discovering knowledge. This goes against everything the House stands for.

For the Tydel, life is the most precious resource in the universe. Known as the **House of Life**, they have dedicated themselves to the pursuit of medical knowledge and on studying the myriad life-forms found across the galaxy. The Tydel do not capture specimens but prefer to adapt to the creature's environment, and will spend years forming relationships with animals so that they may learn them better. The Tydel are also the most environmentally conscious of the Great Houses and will refuse to take action if it dramatically alters a planet. Yet, they will fight to protect the worlds from the predations of slavers and those who would destroy their natural beauty. The Tydel possess a strong affinity for nature and do not look kindly on those who deliberately damage the world around them.

THE GREAT HOUSES

House of Ground and Sea
• Tranditionalist
• Diplomacy First
• Rarely Leave Atura

House of Steel and Stone
• Open Minded
• Might First & Proud
• Supports Phoenix Site Program

House of the Dawn
• Natural Leaders
• Nature and Culture First
• Ambassadors for Atura

House of the Stars
• First to Leave Atura
• Exploration First
• Despise Tyranny

House of Life
• Pacifist
• Medical Knowledge First
• Very Environmentally Conscious

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ATUREN TECHNOLOGY

The Aturen exist in a curious state technologically. Where once they were on a path to develop technology that might have put them on par with the Goa'uld, they have shunned most forms of technology if it was too toxic for the environment or too dangerous to use safely. They prefer not to clear the land of trees and animals when they build and instead choose to make their structures naturally in harmony with the land around them. It is not uncommon to find Aturen dwellings high in the trees, and advances in bioengineering have created massive trees capable of supporting several hundred tons of weight on their branches.

When it comes to warfare, the Aturen are torn. They know they must protect themselves from those who would prey upon them, yet they remember the pains of the last great conflict that was fought between their people. The Great Houses once fielded armies of soldiers armed with ferocious plasma weaponry and could launch weapons that could target their opponents across the globe. Now, the Aturen only keep these weapons with the goal of defense. Though other species like the Tau'ri claim that their armed forces are meant to be a deterrent to their fellow nations, the Aturen prefer to mediate conflicts between each other in the Parliament and only keep small armies to protect their citizens from attack.

The Aturen once built fleets of naval vessels and aircraft whose sole purpose was for war. Now they only make these ships as they need them and prefer that all vessels be used for exploration and transportation in addition to combat. The Aturen even have a small fleet of space-worthy ships which they used to explore their solar system, but these vessels are far behind the System Lords and only outclass the Tau'ri in a few areas. However, considering that the Nox did not give them any of this technology, this is quite a remarkable achievement, and it is owed entirely to the desire to explore.

The Valingar have done their best to change, and have begun training their people in the ways of warfare. They have even requested that the Tok'ra and the Tau'ri send military advisors to their people in exchange for technology, which has put them at odds with the Melipoli and the other Great Houses. If the System Lords were to bring the war to Atura then the Valingar will be the best prepared to resist them, but even at their current state, they do not believe they could win a conflict with the Goa'uld. The head of House Valingar, Caedus Starhawk, has urged his fellow Parliament members to begin training programs of their own.

THE NOX AND THE GIFT

It was heavily debated among the Nox but in the end, they chose to help keep their nascent children safe and to give them the chance to develop without outside interference until they could mature to the point of standing on their own.

Known as the Gift, the Nox used their power to shield not just Aturen cities from the Goa'uld but the world of Atura itself. To all observers the planet seemed to disappear from the galaxy as the Nox wove a protective barrier around the planet. To ships entering the star system, their instruments register a ferocious debris field full of uninteresting mineral deposits hardly worth mining. This barrier has been tested a few times over the centuries, but even scout ships for the mighty Ra were unable to find the Aturen homeworld.

The Nox cautioned the Aturen to explore their system but to do so sparingly so as to avoid detection. Had the Aturen stayed true to Nox teachings then they would have continued to have enjoyed the benefits of the Gift, but when the Aturen told their teachers that they could no longer stand by while the System Lords ruled over the galaxy the Nox knew that the time had come.

Now the Gift is gone. Atura is visible once more, and the Aturen Parliament still debates whether becoming more active in the galaxy was the wisest decision. The Great Houses know that without the Gift they are vulnerable. With the House of Steel and Stone at the forefront, they have set in motion plans to help protect their planet.

However, the Nox have done more for the Aturen than simply shielding them from detection. They have worked with the Aturen in the role of advisors and philosophers, and occasionally Nox will visit the great debate halls and universities of Atura to take part in the discussions. The Nox feel most at home with the Tydel, who work in bioengineering and preserving the environment. They also feel a special pride in the Melipoli, who they believe strive hard to follow the same teachings for which the Nox are willing to die. They look upon the Estrellus, and the Valingar with some sadness, as their need to explore the galaxy and to engage in conflict, is a sign the Aturen may abandon the Nox philosophy entirely. Still, they have grown to trust in their children and respect them for choosing their own path.

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Jaffa

I am Jaffa.

Three words that hold a multitude of meanings. I am a servant to false gods; my people enslaved for countless generations. I am a rebel; my eyes opened to the truth, and the only path to freedom. I am a traitor; outcast by my family for betraying the false god they hold sacred. I am a host; growing the very creature who would enslave and destroy me. I am a hollow body; my immune system dependent on a parasite.

Every Jaffa must grapple with these truths. I look to the present and see only strife. We have thrown off our shackles, and now Goa'uld send our families to wage war against us. They do this on purpose, for they know it strikes at our heart. The Goa'uld have always treated the Jaffa as resources, moving us around as they see fit. Sometimes they barter us away to other Goa'uld as part of a treaty. They've allowed me to keep my family unit, however. When my mother ascended the ranks of Cronus' army and moved from planet to planet, she still returned to my father and their children after every victorious battle. The Stargates make this easy, traversing the vast distances of the universe in a literal step. She named my father her Love, and my siblings and I, her Courage. Nothing could keep her from returning to me and my siblings, yet she denounced me when I became Shol'va. I share this story, so the Tau'ri know what we sacrifice when we abandon the Goa'uld. I hope we can one day heal this divide in our people. That we can expose the Goa'uld as parasites and false gods, cast them down, and reunite our families. I often despair that this is impossible. War breeds resentment. I fear these wounds will fester long after the Goa'uld are made extinct. Even if the wounds heal, the future of my people seems uncertain. Until recently we could not physically survive without the symbiotes. Do we leap into the unknown using Tretonin, hoping our scientists or those of our allies can find a way for us to survive? Do we enslave the remaining Goa'uld Queens, using their children as cattle in retribution for what they did to ours? There are no ready answers here, only unknown and impossible choices, yet this is the path we Free Jaffa must walk.

-A'tir, of Phoenix-1

THE STOLEN PEOPLE

The Jaffa were created by the Goa'uld shortly after the discovery of Earth by the Supreme System Lord Ra. Realizing that humans would make more suitable hosts than the Unas, Ra decided that humans could be used for more than just host bodies by the System Lords. Realizing that symbiotes taken from their home planet usually made for poor System Lords who needed to be taught much about the galaxy, Ra decided to use the malleable genetic template of humanity to create a servant species that could not only fight the Goa'uld's wars for them but could serve as living incubators for symbiotes. The Jaffa were created so that the Goa'uld could incubate symbiotes until they reached a certain age before forcibly removing them. This would often lead to the death of the host unless the Jaffa was implanted with a new symbiote, but the Goa'uld did not care. For them, they had discovered a means to gestate newer generations of System Lords as needed and the symbiotes they bred were sired from the System Lords themselves. The ancestral genetic traits of the Goa'uld are stored within each symbiote, and after their removal from a Jaffa they were able to adjust to life in a host much faster than their wilder cousins on P3X-888.

In the beginning, the Jaffa were raised to be utterly dependent upon the System Lords. The Jaffa's physiology was manipulated so that if they were not implanted with a symbiote by the age of 10, their immune system would fail and they would likely die. This made them look to the System Lords for their continued existence. Their people were also heavily indoctrinated by the Goa'uld to view them as gods, and their entire culture was shaped around the belief that the System Lords were a pantheon of deities who created the Jaffa and deserved the Jaffa's obedience. Those who were not chosen to be warriors for their armies still worshipped the Goa'uld as gods, and were responsible for maintaining their cities. The Jaffa were viewed as being entirely above the humans who had been enslaved by the Goa'uld, and were responsible for enforcing their gods laws and whims within their domain.

There were a few attempted rebellions against the Goa'uld over their existence but the belief that the Goa'uld were divine beings was so strong that the Jaffa themselves would give their lives if it meant carrying out their god's orders. The Jaffa would have remained slaves to the Goa'uld if not for the discovery of Earth and the defection of the First Prime of Apophis, Teal'c. His defection was a truly ground-breaking event for the Jaffa who had not attempted any kind of rebellion such as

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that for centuries. Teal'c would quickly become shunned by his own people, who declared him shol'va. Among the Jaffa, refusing to follow their gods orders was considered particularly heinous. Any Jaffa who are declared shol'va are usually killed on sight, though the Goa'uld would prefer that these traitors are captured so that they can be tortured and executed before other Jaffa in order to ensure continued obedience.

The Jaffa have now become split since Teal'c defected. They have never had an insurrection of this size against the Goa'uld before, and as more Jaffa become disillusioned with the System Lords and flock to rebel banners the System Lords are at a loss with how to keep the rebellion contained. In the past, it was sufficient to wipe out the rebel Jaffa's family and in some cases, an entire city in order to keep continued obedience. Now the Jaffa use the burnt remains of their cities as rallying cries to resist the oppression of the System Lords. With several notable Jaffa masters such as Bra'tac stepping up to lead the Free Jaffa, it is only a matter of time before they are able to overthrow the Goa'uld and truly know what freedom is.

The arrival of Anubis has made things more difficult for the Free Jaffa. Anubis' spies are everywhere within the domains of the System Lords, and rumors claim he may have found a replacement for the Jaffa whose loyalty can't be guaranteed. The Jaffa are distrusted by many other civilizations who remember millennia of warfare and harassment by them and are slow to trust them. The Jaffa appear to be having an existential crisis as a people; most of their customs and traditions were based around the worship of divine beings who now appear to be mortal impostors who manipulated the Jaffa into service. As the Jaffa start to prosper and decide their fate for themselves, they must now start grappling with the question of who they are and who they are going to be.

It is interesting to note that with some exceptions the main weaponry of the Jaffa has stayed the same for centuries. Whether this is due to the ease at which the Goa'uld can equip their soldiers or if they did not care if they had access to new weaponries we will never know, but pictures of murals and tapestries taken from dozens of worlds show that the Jaffa have been equipped with Jaffa battle armor and staff weapons since nearly the beginning of their recorded history. Even their aircraft has only seen little variation.

– Jackson

LIFE AMONG THE JAFFA

All Jaffa, whether they are still in service to the Goa'uld or are free, are a deeply spiritual people. For centuries they have known nothing but worship of the Goa'uld and this has shaped their society. A Jaffa will be deeply superstitious, and will often look to omens or prophecy as a guide. If a cave or ruin has been declared cursed a Jaffa would be unwilling to enter it, as for them they believe that if a place has become cursed then it is not worth entering. They also take the commandments of their elders seriously. A Jaffa who has lived long enough to achieve the rank of Master has been in service to the gods for their entire life, and will have gained much wisdom in doing so. Those Jaffa that have reached advanced age are treated with deep veneration and respect, and these Jaffa often become leaders.

The Jaffa are also unaccustomed to rapid change. Where the Tau'ri come from a world that sees rapid technological advancement each year and social trends that change over years the Jaffa are not used to such things. A Jaffa family will still send its children to the nearby well to gather enough water for them to use throughout the day rather than insist upon plumbing being installed in their dwelling. For the Jaffa, this is not out of ignorance but because it is their custom to do so and it has served their family well. The same thing happens when examining Jaffa battle tactics. For the Jaffa, they still use the weapons that their lords have outfitted them with for centuries. If the gods had ordained them to use new weapons then they would do so, but as they have not the Jaffa still use the same staff weapons and other devices that have seen service for centuries. Even Teal'c has been slow to adopt the weapons of the Tau'ri, and with as much time he has spent among his teammates on SG-1 he still prefers to use the same staff weapon that he used when he was First Prime.

Despite the low level of technology that the System Lords have given them, there are still pieces of technology available in their dwellings that are not found on Earth. Jaffa are issued a communication device that can project a hologram of their god whenever the System Lord needs to make a grand announcement. Larger versions of these devices can be found at the center of each city, and are capable of projecting enormous images of the Goa'uld into the sky. These devices are used to send out messages and decrees from the Goa'uld to their people. Other devices kept by the Goa'uld include simple messaging devices and tablets that are able to change the words on them at will. While some System Lords prefer to

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keep their people at a low level of technology, it appears that they want their primary servants to have some luxuries in order to keep them not only obedient but well educated so that they are even more capable servants.

The Jaffa have a complex series of laws and commandments that they follow. They view having to bring their problems before their gods as a deeply shameful act (which would often lead to the callous Goa'uld executing those that did so) and so they developed their own rules and laws that govern their society. Honor is important among the Jaffa, and if two warriors are unable to find equitable settlement of a dispute then they would be allowed to fight each other to solve the conflict. This can lead to feuds between families that can last for centuries as two families struggle to finally resolve the point of honor that may have become forgotten.

Ever a pragmatic people, the Jaffa tend to not let things complicate their lives. The Jaffa know that there are millions of worlds in the galaxy, so they do not concern themselves with their own personal conquests or the need to expand their cities. Even if they were to do so, it would be at the commandments of their gods, who can order the Jaffa to wage war on another Goa'uld's domain whenever they wish. While some Jaffa care only for advancing themselves and earning a high position in the service of their god, they are mostly content to live their lives as the gods have ordained. When a Jaffa rebels against their former master, they are likely to throw in with a chosen leader that can provide them with clear instruction. This is why Free Jaffa leaders like Teal'c and Master Bra'tac are important to the Free Jaffa; without them, the Jaffa may not find the motivation necessary to question their loyalties to the Goa'uld.

WARRIORS OF THE GODS

At a glance, the Jaffa may seem backward people who fight in a strange manner compared to the complex tactics used by the Tau'ri. This is purposefully deceptive as the Jaffa have been waging wars of interstellar conquest for centuries, and have had to adapt their fighting styles to face their opponents. In their time as soldiers of the Goa'uld, the Jaffa were responsible for the devastation of the Oannes, the Tollan, Unas uprisings, and even were at the forefront of the System Lords conflict with the Asgard. Where the Jaffa may lack in technological superiority they make up for in numbers and in their fervent devotion to their gods. A legion of Jaffa soldiers spilling forth from a Stargate can quickly overwhelm the defenses of a world unprepared to deal with such a threat. Combined with wings of Death Gliders and bombardment from Goa'uld starships from orbit and a world can quickly become overwhelmed by the Jaffa within a matter of weeks if not days.

The standard Jaffa soldier will be issued a Ma'tok, or staff weapon, which is capable of firing a bolt of plasma at their target. These staff weapons are powerful weapons capable of destroying solid walls and fortifications and can kill their opponent instantly. Though heavy and cumbersome, the Jaffa train their whole lives to wield these weapons in service to their gods. Some Jaffa may be issued Zat'nik'tel or "Zat" guns, which are able to stun their opponent with bolts of electricity. Other weapons may be issued to the Jaffa as the Goa'uld see fit, but these are the weapons Phoenix Teams are likely to encounter off world. Those Jaffa chosen to be members of a Goa'uld's elite guard will be given stylized armor which is usually a symbol of an animal considered sacred or personal to the Goa'uld. Stories about the victories won by Ra's Horus Guard, the devastation of Wepwawet's Wolf Guard, and enforcers of Apophis' Serpent Guard are often told by survivors who have had to face them on the field of battle. To be chosen to be a member of one of these elite guards is considered one of the highest honors a Jaffa can earn next to be chosen as First Prime.



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As a fighting force, the Jaffa are often led by their First Prime, who is the chosen representative of their god. This First Prime is given the authority to issue orders on behalf of their god, and to disobey them is to invite immediate execution. The First Prime will also be the leader of the Goa'uld's elite guard and be a dangerous opponent to face. Below the First Prime are the honored Masters, who have gained experience fighting for the Goa'uld over decades. These Masters are entrusted with leading Jaffa on the battlefield and in training new recruits in the service to the System Lords. Occasionally the System Lords will bestow other titles upon the Jaffa as they see fit; Ra was known to have named his First Prime Anubis, after his greatest opponent, so that he could capitalize on the fear that such a name would inflict upon others. Other titles include High Executioner, Sacred Artificer, and Fangs of the Serpent.

THE FREE JAFFA

The Jaffa are now at a crossroads as a people. They have served as the enforcers of the System Lords for centuries, and now they must decide who they are going to be. Thanks to the efforts of the Tau'ri and their allies, stories of victories over the System Lords are being spread from planet to planet and are now being whispered by the Jaffa in hushed tones. Though most are still loyal to their gods, they have never seen an uprising such as this. As more System Lords are overthrown across the galaxy, their worshippers are now facing the fact that the Goa'uld are mortal and that the Jaffa have the chance to govern themselves.

This has not been easy for them. As the veil has been lifted from their eyes, the Jaffa must be careful to avoid falling back into the grip of the System Lords. While some Jaffa who served fallen lords have thrown in their lot with the Free Jaffa resistance, there are still some who seek revenge on behalf of their gods. Others are quick to turn to other System Lords for protection, and the ranks of Wepwawet, Ba'al, and Yu are now growing with those Jaffa who have lost their former masters and seek a new one. But there are other threats out there that may shape the Jaffa now that they are so close to earning their freedom. Enterprising criminals are making overtures to Free Jaffa settlements with the offer of supplying them with the symbiotes they need to survive. Others are quick to offer payment in the form of gold and technology to Free Jaffa who are willing to serve them, and across the galaxy criminal organizations are recruiting Free Jaffa as enforcers and soldiers.

The Free Jaffa are also facing a new problem with their earned freedom, and that is one that affects their very survival. Without symbiotes, the Jaffa will die. Their children are not able to survive without the implantation process, and as a Jaffa gets older their symbiote will eventually die within them if it is not harvested. The Tau'ri of Earth have developed a drug that can be used as a substitute for the symbiotes, but some Free Jaffa Masters worry this is exchanging one lord for another. Earth has promised a steady supply of this drug but with millions of Jaffa scattered across the galaxy, the Jaffa may face a crisis in the future if they cannot find a way to solve their dependence upon either symbiotes or the drug.



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Tau'ri

by Kulera

The humans of Earth are an interesting group. Called the Tau'ri by the Jaffa, they are people who live on the world that would go on to seed humanity throughout the stars. They are a young people by the standards of the Nox, but they have come so far in such a short amount of time. While they are not without their faults, the Tau'ri are the best chance for the galaxy to finally rid itself of the System Lords once and for all. It is by their grace and planning that they have saved countless lives and species across the galaxy, though their propensity for violence and the fact they are governed by their emotions tends to make other powers like the Nox and the Aturens suspicious of them. But they have proven time and again of their ability to create great change upon the galaxy.

From the historical records they have shared, we have learned that the Tau'ri were the original progenitors of humanity across the galaxy. Eons ago, the Supreme System Lord Ra visited Earth and discovered they were better suited for hosts than the Unas which they had been currently using. Ra discovered that their new hosts could be repaired and kept alive almost indefinitely compared to the Unas, and within a generation he and the other System Lords had harvested humans from Earth to populate their own planets. Despite an uprising that led to the burial of Earth's Stargate, the Goa'uld would return over the millennia to harvest more humans as they saw fit.

Today the Tau'ri are a marvelous melting pot of different cultures. Where most planets are dominated by a few diverse types of cultures, Earth has hundreds if not thousands spread across the globe. I have heard that in one of their largest cities, New York, that a visitor can travel a mile and encounter denizens from across their planet. While at times this has fractured humanity, it also appears to be one of their greatest strengths. They combine the best elements of their people when they need to and can unify greater than any other species in the galaxy. There are times when the Tau'ri's mistrust among their own people, such as with the nation of Russia on their planet, will cause them to fight among themselves and keep them from achieving their goals, but from what we have gathered they are doing their best to make peace among all of their people so they can be unified against the Goa'uld. In a way, Phoenix Site represents some of their dreams for how to deal with the threat of the System Lords. It is a place where the best of the galaxy can come together to find ways to resist the oppression of the Goa'uld and end their reign forever.

The Tau'ri also represent a source of strength for the alliance against the Goa'uld. They routinely send food and supplies to worlds they have encountered. They have even offered to send ambassadors and aid to my people in order to help us better prepare for the conflict. While one may argue that it is prudent to supply the enemies of your enemy, I think it shows a generosity that only continues to grow among their people. I would not be surprised to see the Tau'ri become a great power in their own right among the galaxy. This is why Anubis and other System Lords have tried repeatedly to destroy them. If the Tau'ri are allowed to continue to grow, they will one day stand on par with the Tollan and the Asgard as a power in the galaxy.

The other great strength among the Tau'ri is their ingenuity. I overheard a conversation among a visiting SGC team that was in the commissary the other day about when they once saved the Asgard from an infestation of Replicators. The Asgard are highly advanced and possess technology few others can counter, and yet the Replicators seem to adapt and overcome their defenses at every turn. As an Asgard once told the leader of this team, "The Asgard would never invent a weapon that propels small weights of iron and carbon alloys by igniting a powder of potassium nitrate, charcoal and sulfur." Their technology may be simple by comparison to the Goa'uld or Asgard, but it is no less effective. Their scientists are able to devise solutions to problems that more advanced cultures may have overlooked, and their capacity to "jury rig" machinery to function well beyond its intended purposes has allowed them to perform such miracles as closing Stargate vortexes powered by black holes or develop crude naquadah generators of their own.

I cannot say what will become of the Tau'ri after the war with the System Lords is finally over, but what I can say is that without them those that oppose the Goa'uld will remain fractured and unable to gain an edge over their opponent. As more civilizations are liberated across the galaxy, the Tau'ri of Earth have proven that without them, the war with the System Lords would continue on for many centuries. The victories they have won in the past few years alone would have taken the Tok'ra or Asgard centuries to claim. They may truly be the best hope for the galaxy, if they could only continue to put aside the infighting that plagues their planet.

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Tok'ra

by Bythal & Maste

Captain Rodriguez asked me to write a report on the Tok'ra, citing that I am an "expert." I don't know if that's true. Would you ask any Tau'ri to write a report on humans and hold it representative for your entire species? I will, therefore, only speak to what I have seen and what Maste has taught me. I will also ask Maste to describe their own perspective. And I suppose that brings me to the first point: Maste and I are not one person. We are two people sharing one body. We also share our memories, in the sense that I can remember the experiences and emotions of Maste and they mine. That changes us, yes. Before the blending, I had only some twenty years' worth of experience and learning. Now I have hundreds. This is often beneficial, allowing me to "remember" solutions to many problems Phoenix-1 faces. Other times though, it's utterly overwhelming. Maste's mind is ancient, and I sometimes feel as if only a paper wall stands between me and the vastness that is Maste. I know Maste would never overwhelm my mind, as surely as I know myself, but even knowing they could is terrifying.

I don't regret blending with Maste. Their experience and knowledge has not changed the core of me, but rather made me a stronger version of myself. They've allowed me to access decades of experience and more clearly assess what matters to me. I hope Maste feels the same. Based on their memories, I believe that I temper their darker impulses. I don't know if that counts as stronger to the Tok'ra. I'll let Maste take over from here.

Thank you, Bythal. For what it's worth, I do believe being blended makes me stronger. We Tok'ra live long lives and suffer many losses. My own beloved mate died at the hands of the Goa'uld. That makes us determined and focused, but it can also make us callous. We look at the ocean of blood the Goa'uld leave in their wake, and sometimes consider those who die at our hands to be acceptable losses by comparison. Our hosts remind us that no casualty is "acceptable," and they steer us to a more gentle path, as our progenitor Egeria intended for us. The blending is good for both of us.

I would also speak to what it's like to be Tok'ra, beyond the blending. We are the mirror to the Goa'uld, born of the same species but given a very different genetic imperative. We seek to share and coexist where Goa'uld take and enslave. Ironically, this difference also ties us to them. The Goa'uld will not stop before the Tok'ra are dead, and we will not stop until their empire is dust amid the stars. Our whole existence--continually moving from planet to planet, finding hosts willing to jump into a war that spans centuries--is driven by this dichotomy with the Goa'uld. We leave seeds of friendship where we can, knowing that to associate with us marks anyone for death at the Goa'uld's hands, hoping these can bloom when the shadow of our "cousins" is finally stricken from the universe.

AGAINST RA

The Tok'ra were born when one of the System Lord's realized that what we were doing was wrong. Egeria, watched as their people stretched across the galaxy in a wave of oppression and brutality. As the centuries went on, she watched as her people's potential became limited by their own greed and need to satiate their pleasures. She knew that with their genetic memories and advanced technology the Goa'uld could have shaped the galaxy into something better, and that they could have taught other species to become great in their own rights. Instead, they destroyed every civilization they came across and wiped out several species as they built an empire upon the backs of slaves. She tried to teach her first brood of children to do better but they fell to the same behaviors of scheming and treachery that Ra seemed to foster among their people. It was then that Egeria decided that she could no longer stand idly by as her people became a plague onto the universe, and she set about to try to liberate the people enslaved by the Goa'uld and try to change her own people for the better.

Over time, she created her own brood of symbiotes that she kept away from the System Lords. She taught these children about morality, and how they should not give in to their baser instincts. While the urges that the symbiotes would have would still be there lurking below the surface, she taught them that coexistence with their hosts was a beneficial thing. Her children were taught to never restrain or enslave their hosts mind, and that by working together they could both have an existence. Sadly, Egeria's plot was uncovered by Ra and she was put in stasis in a canopic jar. Her children took the name Tok'ra in honor of their duty to overthrow the corrupt Goa'uld empire. Tok'ra is a name that is not without irony; it stands for "Against Ra," who Egeria saw as the creator of the corruption that blossomed across the Goa'uld civilization. Bythal will take over, as she has her own opinions on Egeria and the fledgling resistance.

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It still amazes me about Egeria's sacrifice. As a Goa'uld Queen, she literally had every treasure of the galaxy at her fingertips. She could have lived a life of perpetual luxury and continued to give birth to children that would have made the dynasty the most powerful force in the universe and yet she realized what the Goa'uld were doing is wrong. The Tok'ra still remember her sacrifice well, and if Maste has taught me anything it is that the Tok'ra believe that their own lives do not matter if it means ending the threat of the System Lords once and for all.

The Tok'ra resistance started small, but was no less effective. Thanks to Egeria's teachings, the Tok'ra were able to construct their own devices that aided them in their roles as spies and saboteurs. The Tok'ra were never large enough to field an army to oppose the System Lords but they did their best with what they had. They would strike from the shadows and eliminate key figures in the System Lords government, and they were able to sneak information and weapons into the hands of those that could resist them. Maste can speak more to how the Tok'ra function as spies.

LIFE IN THE SHADOWS

It is difficult to express what a life of subterfuge and guile is like to those that are not Tok'ra. Until you are joined, you are limited only by the limits of your natural life span but for us, we have existed for countless centuries. Our symbiotes contain memories dating back to the dawn of civilization on Earth, and we remember when the galaxy was a different place. I myself remember the beginnings of the war with the Asgard and how we had hoped that they might be the ones to bring down the System Lords once and for all. The stalemate that emerged between the Asgard and the Goa'uld may have helped liberate portions of the galaxy, but we were saddened by the Asgard's inability to continue the war to its conclusion. Since our partnership with the Tau'ri has started we learned of the real reasons why the Asgard were unable to keep fighting the System Lords, but among the Tok'ra it is still a lost opportunity.

When you are joined with a Tok'ra symbiote for the first time, we try to convey to the potential new host all that you are taking on as a member of our organization. We do not force compliance from a host; to do so is to show the same level of barbarity that the System Lords do to their hosts. Instead we try to convey to a host all that they are taking on when we are joined. There are too few Tok'ra symbiotes to allow for a host to refuse to continue our struggle to free the galaxy. If the host finds they cannot go on and live as we do, we simply contact our fellow Tok'ra and arrange for the symbiote to be extracted peacefully. It is not our way to punish a host for not wanting to spend the rest of their existence fighting against the System Lords. Not everyone has, as Jack O'Neill once told me, "the stomach for the fight."

Tok'ra are assigned to infiltrate System Lord society depending on the scope of the endeavor that the organization is attempting at that time. If we are trying to destabilize a Goa'uld regime on the western fringe of the galaxy, we will send our agents to take over positions within the numerous underlords and Jaffa leaders of the area. From there we take our time accumulating power and gathering information that we broadcast back to the rest of the Tok'ra. It is a subtle dance we have to perform, because while the System Lords are able to replace their lost numbers within a few years every Tok'ra lost is impossible to measure as we do not have the means to replace them anymore. We must do our best to avoid detection, which is made even harder by the fact that the System Lords have their own personal assassins in the form of the Ashrak. These Goa'uld are specially trained to root out our kind and execute them. They target our cell leaders, who are the few Tok'ra entrusted with management of our entire spy network across the galaxy. These leaders know what they are agreeing to when they achieve their rank, and know what could happen if their secrets were discovered by the System Lords. Sadly, this has happened in the past which has threatened to destroy the Tok'ra network entirely. To give perspective, we once had almost a hundred thousand Tok'ra at our disposal. Now we are so much fewer in number.

We are also limited by the means at our disposal. We are in the possession of advanced technology even the Goa'uld do not have access too. With our crystal tunneling technology we are able to build bases on worlds within a matter of days, and our encrypted communication devices have allowed us to stay in contact with our cell leaders across the galaxy. We have even managed to liberate a few ships from the arsenals of several System Lords. But we do not have armies of Jaffa soldiers trained to die at our command, and we are unwilling to deploy the same devices such as pheromone manipulators or nanite clouds on population centers. Where the System Lords are the sword, we are the scalpel, working to excise the threat of the Goa'uld only with precision and care.

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We measure our successes to a different standard than the Tau'ri do. The Tau'ri seem concerned with quick results, and engage in bold plans that cause the maximum disruption to the System Lord's empire. While this is admirable, we cannot proceed in such a fashion. There are simply too few of us to take such risks, which is why we must be careful. Bythal can best sum up the differences in our approach.

When I was first joined, I saw the fight against the System Lords through the eyes of a being who was born a millennia before I was born. As I delved deeper into Maste's mind, I saw all of the missions and plans that they worked on since before the great cities on the Tau'ri's world were even built. But I do agree with the frustration that some may feel towards the Tok'ra. I know that our methods seem slow, or overly careful. It is hard to tell an oppressed people that they must endure one more year of slavery under a tyrant's lash if it means there is a chance we can liberate them now, but that is the Tok'ra's way. They are like pieces of coin kept in a purse. Each time they spend one, they have to make do with what they have left. For the Tok'ra, they have no means to refill their purse with coins, while the Goa'uld's wallets are constantly overflowing.

That is why joining with hosts is important to the Tok'ra. It is not just about giving them a means to resist the Goa'uld. It means we are here to give them a perspective. Without us, the Tok'ra would not be able to imagine what life is like under the rule of the System Lords. The Tok'ra have eons of memories and information at their fingertips but we hosts are able to keep them mindful of the present. Some of us were former slaves of the Goa'uld, and know what is at stake. Just as they ground us and provide us with access to a deep well of knowledge to draw from, we keep them mindful of what is going on and why they need to act.

THE GREAT WORK

Since joining with Maste, I have been, well, delighted to find out about our allies from Earth! The Tau'ri have done so much for the galaxy in such a short amount of time. In five thousand years they built up their home world to be covered in magnificent cities full of art, poetry, and wonders that should be celebrated. When they first encountered the Stargate as it was buried on their world they dedicated their best minds towards solving its riddle, and even when they were confronted with Ra they stood up to his oppression and liberated Abydos. And then they did it again with Apophis. And Sokar. And Heru-ur. They are not ones to shy away from conflict because it is difficult, but instead engage it head on.

I will say I do not understand one aspect about the Tau'ri. For all their great works, they still seem to be a divided people. As I was talking with a soldier from Earth, he lamented that he could not bring himself to trust two of the other superpowers on their home world. I know my people are significantly fewer in number than the Tau'ri, but it seems they are still very much divided as a people. We routinely hear about how their ruling councils back in their Pentagon squabble over the intentions of the base or even with funding it. It feels like they could accomplish so much more, which is mind blowing to me as they have already come so far. But I do think they are still being underestimated by the other species in our alliance. I know the Asgard view their approaches to solving problems as primitive, and the Jaffa have a hard time trusting them. And as for the Tok'ra, well, I'll let Maste describe that one.

I, too, am grateful for the Tau'ri. I am just cautious in our dealings with them. The Tau'ri are brave, resourceful, and committed, which are the same traits the Tok'ra prize among themselves. The reason my fellow Tok'ra are cautious when dealing with the Tau'ri is that we have seen what happens to those who resist the Goa'uld. Just like how our queen was taken from us, and the countless Tok'ra lives that have been lost over the centuries, we must be careful in our approach. We have been successful against the Goa'uld and have prevented horrors from terrorizing the galaxy for centuries. We have had our own successes, but we have had to work with what we have had to accomplish our goals.

That does not mean we are not willing to learn from the Tau'ri. The depth of their resourcefulness still astounds me. I learned that the Tau'ri are able to convert their naquadah generators into bombs quickly and efficiently when the need arises, and their ability to translate million year old artifacts shows the true brilliance of their minds. We Tok'ra have learned to adapt ourselves over a long period of time. Perhaps it is time for us to learn something new again. As Bythal will be the first to tell you, it is a good thing for us to learn something new after so long. I just do not know if we could handle seeing the Tau'ri fail in their great endeavor and become another victim of the System Lords.

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Unas

by [Data Corrupt]

The Unas maintain that they were the first beings in the galaxy. Although their faith differs from one Unas settlement to the other, the Unas believe that when the galaxy emerged from a great egg that hatched at the dawn of time that the Unas were the first species to crawl forth from their world. They believe that in the early times of their people, they knew only peace and prosperity. Their tribes warred among each other to settle arguments, but otherwise they knew peace on their planet. Then their people discovered the Cursed Swamps, where their great enemy dwelled beneath the waters. An enemy that would go on to enslave their people and scatter them across the galaxy. The great enemy devoured their souls, took their bodies as husks to do with as they pleased, and stepped through the Mouth of the Beast (their term for the Stargate) to make war on the galaxy

Thanks to the efforts of SG-1 and Stargate Command's team of anthropologists and diplomats, we have learned the truth behind their origins. The Unas evolved on P3X-888, a world of vast forests and mountains and thousands of lakes and swamps. They were not alone on this planet, as the species that would one day be known as the Goa'uld evolved there as well. Exactly when the Goa'uld realized they could adapt and possess an Unas is unknown, as early records of the pre-galactic Goa'uld civilization are sparse, but at some point they possessed enough of the Unas to form their own nation. Through the use of the Unas as hosts, the Goa'uld were able to experiment with P3X-888's Stargate and were able to escape out into the broader galaxy where they discovered Ancient technology and created the empire of the System Lords.

The Unas never had a chance to develop their own civilization as the opportunity to do so was stolen from them. When the Goa'uld abandoned the Unas as hosts, they left colonies of their species scattered across the galaxy where they fell prey to other civilizations who sought to use them as food or threatened them with annihilation. The Unas can be encountered across the galaxy, though they lay claim to only a few worlds as their own. Since the discovery of their homeworld by SG-1, they have done their best to unify their homeworld while trying to make contact with these lost tribes of Unas the System Lords so carelessly and callously abandoned.

TRIBES AMONG THE STARS

While we do not know much about the Unas as they were a millennia ago, we have become acquainted with who they are today. At a glance, they appear to be a somewhat simple species whose use of leather and furs as clothing make them stand out as nothing more than a crude people. Their language, which involves the use of high pitched clicks, growls, and hisses to enunciate their words, may sound barbaric to the Tau'ri who are not used to it. But the Unas are more than what they appear. The Unas are clever, crafty, and able to adapt to their circumstances faster than others. Being forced to exist in a state of mere survival has made them some of the galaxy's best survivors and for the Unas, adaptation is key if they are to remain free.

On their homeworld, the Unas exist as a series of tribes spread out across their planet. The tribes of their world have a complex oral history, which goes back several centuries and catalogs the important events that have shaped their culture. From what researchers on Stargate Command's cultural studies division have gathered, it appears that the Unas on their homeworld have attempted to build up their civilization constantly over millennia but have had the misfortune of being attacked by several other civilizations, mostly the System Lords and the slaver guilds of Verdania. The Unas have had to repeatedly "start over" as a civilization, which is why they have appeared to not have progressed that far on their native world. Unas slaves are still prized by several cultures throughout the galaxy, despite how abhorrent the Tau'ri and their allies may find this notion.

Things are appearing to change not just on P3X-888 but other worlds. As the Unas are able to thrive under the protection of the Tau'ri, they are rapidly advancing as a civilization. Free Unas throughout the galaxy are bringing back goods and technology from other civilizations to their people and with the help of Tau'ri and Jaffa advisors are beginning to develop past a Bronze Age civilization into the Middle Ages, with some technological additions. Dr. Daniel Jackson testified before a confidential House committee hearing on the usefulness of the Unas as allies, stating that "Although they appear to be primitive to you or I, we have seen that their resolve, their commitment, and their cunning are gifts to be shared with us in our fight against the System Lords and not something to be ignored because they do not look like we do."

It is not just on their homeworld that the Unas are starting to thrive, but on other worlds as well. The System Lords established breeding colonies of

Note to self: Track down original author. - Rodriguez

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Unas in their own domains when they used them as soldiers and some of these colonies still thrive today. On the world of Pssk, the Unas have been able to develop a society that is similar to 14th century Europe, with cities and agriculture that has allowed their world to sustain a much larger population than previously thought. The Unas of Pssk are able to trade with their neighbors, and ores and textiles from their world are highly prized by some civilizations. The Unas of Pssk are also employed most frequently as laborers and mercenaries, and it is not uncommon to find a crime boss to have a small group of Unas in his ranks as his personal enforcers and bodyguards.

PHOENIX SITE AND THE FIGHT AGAINST THE GOA'ULD

The Unas were first encountered as a civilization when an SGC team was sent to excavate several archaeological sites that revealed the world where the Goa'uld originated from. Several researchers on the team were attacked by the Unas, who objected to the Tau'ri being on their world, and Dr. Daniel Jackson was taken prisoner by the Unas Chaka. Although it was difficult at first for Jackson to learn to speak Chaka's language, he managed to persuade the Unas that they could be allies and inadvertently assisted Chaka in becoming the leader of his tribe. Since then Chaka's people have been invaluable to Stargate Command. With Chaka's assistance they are able to learn the intricacies and subtleties of the Unas language, and the Unas of Chaka's tribe have been volunteering to fight the Goa'uld. We also have many from Pssk joining up. They may be few in number for now, as many Unas are still suspicious of humanity after centuries of slavery and harassment, but those that have joined Phoenix Site have been loyal to the cause of not just liberating the galaxy of the System Lords but in finding and liberating their fellow Unas who are still enslaved.

The Unas bring many things to the table when it comes to their usefulness to Phoenix Site. The first is their prestigious size and strength; an Unas is capable of accomplishing tasks on their own that would require multiple humans to do so. They can carry great loads for miles without becoming exhausted, and their strength allows them to perform tasks like cutting down trees or mining for ore with greater efficiency than other species. The second is their resilience. An Unas hide is covered in thick scales and spikes which make them resistant to small arms fire from the Tau'ri and a single Unas can take multiple staff weapon blasts before being brought down. The Unas are also highly creative and efficient in overcoming tasks. A tribe of Unas seeking to escape from Jaffa soldiers will attempt to lure them into an ambush where the Unas strength can overwhelm the superior technology of the Jaffa.

Unas weaponry is hard to describe, as the Unas adapt new advances into their culture with relative ease. I once found an Unas merging C4 bricks onto a simple stone throwing weapon that they have been seen to use. While at first I thought it was a waste of explosive, the Unas was able to hurl the C4 charge an incredible distance to hit the side of a Goa'uld installation. They are also known to incorporate trinium shards into warclubs and their talons, and we have a report of an Unas mercenary who incorporated a Goa'uld shield device into his belt to give him a formidable protective shield. Calling the Unas savage overlooks the fact that they are formidable warriors, and I am grateful for each one that travels to Phoenix Site to join our forces.

The assimilation of the Unas into Phoenix Site has not gone without incidents. The Unas are a very straight forward people, even more so than the Jaffa, and they are unafraid to tell someone what they are thinking. To the Unas, they do not believe in letting arguments or challenges to their authority linger and will refuse to move on until the issue can be settled then and there. While they are not afraid to debate an issue, they tend to settle most challenges to their authority through physical means, and it is not uncommon for two Unas to start fighting each other in the middle of the base if the two feel like their honor has been affronted. The size and strength of the Unas mean that their conflicts would barely leave anything more than scratches on each other's hides, but an Unas who has decided to challenge a Tau'ri or a Jaffa to a fight may unintentionally kill them if they are not stopped.

THE WAYS OF THE FREE PEOPLES

The Unas are a deeply spiritual people, whose beliefs are mainly grounded in the lands where they dwell. Though some Unas believe in great spirits which shaped the lands around them, their faiths are focused primarily around their people and respect for the world around them. Each tribe of Unas will have shamans who tend to the spiritual needs of their people, as well as providing counsel to their leaders and other members of the tribe. Being chosen to be a shaman is considered a great honor for the Unas, and shamans are given great respect and honor as well as additional food from the tribe's stores.

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Tribes are often led by leaders who go by many titles depending on that tribe's needs. The term for a leader of a tribe in their tongue is "Zo," which loosely translates to "The best leader." While the Unas are prone to the use of fighting to decide who is the best leader of their tribe, the Zo are not always chosen in this manner. Some tribes choose their Zo by voting on who is best to lead them, while others will select a new Zo based upon who has led their tribe to great prosperity over the past year. On Pssk the Unas have developed enough that they have a new title, known as Urrurrash, which is "The best of all leaders." The Zorrash of Pssk is comparable to a president or king by Tau'ri standards, and the Zorrash of Pssk wields considerable influence among his people.

Interestingly enough, the Unas are able to change their physical size over times with regards to their importance. A Zo will slowly start to put on muscle mass and develop more pronounced horns and ridges to indicate their importance among their tribe. As the Zo age, their skin will become harder and their fangs longer. While there is no current medical reasoning behind this, it is important to note that the Unas who have been taken as hosts by the Goa'uld will develop more pronounced changes to their physiology. A Goa'uld inhabiting an Unas will cause them to develop an even more pronounced series of horns on their head and thicker scales, which make those Unas taken as hosts an even graver threat as they combine the physical strength of the Unas with that of the symbiote inside of them. Unas shocktroopers and underlords belonging to the System Lords are imposing threats and one System Lord, Sokar, would frequently use the Unas to represent his "demons" that he used to keep worlds under his control.

Strength is valued among the Unas, but as is the appearance of self sufficiency and importance. An Unas who does not respect someone will be prone to ignoring them, as they will not consider what they have to say or do as having an impact on the Unas survival. A weak leader may be subsequently ignored on the battlefield if the Unas do not feel the leader has their best interest at heart. The Unas will leave territorial markers that sometimes have the bodies of their enemies strapped to them as a warning so that others will leave the tribe's lands alone but also to teach them of how strong the Unas are. While an Unas is not likely to lose respect for a leader who loses a battle or is forced to retreat, a leader that does not seem to be sure of their decisions will cause the Unas to lose faith in them.

The Unas seem to have an obsession with food, but this is due to their people being forced to focus on survival above all else. An Unas will sometimes keep a pouch on them at all times that is filled with food and simple tools for catching, skinning, and cooking any animals they encounter. While the SGC has done their best to make sure that the Unas are well supplied, an Unas must consume a considerable number of calories throughout the day or they will become sluggish. Unas are omnivores but favor meat above all else, with meat being a center staple of Unas' cooking. Since their exposure to Earth and all of its cuisine, the Unas have adapted their own cooking as well. At Phoenix Site the Unas appear to favor burritos and dumplings in addition to meat, as it most often reminds them of catching prey in the wilderness.

The Unas language is difficult for a human or Jaffa to master as it requires a different jaw structure to be able to pronounce certain sounds correctly. Due to the different mouth shapes between Unas and humans, the SGC has taken Dr. Jackson's advice in teaching them another method of communication. The Unas at Phoenix Site are given a training course in learning American Sign Language as a means of facilitating getting complex ideas across. An Unas which is unable to pronounce the words "Goa'uld fortified encampment" will be able to do their best to say the words while also signing what words they intended to say. An Unas would not be able to have a full conversation with someone proficient in ASL, but they will be able to get their point across with what they are trying to say.

How can burritos possibly remind them of hunting?
- Maste

Maybe we're eating them wrong?
-Rodriguez

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Friendly Contacts

These files were compiled by Captain Rodriguez and her team. The subject of these files are the various species with which the Tau'ri have a good relationship, either as part of the nascent Phoenix Alliance or simply as friends. Members of some species expressed an interest in joining the Phoenix Alliance, which would be subject to approval from SGC.

ASGARD

by Capt. Rodriguez

The Asgard are the most technologically advanced race currently active in the Milky Way. They halted the Goa'uld's expansion, at least partially, through the Protected Planets Treaty. They are staunch allies of Earth, and their Supreme Commander has taken a shine to SG-1. I wholeheartedly believe the Asgard will come to Earth's aid whenever they can. However, given the problems the Asgard themselves are facing, it's my recommendation SGC, and Phoenix Site prepare for a future where they can't.

The Asgard face a twofold threat. The first is largely self-inflicted. They procreate by way of cloning, a process that has reached its limits, leaving the current generation of Asgard likely to be their last. Cloning is also the reason for their small size, as the original Asgard were significantly larger. Some Asgard seem to have accepted their eventual extinction, while others, like Loki, insist on finding a way to breathe new life into their species.

The second threat to the Asgard are the Replicators. SG-1 encountered Replicators on multiple occasions, and Major Carter assisted Supreme Commander Thor against them. A permanent solution to the Replicator problem, however, has not yet been found. Phoenix-1's discovery of Replicators with altered codes on P3X-067 looks promising, but time is not on the Asgard's side. We will assist where we can, but just as the Asgard, we are also stretched thin by Anubis' assault.

My team and I have made the acquaintance of an Asgard named Idun (please see the related file for more information). On occasion, Idun has referenced the Asgard "leaving" the Milky Way, indicating either a planned withdrawal from this galaxy, or an acceptance of their likely demise. I much enjoy Idun's presence, short and enigmatic as her visits are, and find myself mourning the idea of her passing. This feeling of sadness, however, is a trap that will lead us to expend more resources on the Asgard than we can afford. No matter how much the Asgard have come to mean to us, the bulk of our resources must remain focused on opposing Anubis. If we, or other members of the Phoenix Alliance, can aid the Asgard, we must do so. They are our friends as well as allies, but we cannot risk everything to save them. We must remain objective to ensure our own survival.

How did you come upon the order of these entries? Is it some secret Tau'ri organizational arts, like from your land of Japan? The art of Feng Shui I believe?

Note to self: Alphabetize these entries.



With all due respect, Captain, you are wrong. The Asgard are part of Earth's family, and that means no one gets left behind.

- O'Neill

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ARGOSIANS

by Kulera

The Argosians are a carefree species inclined to philosophy, medicine, and art. Money and warfare are foreign concepts to them. They are also highly curious, and some of them may have taken my enthusiastic description of the Stargate program as an invitation to join us. They asked for a meeting with General Loyer, which Colonel Rodriguez tells me we need to take as a formal request to be relayed through the proper channels. Hence this report, written by me, Kulera, the person who accidentally invited them.

I think the Argosians would make a wonderful addition to any Stargate team that's not thrust center stage into combat. Their medical knowledge and skills are excellent. The Argosian people are natural diplomats, accustomed to finding a middle or higher ground that makes everyone happy. They're also very keen on learning, and I suspect they'd pick up on new languages easily. I heard General Loyer complain about the lack of decent linguists on several occasions (luckily for Phoenix-1 we snagged the best!). The Argosians would make a valuable addition to any Ashurbanipal expedition.

The Argosians are unaccustomed to combat situations. Basic training could resolve that--the Stargate program employs several civilians who are taught to "duck low and stay out of our way" as my instructor eloquently put it. However, I'm not sure the Argosians have a clear enough understanding of death to consent to lethal danger. That is to say, they understand death only at the end of a natural lifespan. Theirs previously being only 100 days, they are very accustomed to people dying of old age. I don't think their civilization has ever seen anyone die prematurely, either of disease or violence and introducing them to it seems unkind. There's also the more significant risk of reminding the Goa'uld of the Argosians' existence. Their planet is wholly unprepared for a Goa'uld attack, which we hope is currently not a problem, but which becomes an issue if they join a Phoenix team.

So that's my report on the Argosians. My recommendation would be to allow them onto secondary teams that don't go into uncharted or dangerous areas as it would put the entire people at risk. On a personal note, I would like to apologize again for accidentally inviting them to the Phoenix Stargate program. Thank you.

REOL

by Capt. Rodriguez

The Reol's predicament is one of the galaxy's cruel ironies. Their natural defenses are the very reason they've been hunted to near extinction. The Reol secrete a psychotropic substance that makes anyone who touches them believe the Reol is a trusted person in their life. The substance even alters memories of the past to incorporate the Reol. Unfortunately, the Goa'uld sought to steal the secretion for themselves. Their motives seem unclear as "worshipped like a god" fits their standards better than "beloved as a friend." Perhaps they were just worried the Reol would use the drug on them--Dr. Jackson infiltrating the Goa'uld Summit in the Hassara System proves they're not immune. Whatever the reason, the Goa'uld destroyed the Reol civilization and hunted them nearly into extinction. It's through sheer coincidence that SG-1 met a Reol by the name of Kaiael, and was able to win his trust.

The surviving Reol resettled on a new planet, hoping to escape the System Lords. They have not informed us of its name or coordinates, nor shared any information of what stars might be nearby. The Reol have agreed to remain in touch with us via Stargates on other planets, and this agreement is predicated on us not knowing the location of their new homeworld. Going forward, all teams are expressly instructed not to look for it. SGC is currently considering giving the Reol access to the dialing computer so they can pre-emptively wipe their address, but this requires security clearance the Reol don't have. They're also unlikely to receive authorization, as they're a species that secretes a drug that makes you trust them. General Loyer is a gifted orator, but I doubt he could get this past the NID.

The Reol are currently focused on building a new society for themselves but have indicated a desire to join the Phoenix Alliance at a later stage. While not an official member species of the Alliance, one Reol already volunteered to join a Phoenix-SG team on a classified mission. They're as keen to be free of the Goa'uld threat as we are. As a species, they appear to be pacifistic, relying on their secretion to hide from enemies. This assessment is based on dealing with Reol refugees, so we cannot know what their developed civilization was like. They certainly don't object to us fighting to keep the Goa'uld at bay. Kaiael encouraged SG-1 to protect themselves and even volunteered to give himself up. As before, it's impossible to draw any firm conclusions based on actions people take when faced with possible extinction.

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ANCIENTS

by Daniel Jackson

The Ancients were a race of advanced beings we now know to be similar to humanity in form but who had evolved to a higher degree than modern humans. From records we have recovered from dozens of archaeological sites throughout the galaxy we know that the Ancients once possessed a mighty empire that spanned thousands of worlds. They were responsible for creating numerous pieces of technology still used to this day, including the transportation ring technology scavenged by the Goa'uld, and perhaps their greatest creation, the Stargate network. We believe much of the Goa'uld technology is based on reverse-engineered scraps of tech left behind by the Ancients.

Despite years of research, we are no closer to discovering the origin of the Ancients nor what great calamity wiped them out. We've learned that they suffered from a plague towards the end, but we have no information on where it came from or the causes. The Ancients had created many technological marvels but seemed devoted to peace. They formed an alliance with the Nox, the Furlings, and the Asgard. Sadly, they could not stave off their own end, and we do not know precisely when their civilization died out, but we have encountered potential survivors of the Ancients.

Recent discoveries have led us to believe that the Ancients found a means to 'ascend' from our plane of existence and now exist in some energy state beyond our understanding. How this process is carried out is unknown, though some believe it is a form of philosophical and evolutionary advancement. I will not dwell on metaphysics here but instead give you the hard facts: if the ascended beings we've encountered are any indication, they possess incredible powers such as telepathy, energy manipulation, and phenomenal healing powers. If we could harness these powers, then it would all but ensure our victory over the Goa'uld. Until then, we are stuck with digging through ruins in the hope that we can find more of their technology among the pottery shards and fallen towers.

NOX

by Kulera

The Nox are one of the oldest civilizations in the galaxy, and were once members of an alliance between three other great powers of the galaxy: the Ancients, the Furlings, and the Asgard. The Nox are unique among other powers we have encountered, in that they maintain strict neutrality in all things, and work towards peacefully coexisting with the animals and plants around them rather than subjugating their world to their will. The Nox will go to great lengths to protect anyone or any creature on their world, and do their best to mediate disputes with others peacefully. A Nox arbitrator was brought in by the Tollan for a trial they conducted to determine the fate of a captured Goa'uld Klorel. They are widely regarded as being the most impartial of judges in such cases.

We do not know much about their technology, but we know from the few instances we have encountered them, they are beyond the scope of the Goa'uld. They have the ability to cloak other beings and technology from sight, they have massive floating cities, and they are capable of resurrecting the recently dead. Sadly, the Nox have only offered spiritual and philosophical advice to the Phoenix Site, as they steadfastly refuse to become involved in any conflict, even with such an evil race as the Goa'uld. I feel that with the great powers the Nox have already displayed to us, we should consider it a boon of galactic providence that a species capable of such feats is so dedicated to the pursuit of peace.

Dr. Jackson had theorized an ascended existence for Ancients, but we are in the dark about their life and beliefs. With the passing of Dr. Jackson, many SGC personnel believe that HE ascended, but this is conjecture at best. - Maste

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OANNES

by A'tir

Species: Oannes

Status: Neutral allies, though individuals have been willing to offer assistance in the past.

The Oannes were once a mighty civilization. An aquatic species, they had established hundreds of colonies and outposts throughout the galaxy. They once had magnificent underwater cities, and they developed starships capable of traveling through space and beneath the waves equally. Unfortunately, their civilization came into contact with the System Lords, and they fought a series of brutal conflicts that shattered their civilization and led to a large decline in their population. When the seat of their culture, Oannes, was devastated by Ra's fleet, their people were scattered across the galaxy. Now their colonies work hard to keep themselves hidden from outsiders, and the Oannes use their memory alteration technology to erase the minds of visitors to their worlds to preserve their secrecy.

Though defeated by war, they never gave up their conflict with the Goa'uld. Working in small cells, the Oannes have been known to travel to worlds oppressed by the Goa'uld and work to help their peoples rise in revolt against them. These attacks have hindered the System Lords but have not been successful in slowing their dominion of the galaxy. When found, the Goa'uld take great delight in torturing the Oannes before executing them publicly as a sign of what fate awaits those who resist the System Lords.

Individuals have offered their assistance to the Tau'ri, but they are hesitant to become formal allies. They are greatly diminished as a people and fearful that the Goa'uld will discover their hidden colonies. The System Lord Olokun was responsible for a great naval victory against the last Oannes Armada centuries ago, and stories are still told of brave Jaffa warriors boarding Oannes vessels and slaughtering their warriors within. Their distrust of my people may be the primary reason why they will not commit to assisting us, though their technology and resources would significantly advance the fight against the Goa'uld.

CRYSTAL SKULL ALIENS

by Capt. Rodriguez

Species: Unknown

Status: Neutral

Centuries ago, a race of beings visited the region on Earth known as Central America. These beings appeared as "giants of smoke" who influenced the Mayans and other peoples living in the area. They may have taught them the basics of farming and engineering, allowing them to build great pyramids and allowing for their civilizations to prosper. They left behind artifacts known as the Crystal Skulls, which were believed to serve as conduits to contact the aliens, though the use of these artifacts was forgotten in the following centuries.

The Crystal Skull Aliens are an ancient enemy of the Goa'uld. We do not know the extent of their conflict with them, but it seems they have several worlds they claim as their own. They exist out of phase with our reality and can manifest themselves to us by flooding the area with neutrinos, which causes them to have the appearance of giants made of smoke. We still do not know much about them save that they are powerful enough to have survived against the might of the System Lords. They utilize their form of transportation technology in the form of the Crystal Skulls, which not only allows for communication across vast interstellar distances but can function as a means of interstellar travel. We do not know how formidable they are in combat, but their ghostly appearance and advanced technology suggests that the Goa'uld were too afraid to pursue attacking them.

We currently have a representative of the Tau'ri with them, who serves as a go-between for us. Dr. Nicholas Ballard, the grandfather of Daniel Jackson, had an experience with a crystal skull that left him obsessed with discovering the Crystal Skull. After managing to learn how to work the device, he was able to summon the Crystal Skull Aliens, who agreed to allow him to stay on their world. It seems that Ballard has been unable to break them from their stance of neutrality, nor have they decided to share any technology with us; however, he will continue to try and convince them.

After talking with my grandfather, we've learned that the Crystal Skull Aliens possess fantastic technology that is lightyears ahead of our own. He also seems not to have aged a day since he visited their world. We don't know if that's a result of their technology or of staying in close proximity with them.

– Jackson

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Allied Individuals

These individuals are important to the SGC or the Phoenix Site directly. A new recruit should know who these individuals are as they may visit as VIPs from time to time.

DR. CHOI JI

Species: Tau'ri

Status: Alive. Briefed on Stargate.

Dr. Choi is a Tau'ri linguist specializing in ancient languages, tenured at Columbia University in New York City. With Dr. Jackson's absence from the team, SGC reached out to her for translations. She became suspicious of our 'archeological finds' as the language we presented was too modern compared to the Tau'ri original. Finally, faced with the choice, General Hammond opted to brief her instead of finding another linguist of her skill.

Dr. Choi is a second-generation Korean American who recently petitioned for citizenship for her grandparents. We support Dr. Choi in this endeavor, given her invaluable contribution to SGC's mission. General Hammond wrote a letter of recommendation to US Citizenship and Immigration Service, which of course, prompted the NID to claim favoritism. I won't repeat General Hammond verbatim here, but suffice to say he was unimpressed with the NID.

Two weeks ago, Dr. Choi asked to see the Stargate. She currently doesn't have clearance for a visit, but we are in the process of running a second, more thorough background check on her. If everything comes up clean, we might grant her request. Dr. Choi has repeatedly expressed an interest in hearing ancient languages spoken in their modern, living form, so we anticipate a second request to travel through the Stargate. If so, should we grant it, the Phoenix Site seems like a favorable destination--it's home to a wide variety of people speaking ancient tongues yet under no immediate risk of attack. We have yet to clear the matter with General Loyer but suspect he will be amenable.

While Dr. Choi tends to have a quick turnaround on translations, she's a famed classical linguist with a very hectic schedule. Like many tenured professors, she frowns upon government overreach (especially coming from the military) and objects to us claiming precedence as a matter of national security. That's not to say she'll refuse, just that it sours the relationship. However, explaining why we need something done immediately usually yields good results. It also doesn't hurt to bring a chai soy latte if teams have a rush job.

GEBARA

Species: Oanne

Status: Alive. Friendly.

Phoenix-1 traveled to see the Oannes to ask for Nem's aid with the Oceanus problem, reasoning that surely the Oanne have kept their share of aquatic behemoths at bay. The elder Oanne did not respond to the team's hails, Gebara answered instead.

We think, based on physical comparison with Nem, that Gebara is a young Oanne woman. Being a scholar she was very keen to help with the Oceani's problem by creating a mineral solution to strengthen their city-dome. Unfortunately, the solution didn't account for chemical differences between Oannes' and Oceanus' water, and released a murky cloud that took two days to dissipate. The Oceani were less than happy living in darkness, though Kulera eventually smoothed things over. SGC scientists tried to convert the solution to an aquatic 'smoke bomb,' but struggled to do so as it reacts differently to factors in the water, such as salinity. It turned Denver tap water into a thick paste. All attempts to pin down how and why have failed.

I recount this story because it's emblematic of Gebara. She enthusiastically offers aid when we ask, and indeed when we do not, but her solutions rarely work how we (and she) desire. That's not useless, but we must be sparing in their application--for example, adding the solution to cement and Earth water forms durable concrete.

Gebara seems keen for companionship and is friendlier towards aliens than we'd expect from a species nearly wiped out in their last alien encounter (the Goa'uld). She requested a remote to Phoenix Site, which was granted, and comes to visit on occasion. The research staff asked us to alert them when she does, so that they can lock up sensitive experiments. They do bring out the ones they are stalled on when she visits, as Gebara excels at finding the one option no one else considered.

We asked Gebara if she experienced the Goa'uld invasion of Oannes firsthand. She grew uncharacteristically quiet. She finally said she was an egg at the time, and that the Oannes have limited sensory awareness in their egg sacs. She remembers the invasion as a time when the waters grew dark with blood, and the voices of her people screamed then fell silent. She left Phoenix Site early that particular day and did not return for a considerable time. We have not pursued the topic of Goa'uld with her again.

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IDUN

Species: Asgard

Status: Alive. Friendly

Phoenix-1 encountered the Asgard Idun during their mission to P3X-762. While the Protected Planets Treaty prevented Idun from aiding Phoenix-1, she did not hinder their efforts to free the populace from the Jaffa overseeing local mining operations. The location of her ship drew Phoenix-1 to the Jaffa shield generator, which they disabled as part of liberating the people. Kulera, against regulation, informed Idun of the Phoenix alliance. Since then, the Phoenix Site has had occasional contact with Idun.

Idun is an Asgard scientist, piloting a solitary science vessel. She has expressed interest in "the Tau'ri way" which she finds less advanced but sometimes more applicable than Asgardian methods. Idun knows Major Carter by reputation and, based on remarks Idun made, may have influenced Thor to seek the Major's aid.

We have found Idun friendly overall. She seems very supportive of the Phoenix Alliance and in one conversation, admitted she wants to "leave the galaxy protected from the Goa'uld." She did not elaborate if this was a figure of speech, or if she plans to physically leave the Milky Way. Idun seems amenable to skirting the Protected Planets Treaty and has offered her insights on a variety of scientific problems, mostly by remaining silent at significant moments. Phoenix scientists have said that reading Idun's silences takes a bit of getting used to, but in general, when Idun stops responding, the questioner needs to take a closer look, or a different approach, at whatever idea they just offered. So far she has done this when the idea was good, but in need of a bit of tinkering, and exceptionally bad.

Idun left an Asgard communicator with General Loyer at the Phoenix Site. She is one of the Asgard's leading scientists in combating the Replicators and aided the team that built the first O'Neill class ship. As such, she is not always available to take calls. Unlike Thor, who usually at least sends a busy message, Idun simply ignores messages when the timing is wrong. She also ignores calls for aid when she has none to offer, or when the Asgard High Command forbids her. Her interest also seems to be more in the Phoenix Alliance as a whole than the Tau'ri specifically, though given how closely the two's interests overlap, that has not been a problem for us.

MUTA

Species: Unas

Status: Alive. Friendly.

Muta is an Unas scout who can operate the Stargates. We're not sure how she learned this--she may be self-taught, or she may have had help from Chaka, who was partially educated by Dr. Jackson. Either way, Muta uses the gates to travel where the Goa'uld use Unas slave labor. Her purpose is to inspire the Unas to rebel or escape under their own power. Failing that, she informs Phoenix Site of local Goa'uld weaknesses.

SGC teams usually communicate with Muta in person, and she mastered enough sign language and Tau'ri to make herself understood. Occasionally, when a face to face meeting is impossible, she leaves written glyphs for us. Unfortunately, the glyphs are difficult to interpret without the aid of another Unas. While we have no formal arrangement with Muta, Phoenix Site made an unofficial policy of sharing the location of enslaved Unas with her in exchange for her information on the Goa'uld.

Muta is a member of Chaka's family unit, though this seems to be through adoption rather than birth. She doesn't speak of her original family, other than to say the Goa'uld took them. We don't know if she has any leads on their whereabouts but has alerted Phoenix Site teams to keep an eye for Unas under Goa'uld control. Muta, like Oringo working with Phoenix-1, occupies a strange space within the Unas. She has actively taken up the fight against the Goa'uld, which the Unas as a whole cannot do for fear of reprisals. Even with our aid, they likely couldn't withstand a concerted Goa'uld effort to destroy them. The Unas increasingly yearn for freedom, however, and thus don't oppose rebels like Muta and Oringo. Eventually, the Unas people will need to make a choice, but that's a discussion for a different entry. For now, suffice to say that Muta moves independently, but unhindered by, the other Unas.

Muta visited the Phoenix Site once and has since declined all further invitations. She doesn't like the way the tunnels smell and expressed anxiety the entire time she was there. Oringo never had such a reaction to the tunnels, but he did say some Unas have a better sense of smell than others. Whatever the cause of Muta's anxiety, we informed the tunnel excavation team just in case something is amiss. We did give Muta a communicator to use if she needs it. So far, she has not.

IDUN IS THE GODDESS OF ETERNAL YOUTH, WHO GUARDS THE APPLES OF LIFE THAT GRANT THE NORSE DEITIES LONGEVITY. I WONDER IF HER LEGEND RELATES TO THE ASGARD CLONING PROCESS. - QUINN

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NEPHELE

Species: Humanoid (Argosian)

Status: Alive. Friendly.

Phoenix-1 returned to Argos to find a thriving civilization that had made significant scientific advances in the last few years. Nephele is one of their most essential traders and serves as one of three liaisons to the Tau'ri--the other being scientist Phaedra and historian Ianos. We found her the most welcoming of the three to work with, as we might expect from a trader. Note that the Argosians don't know the term "merchant."

Before I continue, it's important to reiterate that the Argosians are not a profit-driven society. Nephele has no interest in money and trades based on reciprocal needs rather than supply and demand. She primarily gifts the Tau'ri what they need (i.e., what we ask for) and implicitly believes we would do the same for her people. This is also why she so often acts as a go-between for the Phoenix Site and Phaedra or Ianos--we indicate a need for the other two to meet with us, and Nephele tries to arrange it. Having said that, Nephele is neither foolish nor naive, and she'd quickly catch on if we started asking for things we don't genuinely need--we need to be careful not to poison this relationship by being greedy.

We found Nephele to be jovial and warm and eager to learn about our customs. This occasionally leads to quite personal questions, especially as Argosians handle relationships differently than we do. We tried cementing our relationship with Nephele by bringing gifts for her children, but the notion confounded her--why would we give something only to her family and not the other Argosians. We remedied the situation by bringing gifts for all Argosian children, and I won't name the brand, but a certain block builder made a pretty penny off SGC purchases that week. The diplomatic teams have since stopped bringing gifts unless they serve all Argosians.

Nephele has visited the Phoenix Site, and we granted her the use of a communicator after explaining that only she, Phaedra, and Ianos are cleared to use it. She had a claustrophobic reaction to the gate facility but rather enjoyed seeing Haven. She particularly liked the poetry contest and wrestling matches--while the Argosians don't understand violence, they do have a similar take on physical exercises.

ORION (H) / KALLOS (S)

Species: Tok'ra

Status: Alive. Ambassador.

Kallos is the Tok'ra ambassador to the Phoenix Site. He is not permanently stationed here, but instead travels between the Tok'ra's location and ours.

Official channels for reaching Kallos go through General Loyer for military matters, or Tolii for anything concerning Haven. However, Bervel seems to have an unofficial way of contacting him. While Bervel is willing to share this information, perhaps too much even, we council judicious use. We don't want to give either the Tok'ra Council or the Council of Haven the impression we're circumventing official channels.

Kallos was formerly a member of the Tok'ra Council but lost his mate at the hands of the Goa'uld. This caused what in a Tau'ri we would diagnose as PTSD, and he stepped down from the council. Kallos is dedicated to the fight against the Goa'uld, but seems to alternate between depression and anger. He still seems to have the ear of many of the other council members and is willing to exert this influence on our behalf. However, as this spends his political capital, we should be selective in what we ask.

In dealing with Orion, we found him very willing to help--more so than most Tok'ra--though Kallos steers him away from risking the Tok'ra directly.

The fate of Kallos' mate is a sensitive topic, and asking about him usually results in Kallos retreating and Orion telling us to drop the subject. We did learn his name was Beltan, and that he was taken captive by Cronus. The Tok'ra Council presumes him dead, as Beltan didn't escape when Cronus was killed. Still, all Phoenix teams are instructed to be on the lookout for any mention of Beltan. There is always a chance he did escape, but can't find his way to the Tok'ra since their base has moved. It's also possible another Goa'uld took Beltan. Given how extensively Phoenix Site teams travel, we might yet find something.

I thought Tolii was the ambassador. - O'Neill

No, sir, that's the Tok'ra emissary to the Council of Haven. - Carter

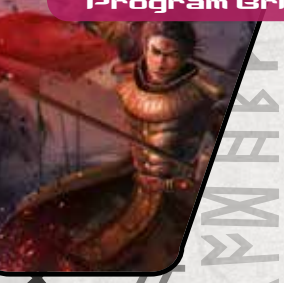
Aren't those were the same thing?

No, sir, one is an ambassador and the other an emissary.

Right.

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SAHA'LE

Species: Jaffa (Free Jaffa)

Status: Alive. Friendly.

Saha'le is a rebel Jaffa and spy. As Saha'le tells it, her mother Ber'id was a priestess of Heru'ur who recognized the evil of the false gods and secretly raised her children to stand against them. Saha'le herself strove to take the position of Heru'ur's Prime, so she might betray him at an opportune moment. When Heru'ur died before she could execute her plan, Saha'le led a band of Free Jaffa to the rebellion, then returned to await Apophis, usurping the remainder of Heru'ur's forces. When SG-1 killed him too, Saha'le moved on to serve Anubis. This is where she remains today, reporting back to the rebel Jaffa about Anubis' plans.

While Saha'le is technically a spy for the rebel Jaffa, the System Lords keep such a close watch on them that it's often easier for Saha'le to meet with Tau'ri instead. The Phoenix teams proved especially valuable in relaying Saha'le's information to the Jaffa. Saha'le can also find information for us on request, and her intel is not limited to Anubis alone. Anubis keeps track of the other System Lords' movements, and--given enough time--Saha'le can usually find out what they're doing. Saha'le can also guide Phoenix Site teams through Goa'uld territory, though team leaders should be aware that this potentially risks her cover.

Saha'le can come across as brusque and detached. She doesn't like to tarry if she doesn't have to, nor does she cushion her words--her trade is information, not niceties. She prefers not to talk about her emotions, and we suspect she suffers from survivor's guilt regarding the Jaffa, who died defending Heru'ur and Apophis. Her work, however, is solid, and the information she brings is always correct.

Of note, the whereabouts of Saha'le's mother, Ber'id, are currently unknown. She was among the Jaffa usurped by Apophis, but her fate becomes murky after that. She was never publicly executed as a Shol'va, but neither was she shown as a valued priestess serving Apophis--and Master Bra'tac assures us Apophis would have enslaved or killed her. Assuming Ber'id was still alive when Apophis died, any of the other System Lords could have taken her as an asset. Saha'le has declined to dedicate resources to uncovering her mother's fate--the war comes first to her--but that's not to say we shouldn't. The Jaffa treat their priestesses with great respect, and having Ber'id openly support the rebellion could cause many still loyal Jaffa to rethink.

SONATA

Species: Ancient

Status: Deceased (Ascended?)

Sonata came to us, repeatedly, and several Phoenix Site members reported seeing "a floating light" before A'tir made contact in Kelno'reem. Other Phoenix personnel have contacted Sonata since, all of them while they are in a calm state.

I should note, due to our limited frame of reference for ascended, everything below is based on observation with little research. Our observations are further compounded by Sonata appearing in "light squid" form. We don't know why this is, as previous ascended beings have assumed a human shape to communicate.

Sonata communicates through synesthesia, and seems to absorb and reflect some of our emotions—presumably, this is why they only contact people in a relaxed yet wakeful state. Jaffa have great success communicating with Sonata in Kelno'reem, but several others have spoken to Sonata after relaxing with music, reading, or even taking a bath. We've had success sending spiky emotions to Sonata as a way to ask them to stay out. We remain unsure why Sonata made contact with us.

Sonata appears to be curious about the Phoenix Alliance. They've communicated [REDACTED] with regards to the alliance's efforts, and [REDACTED] whenever the Goa'uld came up. They seem amenable to aiding us, and this is where communicating becomes a significant barrier. For example, apparently, the solution to an instability in [REDACTED] was [REDACTED]. It took the lead scientist for that project three days to realize vibrations from the base's generators were interfering with the machine. We also know, and I use the word lightly, this ascended being's name is Sonata, because that's what they communicated when asked--it might even be Harmony, Melody, or any such. In short, there's a fair bit of interpretation going on.

So far, the only contact with Sonata has been at the Phoenix Site. They've not appeared on the Cheyenne Mountain site, any of the alpha or beta sites, nor on any other worlds. This includes the occasion when Phoenix-1 found an Ancient machine on [REDACTED] and specifically tried to contact Sonata. We tried to ask Sonata why they only appear on the Phoenix Site, but received no response.

That behaviour seems odd. Perhaps something at the Phoenix Site binds or attracts Sonata's energy or resonance? - Carter

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TADAAKI

Species: Enkaran

Status: Alive. Friendly.

Tadaaki is the younger brother to Hedrazar, who SG-1 encountered and aided on P5S-381. While Hedrazar has been preoccupied with integrating her people into the Enkaran homeworld, she bade her brother Tadaaki remain in close contact with us.

While Tadaaki has been warm and cordial in dealing with SGC and later Phoenix Site, he finds himself in a peculiar position. He remembers SGC fondly, if with reasonable trepidation given their near extinction on P5S-381, and is a great proponent of trade between Enkara and the Tau'ri. The "old" Enkarans, however, would rather their recently acquired Stargate be shut down again. Tadaaki implored us to help secure the Enkaran gate (we gave them the instructions to build an iris) and supply the Enkaran government with a list of safe addresses to visit. Tadaaki keeps pulling us into meetings with the Enkaran government to assuage their fears. While we are happy to help where we can, the time and resources spent on this are not insignificant--oversight has begun to balk at the cost. General Hammond has had several meetings with the oversight committee to explain how invaluable Tadaaki is as our champion to the old Enkarans who, as he keeps reminding oversight, are very advanced in both medicine and defensive capabilities.

Tadaaki recently requested a direct access code to contact Phoenix Site command, and General Loyer has been of two minds. Communication is vital in establishing relations. On the other hand, Tadaaki's requests for us to meet with various Enkaran officials have been somewhat sidelined by him not being able to reach us unless we travel to Enkara. In the end, we need to establish a rapport with the Enkarans, and set up trade before oversight becomes a severe thorn in our side. General Loyer is likely to grant Tadaaki's request and we should look forward to many visits from him.

TIANA

Species: Nox

Status: Alive. Friendly.

The Nox do not support the Phoenix Alliance and have made their disapproval of our military operation clear. However, as a species, they are friends with the Aturen, and it was Kaliee, our MALP operator, who showed Tiana around the Phoenix Site one day. We have since briefed Kaliee on proper guest protocols, but General Loyer said:, "If the Goa'uld can make the Nox give up our location, the galaxy has bigger fish to fry."

We rarely receive any Nox guests, but Tiana occasionally drops in to visit her friends--initially Aturen only, but she has since warmed to others. She has taken an interest in the HOME initiative and Project Ashurbanipal--perhaps unsurprisingly, given the Nox inclination towards peaceful relocation and preservation. She suggested a suitable planet where A'bebe could rehome people, and she pointed Weylar to a treasure trove of art and literature before the Goa'uld could destroy it.

However, when Dr. Thekkarumbar asked for Tiana's input on medical procedures, she refused and said it would only encourage us to send more people into combat.

Tiana hails from P3X-774, the presumed Nox homeworld, and has made mention of a family unit, though she never brings other Nox to Phoenix Site. Perhaps she thinks us too violent to introduce them--Tiana diplomatically declined to say which it is. She's more talkative than other Nox, which still makes her reasonably quiet, but the difference was remarkable enough that both Colonel O'Neill and Teal'c commented on it after meeting her. She has a sweet tooth and makes the cafeteria a regular stop when she visits.

We think Tiana might be an adolescent or young adult, as Nox measure these things, and we're unsure of her standing in Nox society or what they think of her visits to Phoenix Site. The Nox value freedom, so we shouldn't assume that letting Tiana come here implies approval from them. The Nox near the gate on Gaia refused to tell us where Tiana lives. As such, we should be careful not to take advantage of her. That means no more plying her with the Chef's vegan apple crumble to get her to talk about Nox cloaking technology. We cannot risk our friendly relations with the Nox. However, assisting with the HOME initiative or Project Ashurbanipal seems to align with the Nox morals as we know them, so presumably, that is okay.

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Established Goa'uld

It is nearly impossible to keep track of the rise and fall of individual Goa'uld, given the speed and readiness by which they usurp each other's assets at the first sign of weakness. Indeed, sometimes it's hard to tell which are dead and which are alive (or alive again). To bring her team up to speed, Captain Rodriguez compiled information on the top-ranking System Lords. We also asked her to add any new information uncovered by her team and broadened the reading audience to all Phoenix Site recruits.

ANUBIS

Species: Goa'uld

Status: Presumed alive, hostile

Anubis is the greatest threat Earth currently faces. He doesn't know our location, primarily because he doesn't know the Phoenix Site even exists. That won't hold true for long. Eventually, the Goa'uld will notice new Stargate teams exploring the universe; one of them will spot the new insignia and they'll come looking for us. Given Anubis' attack on the SGC that could be a problem for us. We have taken precautions, Master Sergeant Harriman has personally trained our gate operator Heim, and he is as good as they get. I also doubt Anubis can recreate the Tollan's phase-shifting weapon. The best precaution against an attack, however, is finding this son of a snake and kicking his butt. It should be noted that Anubis seems to have superior technology beyond that of the other Goa'uld. One of his Ha'tak's was able to withstand Tollan Ion Cannons, and he has even made direct attacks on Asgard assets.

The Phoenix Site accomplishes many important things. The HOME Initiative finds new planets for displaced people. Project Ashurbanipal preserves cultural heritages. We've forged an alliance with the Tok'ra and Jaffa, and befriended many other species. We can do none of those things if we're dead. Phoenix Site needs to make finding Anubis, uncovering his weaknesses, and terminating him, a top priority.

Unfortunately, our current information on Anubis is minimal. He was banished by Ra, and remained banished after Colonel O'Neill's team killed this Supreme System Lord. Either Anubis' crimes were especially grievous, or the other System Lords were keen to divide Ra's assets without another System Lord at the table. Both strike me as equally likely. Anubis broke the banishment and has made rapid strides since his return. He strong-armed the other System Lords to admit him back to their ranks during the Hassara summit. In return, he promised to annihilate the Tau'ri of Earth. He employs several Goa'uld vassals, of which we know Osiris, and Zipacna.

What we don't know about Anubis is considerably more comprehensive. He's been absent among the Goa'uld for so long, that all we have to go on are ancient Egyptian legends--not exactly actionable intel. We don't know where his home planet is, or the gate coordinates to his Ha'tak. We don't even know his appearance. The literal cloak and shadows surrounding him might be for intimidation, but I don't believe so. I think he's covering himself because… he's hiding a weakness of some kind, an old wound perhaps? Maybe he has a non-Tau'ri host? There's no way to tell from a distance, but I'd like to get close enough to find out.



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BA'AL

Species: Goa'uld

Location: Unknown

Status: Alive and a powerbroker among the System Lord Alliance

Ba'al is well known throughout the ancient world. To the Mesopotamians, he was a storm god and also a god of fertility. To the Israelites, he was the god of a city-state as told in the Old Testament. Though his legacy is often merged with other deities, he was a prolific and robust figure among the Mesopotamians, the Caananites, and the Phoenicians. It is a testament to his strong presence in human history that best describes his pervasive influence among the System Lords today.

Ba'al was once an Underlord who rose to power under Ra. Even in his youth, he was particularly cunning and ambitious. For as much favor as he was able to curry with Ra, he was also frequently admonished by the Supreme System Lord. Ba'al's influence can be seen across the galaxy, and every System Lord has had dealings with him at some point or another. It is rumored that even Apophis strongly considered an alliance with Ba'al to secure his role as the next Supreme System Lord. However, any such coalition would likely have been rife with distrust as Ba'al is known as strongly for his accomplishments as he is for the brutal betrayals of his fellow System Lords. It is this reputation that has both secured him a seat at the System Lord summit but also kept him from forming any real allies in the 21st century.

Renowned for his cunning, Ba'al is not just a great strategic thinker, but he also understands the complexity of politics among the System Lords. He is patient and is more than willing to sit quietly for a few centuries while the other System Lords squabble among each other before rising like a storm and conquering more worlds to add to his empire. His generals are recruited not just for their combat prowess but their ability to think as he does. He does not think of winning a single battle but the whole war, and he has no time for those in his ranks who give in to impulsive or rash thinking.

We have learned from our allies that Anubis once tried to approach Ba'al with an offer of alliance. It appears Ba'al refused this offer, although it is just as likely that Anubis was not concerned with whether the System Lord joined his forces. Ba'al has expressed a keen interest in taking over Anubis' bases and technology, and we have learned his forces have held onto the captured Anubis Ha'tak vessels, likely trying to learn the secrets of their superior shields. Unlike his peers, Ba'al is not content with allowing his technology to remain at the same stagnant level, and it is rumored that he possesses secret labs dedicated to sciences once banned under Ra. These sciences include gravity manipulation, genetic cloning, and studies of Ancient technology.

As much as Ba'al is a nuisance to the other System Lords, he possesses a fleet that rivals Yu's in size. The System Lords do not trust Ba'al but require his assistance in dealing with Anubis. If Ba'al were to take his forces and return home, the System Lord Alliance would collapse in short order. The System Lords simultaneously must welcome Ba'al into their alliance with the hope that he will not stab them in the back when it is most convenient while also knowing that at some point, he will try to usurp control from them. When Anubis is eliminated, Ba'al will likely rise to the rank of the next Supreme System Lord if nothing is done to stop him.



After having dealt with this guy more than once, I've forwarded his name at the Pentagon for missions approval to eliminate his threat. He is clever and ruthless, but most annoyingly, he's just so arrogant.

- O'Neill

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BASTET

Species: Goa'uld

Location: Unknown

Status: Alive and has a close alliance with the Goa'uld known as Kali

In ancient Egyptian mythology, Bastet was part of two aspects of the same goddess. Her other aspect, Sekhmet, was a warrior goddess and protector of the children of Egypt and dispatched justice on those who broke the laws of Ma'at. Bastet was depicted as the gentler of the two and was supposedly responsible for the creation of medicines. As a daughter of Ra, she rose to prominence in Egypt, and temples to her were found in every major city.

It is somewhat ironic that the reputation of Bastet is both similar to, and also at odds with her depiction in mythology. Once an Underlord of Ra, Bastet was one of his favorite children. It is believed Ra trained her to be one of his personal assassins, and she learned her methods of fighting from some of the deadliest Goa'uld in the galaxy. We believe it was during her training that she studied under the Goa'uld Shiva and where she first met Kali, with whom she formed a lifelong alliance.

Ra was a skilled leader and knew when to use diplomacy to keep his subjects under his control and when to engage in acts of subterfuge. If an upstart System Lord threatened the peace of his realm, he would dispatch Bastet to make an example. Not long after, that Goa'ulds retainers would find the murdered corpse of their god in his sarcophagus where the device would have been modified to continually resurrect and then kill that System Lord over and over. She was also highly adept at infiltrating non-Goa'uld systems and is responsible for eliminating many System Lords. There is a painting in one of her palaces that depicts the day she strode into Ra's court chambers with two dozen decapitated heads wrapped in a net of chains as they dragged behind her magnificent golden dress.

Though greatly feared by the other System Lords, Bastet has suffered since the death of Ra. Without the Supreme System Lord's protection, her enemies became bold, and the war with Anubis saw a large portion of her territories added to his own. She particularly holds great enmity towards Wepwawet, who once tried to take her as his queen. To survive, she has turned to Kali for aid, and the two have formed a close alliance. Now Jaffa and ships belonging to both Goa'uld are seen patrolling their domains, and it is not uncommon to find joint forces of their armies working together on the battlefield. If someone were to eliminate one, then the other would surely declare vengeance to punish the killer.

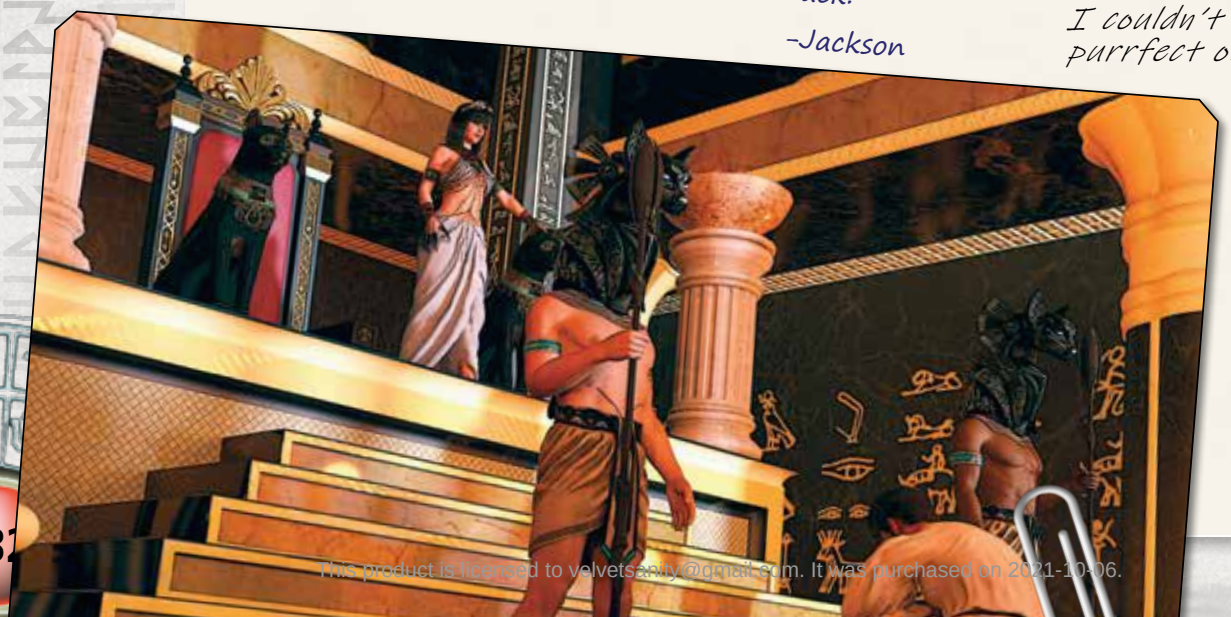
Currently, Bastet is one of the ranking members of the System Lord Alliance, but her ambitions have lessened since the death of Ra. However, she is still a very skilled assassin. The walls of her palace feature the skulls of those who thought they could kill her. The System Lords are currently vying for her favor in the alliance as her assistance would help declare the next Supreme System Lord.

I've read additional reports from SG-2's encounter. She neutralized four seasoned combat vets before they knew what hit them. We lost the Tok'ra ambassador they were escorting. We need to keep an eye on her. - O'Neill

You resisted the cat joke? I'm impressed, Jack.

-Jackson

I couldn't find the purrfect one.



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KALI

Species: Goa'uld

Status: Presumed alive, hostile

The goddess Kali, worshipped by Hindu people, has many faces. She is the goddess of death, time, and the inevitable doom that awaits us all. She is associated with sex and violence, which as a philosophy professor once told me are two sides of the coin of creation. She's also a mother goddess and symbol of motherly love. I am not Hindu and so won't speak to nuances beyond my understanding, but she's a fascinating figure, or at least the mythological version from stories is.

The Goa'uld Kali is no goddess, but she seems as versatile as her alter ego. Kali was once a servant of a Goa'uld named Shiva, who trained her to be an assassin, before betraying him in favor of Ra.

Kali is one of the quiet System Lords. She doesn't appear prone to blustering, monologuing, or making loud threats. Instead, she accumulates power by moving in where other Goa'uld are weak. She struck an alliance with Bastet and Sobek, and betrayed the latter to the former before assimilating part of his territory. She appears not to have betrayed Bastet yet, but give it time. Or perhaps they genuinely like each other, if Goa'uld are even capable of such emotions. My point is, Kali rises to power by making people think she's on their side and then turning against them.

If Kali is quiet and manipulative in her ascent to power, I suspect the same holds when she enters combat. Clearly, she's capable of killing people, even if she prefers to do it when their backs are turned.



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MORRIGAN

Species: Goa'uld

Status: Presumed alive, hostile

The name Morrigan translates to "phantom queen," which seems fitting for a Goa'uld we never heard of before, but who ranks high enough to be among just eight System Lords invited to the Hassara summit.

The old Irish goddess Morrigan, if I understood Lanni's explanation correctly, was both one goddess and a title shared among three goddesses. Morrigan is the goddess of war and fate, death in battle, and victory in battle. The Morrigan is a trio of goddesses named Badb, Macha, and Nemain, or alternately Badb, Macha, and Anand, who roughly share the same portfolio between them. Whether she's a singular goddess or three (and which three) depends on the specific pantheon she hails from because, to quote Lanni "the Irish-Celtic religion was just one Celtic religion, of which there are multiple, and are you even paying attention to this?!?" Quite frankly, it was all a bit confusing.

The Goa'uld Morrigan, of more relevance to us than her ancient Irish counterpart, appears to be a singular creature. There certainly weren't three of her at Hassara. However, my team did encounter her sister Badb, but if Badb ever held the title "Morrigan" she did not inform us of it. It's a good thing we did meet her though, because Badb did what all spiteful younger siblings do, she gossiped about Morrigan to her enemies, us.

Cross-referencing Tau'ri legends of Morrigan with the Abydos cartouche, we found coordinates to a planet we think is her home: Ulster. We haven't traveled there yet, and currently don't have Phoenix Site's permission to go and harass another System Lord. We did see several of her Jaffa on P3X-954, including her easily recognizable Prime, who is a very tall, muscular, red-haired woman. Morrigan's symbol is a crow in flight, not to be mistaken with Badb's crow.

OLOKUN

Species: Goa'uld

Location: Rumored, Tidus

Status: Alive, and currently a member of the System Lord's alliance. Low-level threat due to the destruction of his forces.

On Earth, Olokun was treated as the creator of the oceans and a bringer of life and prosperity to communities who invoked his name. His worship spread across Africa and later across the globe, and though there are no specific prayers in his name he is still invoked for good fortune on the oceans and on those who use them for sustenance. He has always favored the water, and in his domains, he is known for sailing on the seas in his enormous pleasure yachts.



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Olokun's fortunes in the past few years have been unkind. His reputation among his own Jaffa has degenerated to the point that more than half of his forces defected to Anubis rather than fight him. To make matters worse, he lost most of his remaining fleet in combat with Anubis after the Hasara summit and now is barely able to control his dwindling empire. His forces are still a threat, but Olokun is now reduced in prestige and power, though his alliances with other System Lords have managed to keep him from being overthrown by Ba'al or Yu.

SVAROG

Species: Goa'uld

Location: P1Y-283

Status: Rumored to be alive despite the destruction of his fleet at the hands of the Sentinel

We do not know much about Svarog from Slavic mythology. Mentioned in the Hypatian Codex, he appears to have been a celestial deity responsible for teaching humankind the art of blacksmithing, and there are similarities between his story and the Greek god Hephaestus. His son, Dazbog, was the sun in Slavic mythology, though we do not know more about Svarog or his role on Earth. Among the Goa'uld we have been able to glean more about his role in System Lord society, particularly his contributions to the sciences.

Svarog is a simple Goa'uld, which is to say that he is more concerned with his domains and vices than with waging war against his neighbors.

Currently, we do not know the state of Svarog's forces. We know from our contacts among the System Lords and Tok'ra that his domains have been greatly diminished since his reported death at the hands of the Sentinel defense system at Latona. Eager to obtain the defense system's schematics for himself, he led a massive invasion of their system, which saw the destruction of his entire fleet. Though some System Lords and Anubis have swallowed up some of his worlds and shipyards, it appears that his Jaffa are still actively defending the core of his empire. If Svarog is alive, then he represents an incredible source of technical data regarding Goa'uld technology. If allowed to rebuild his empire, then he will rise among the ranks of the System Lords again. So far, he has refused envoys from his fellow System Lords though he still allows for certain Goa'uld to have their fleets serviced at his shipyards.

NID has expressed an interest in bringing him under protective custody. His knowledge of Goa'uld technology is rumored to be rivaled only by Anubis.

– Carter



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YU-HUANG SHANG TI (YU)

Species: Goa'uld

Location: Rumored, P92-616

Status: Alive and prominent member of the System Lord Alliance against Anubis

Yu-Huang Shang Ti, also known as the Jade Emperor, Yu the Great, the Bearer of the Divine Mandate of Heaven, and Prince of the Stars, is one of the oldest System Lords in existence. On Earth, he was the first emperor to unite the heavens in Daoist theology and was one of the Three Pure Ones who were the manifestations of the Tao. The emperors of China would look to Yu as a symbol of their rule and would proclaim that they, too, were gifted the Divine Mandate of Heaven as a sign of their blessed rule.

Among the System Lords, there are few names more respected than Yu. He possesses all the qualities a great leader should have among the Goa'uld: He is a wise and fair ruler, a brilliant tactician, and unyielding in the face of opposition. The grand armies of Yu helped maintain peace among the System Lords under Ra's dominion as Supreme System Lord, and he and Amaterasu were frequent and welcome visitors to Ra's court. Few among the System Lords could hope to challenge Yu, and the few that did were crushed quickly and brutally. Only Ba'al has managed to threaten Yu's dominions repeatedly, and the two System Lords have an enmity between them that persists to this day.

After Ra's death at the hands of the Tau'ri, Yu was a strong contender for rising to the position of the next Supreme System Lord. Even Apophis was wary of angering the System Lord before he had consolidated his forces. However, Yu is hiding a dangerous secret: he has begun to grow senile with age. Although the Goa'uld can use their sarcophagus technology to prevent themselves from aging and heal from injury, prolonged exposure can have a deteriorative effect on the mind. After millennia of prolonged exposure to the sarcophagus, Yu is starting to lose control of his faculties and is beginning to experience mood swings and short term memory loss. This fact is a highly guarded secret kept by his Underlords whose own ambition is staunched only by the fact that if his enemies were to learn of Yu's weakness they would seek his immediate destruction.

What is interesting about Yu is that he is one of the few System Lords still in existence who has warred with Ra and been allowed to keep his domains. Ra saw his worth as a military commander and preferred to keep Yu alive as an advisor and strategist, and even permitted him to grow his domain larger than other System Lords under his command. Yu's skill as a diplomat and orator has won him the respect of even his rival System Lords. When Osiris was sent to negotiate for Anubis' return to the ranks of the System Lords, she knew that Yu would be one of the more important System Lords to win over. Sadly, as Yu's mental state continues to deteriorate, his ability to govern his domains has limited his effectiveness in the fight against Anubis and rival Goa'uld.



Apophis greatly feared Yu. I once accompanied him to celebrate Yu's victory over the Sarmeinad. The telling of Yu's military achievements lasted over an hour, but no System Lord dared show annoyance.

- Teal'c

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New Goa'uld Threats

These Goa'uld threats have only been encountered once or twice by the Phoenix Site. Most information about them has been collected through interviews with HOME refugees and what few records we've been able to piece together.

ASHTORETH

Species: Goa'uld

Location: P3X-465 (possible)

Status: Unknown. Possibly imprisoned in a canopic jar.

Maste remembers stories of Ashtoreth and was able to confer with other Tok'ra to piece together any missing information. We believe the following is an accurate report on the Goa'uld known as Ashtoreth. I'll let Maste continue.

-Bythal

Ashtoreth was one of three daughters. Some stories have these "tri goddesses" as the same being, but we have no way to verify this as none of them were active by the time Egeria birthed the Tok'ra. We do know from stories our mother told us that Ashtoreth was loved and cherished above all others. The powerful and perfect child to a powerful and perfect father. Ruthless in all aspects. Beautiful as she slew her way across the galaxy.

Ashtoreth was a master tactician, rising through the ranks of the Goa'uld as she conquered planet after planet. Had the other System Lords not feared to leave too much power in the hands of her father, Ashtoreth would likely have been invited to join their ranks. As it was, though, they voted to block her time and again. Her father, ever the opportunist, found other ways to profit off his daughter's prestige and married her as part of an alliance with another unknown System Lord. As Egeria told it, Ashtoreth did not consent to the match and felt she was sold off as chattel. She did not take subservience or obedience well and undermined her husband wherever she could. She poisoned his alliances, subverted his Jaffa, and destroyed his assets. She was a continual thorn in his side, and one he could not remove. Perhaps this is what her father intended all along.

Finally, the loss of prestige no longer outweighed Ashtoreth whittling away at her husband's power. He denounced his wife and moved to imprison her, and she retreated to her homeworld Avaris. I suspect she would have been untouchable there if her former husband hadn't found the perfect ally. Ashtoreth had spent lifetimes grinding the enemies of her father under her heels, laughing as she did so. Now one of them, Isis, saw an opportunity for revenge. The former husband and Isis attacked Avaris together. They were victorious, razing Ashtoreth's temples to the ground and taking the people of Avaris as slaves. What little they left, including the new mural Phoenix-1 found, they did so deliberately.

Egeria never explicitly stated where Ashtoreth's father was as his daughter was attacked, other than saying that by marrying her off he had "ceded control" over Ashtoreth. I believe even her father had come to fear his daughter's tactical genius, and loyalty among the Goa'uld is never absolute. He sent reinforcement to Ashtoreth towards the end, perhaps seeking to draw out the war or compelled by a sudden sentimentality towards his daughter.

Phoenix-1 believes Ashtoreth's canopic jar remains on Avaris, and I think they are right. Bythal asked if SGC would be wise in seeking her out as an ally. To this, I can only speculate. As Egeria told the story, Ashtoreth was bred and groomed to hold power among the System Lords, and I suspect that's where she'd turn her attention. She would likely visit her wrath upon her former husband and Osiris, and, by association with the latter, Anubis. She is cruel and arrogant, and I frankly fear what she might do. You should seek Ashtoreth out if you want the System Lords in disarray, but I suggest you devise a plan for dealing with Supreme System Lord Ashtoreth when the dust settles.

We should get the Tok'ra to write all our intelligence reports.

- O'Neill

The Tok'ra are usually resistant to sharing information. We're lucky to have Bythal and Maste.

-Carter



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BADB

Species: Goa'uld

Location: P3X-954

Status: Alive. Proposed an alliance.

Compiled by: Kulera

The Goa'uld named Badb seeks an alliance with the Tau'ri, that is the short of it. Of course, the long of it is: can we trust her? We need to know her story first and, fortunately, she was more than happy to answer any questions we had. She even posed as I drew her picture. Badb is an excellent hostess for a Goa'uld posing as the goddess of death and war.

Badb is mesmerizing. All Goa'uld are, of course, as they select their hosts on physical attractiveness by local standards. Her eyes are so light they might as well be silver, and captivate her audience as she speaks. We know the Goa'uld use the Kara'Kesh to hypnotize, so perhaps Badb found a way to do so without it. However, it seems out of character for her; she struck me as more reliant on physical prowess.

She shared her story with us, and like most Goa'uld it's a tale of profoundly dysfunctional family relations. They are a cannibal species, and I believe their social norms reflect the same ruthlessness. She hails from the same Prim'ta pool as Morrigan, a System Lord present at the Hassara summit. Where Morrigan is the older and more cunning sister, Badb is the brash and impulsive one. Morrigan is never too friendly or too hostile, a tactician carefully maneuvering the other System Lords around. Badb is a warrior--and I mean that in the physical sense. The way she sat her throne, all coiled muscle with a Ma'tok and shield close at hand, leads me to believe this is a Goa'uld who joins her Jaffa on the battlefield. I also believe with my whole heart that she is deadly. She boasted about never losing a battle, though she fell almost sullenly silent when Bervel asked if she also never lost a war. Wars require planning and a willingness to retreat and cut your losses--from our meeting with Badb, and I feel neither is her strong suit.



The hate Badb bears towards her sister is evident in everything from how her body tenses when we discussed Morrigan, to how she cannot even pronounce the name without hissing. She once allied with Cuchulainn and Dagda against Morrigan, but even their combined forces could not defeat the System Lord. Badb didn't elaborate on the fate of her co-conspirators--I suspect she doesn't care--but I think it's telling SGC never heard of them. Morrigan made Badb kneel before her, and then magnanimously proclaimed forgiveness for her "little sister." Morrigan later annexed Badb's holdings and pressed her into service as a vassal, and I suspect Badb may have preferred death over this humiliation.

Badb has not accepted her defeat. She gleefully told us she revealed the location of the Eye of Balor, which is currently in Morrigan's possession, to Anubis. She hoped it would draw Anubis and Morrigan into open war, but he has been slow to act.

Now Badb seeks new allies, and she believes SGC presents just this. She offered knowledge of the System Lords (specifically Morrigan) in trade for Tau'ri weapons to arm her forces, which we know the Tau'ri would never go for that. As a show of good faith, she told us what she claims is her sister's greatest secret. Morrigan is a Goa'uld Queen who fears being forced into a marriage with another Goa'uld--their Queens are highly prized--and thus passes her spawn off as her progenitor Danu's. When I told Badb a rival's secret wasn't much of a show of good faith, she entrusted us with a secret of her own: she, too, is a Queen. Morrigan has forbidden her from spawning on pain of death, perhaps fearful that revealing Badb as a Queen would bring alliances to her doorstep.

Now, my impression of Badb, of course, is that she is not to be trusted. She seeks the downfall of Morrigan, true, but she is no less vicious than her sister. Badb exults in violence more than most Goa'uld, if her stories of battle are anything to go on. I think she would celebrate her freedom by cutting a bloody swath across the Milky Way. However, from a tactical perspective, her desire to cut down Morrigan and replace her as System Lord should destabilize the Goa'uld. Morrigan sits at the center of many alliances, and attacking her will set her allies and enemies against each other. I know there are forces among the Tau'ri who would consider that a good bargain. I, however, and Phoenix-1 with me, don't believe it's worth the blood we'd have on our hands.

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CHERNOBOG

Species: Goa'uld

Location: P5X-221

Status: Alive and hostile. No direct contact.

Compiled by: Lanni

Despite conferring with academics in Europe as well as research provided by Dr. Jackson, we have been unable to find much substantial evidence about Chernobog on Earth. From what we know, he is one half of a dualistic pantheon once worshipped by the Slavs. The name translates as "The Black God," and is the personification of everything evil in the world. His counterpart is Belogog, the Slavic deity of all things good. While we try to remember the Goa'uld are different from the legends we have on Earth, it is clear that Chernobog has done everything to live up to his reputation. The System Lord is just as mysterious as the myths and legends from Earth's history, and we do not have any definite intelligence regarding his appearance. What we have is based on reports from the Tok'ra, and a fair amount of guesswork by our analysts.

From what we have pieced together about this Goa'uld, he is just as mysterious to the other System Lords as he is to the Tok'ra. His homeworld of Yagosh is a world almost perpetually covered in shadow. Reports suggest that something has been done to the atmosphere such that the world only appears to be as bright as twilight even at noon. However, it should be noted that crops on his planet still grow, and the wildlife has adapted to this state. The world itself is warm and lush, with dense woods lit by trees that have adapted to be bioluminescent. Whether Chernobog is responsible for this change or it was a natural phenomenon that attracted him to it, we cannot say. However, crops from Yagosh do not seem to thrive on other planets, which seems to suggest something inherent to that planet.

Not much is known about Chernobog or his intentions. He has deactivated the Stargates on most of his worlds, and travel is restricted to starships. Even more mysterious are Chernobog's bodyguard. These Jaffa are responsible for maintaining order and are known as the Iron Guard. These Jaffa rarely speak and have featureless metal masks permanently affixed to their faces. This shadowy Goa'uld has seldom been the aggressor in any conflict with his neighbors, though we have unearthed intelligence suggesting that his reputation may be primarily responsible. He is known to be a brutal opponent who takes any transgression into his domain seriously. Rival System Lords sending fleets into Chernobog's territory do not see ships again, and his retribution is swift and merciless. He is known for completely obliterating cities and stealing Stargates. What happens with these prizes is unknown, but he must have a collection of at least a dozen Stargates taken in this manner. Perhaps this is to isolate and maroon his enemies to punish them and ensure they have difficulty rising again.

As for his rule on Yagosh, Chernobog is just as mysterious. The day to day running of his empire is administered through First Prime Konietz'akar, who enters Chernobog's private chambers once a day to receive instructions. On the rare occasion that he must make his presence known, he does not appear as an ostentatious ruler but as a figure clad in simple clothing, lacking any finery or adornment. It is said that no one is entirely sure of his actual appearance and that he is capable of appearing as anyone he chooses. It is also said that the shadows shift and dance in his presence, that the temperature drops below freezing, and that the sounds of howling animals can be heard in the distance. Is this typical Goa'uld pretense at mystical powers, or is it the by-product of some sinister technology that he employs?

Chernobog's domains have been left untouched by Anubis and his forces. Whether or not this Goa'uld possesses enough troops to turn back the invading System Lord is unclear. However, it is just as likely that Anubis is relying upon Chernobog's neutrality and will return to wipe out this rival once more pressing threats such as Yu have been eliminated. An alliance between Anubis and this mysterious System Lord would significantly bolster Anubis' forces, and it has been confirmed by Tok'ra infiltrators that Anubis has sent representatives to seek an audience with the shadowy Goa'uld. Strangely, perhaps even frighteningly, these representatives were allowed to return to Anubis untouched.

Perhaps some genetic engineering? Discovering how this process came about would be invaluable for establishing colonies on other planets far from their suns.

We've seen Goa'uld use technology to mimic environmental effects before, and I would not be surprised to learn that's the case here.

- Carter

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CIRCE AND CALYPSO

Species: Both Goa'uld

Location: P3X-987

Status: Alive. We have standing invitations to meet them.

Compiled by: Lanni

Conclusions after researching temples dedicated to Circe and Calypso, and conversations with the inhabitants of Eëa. Of interest is the volume of shared temples to the pair, alternately depicting them as sisters and (more often) wives. The latter should probably be taken literally--they appear to rule as any royal couple might. Their sisterhood might be symbolical, as two sorceresses perhaps? One ancient and weathered relief depicts them emerging from a pool of serpents together.

Legends have Circe as a "sorceress who turns people into animals," though the people of Eëa claim she only does this when one deserves punishment. None of them actually witnessed Circe's sorcery, but several claim to have offending family members who were taken and later released in animal form. If these tales are any indication, pigs seem to be Circe's favorite. My colleague Bervel assures me changing people into animals is biologically impossible, but legends often hold a seed of truth. Perhaps Circe has a way to transplant a consciousness from one body to another. Another colleague, A'tir, witnessed some Eëans who seemed preternaturally strong and hardy. While they refused to let Kulera take tissue samples, Circe may be able to splice Tau'ri with animal DNA. If true, these accomplishments would put her on par with a Goa'uld like Nirrti or Eresjkigal.

Calypso's powers are more aligned with what we know of Goa'uld: she can control emotions and minds. Legends have her controlling both male and female, which--again, if true--makes this more akin to the Nish'ta employed by Apophis and Setesh, than Hathor's breath. Calypso's temple also recounts her capture of Odysseus after Circe was forced to release him, though it makes no further mention of Penelope. The tableaus of this tale were very jubilant, and it seems clear Calypso reveled in succeeding where Circe did not.

The tableaus and legends combined seem to disprove Maste's theory about them being exiled or under-achievers. Instead, they seem to simply not care about conquering the galaxy, or even ruling over other Goa'uld. Every temple to Circe recounts at least part of her life with Calypso, while the opposite is also true. Any stories indicating a measure of ambition, rivalry, or victory are squarely focused on the other. They even appear as occasional foils in each other's stories, sabotaging the other's sorcerous advancements. Based on the legends alone, I could not determine if these acts of sabotage stem from actual hostility, or should be taken as a Goa'uld form of peer review.

Stepping outside the bounds of my research, I would be negligent if I did not issue a warning regarding their invitations. Even removed from Goa'uld politics as Circe and Calypso seem to be, they must be aware of the Tau'ri's reputation for killing their kind. To extend an invitation so carelessly could be attributed to the customary Goa'uld hubris. However, if half of these legends are correct, they hold scientific accomplishments and weaponry that could rival a Goa'uld like Nirrti or Setesh.

While research does not usually include things one does not find, I should mention an interesting omission from legends and temple tableaus: a sarcophagus. Temple tableaus have both queens growing visibly old (though never physically weaker) before being "reborn" into a new body. Instead, one of the oldest reliefs has Circe and Calypso, with serpents emerging from their mouths, brewing a potion under the light of a strange device depicted as cubes within cubes. This must be some metaphor for some scientific advancement, but I could find no references to anything resembling this cube in SGC reports.

So this Eresjkigal is being passive-aggressive about it?

-O'Neill

If you read the report on Infernos, sir, it seems Eresjkigal made overtures to another of Nirrti's vassals for an alliance.

-Carter

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ENKI

Species: Goa'uld

Location: P3X-671

Status: Alive (visual sightings). No direct contact.

Compiled by: Bythal

After our enervating trip to Abzu, we pursued two avenues to learn more about the Goa'uld known alternately as Enki, Prometheus, and possibly Lucifer. The first was inquiring with the Tok'ra, and the second was sending a UAV to scout Abzu.

•The Tok'ra

Maste did not know anything about Enki, and it took quite a bit of "kicking the can up the chain," to use a Tau'ri colloquialism, to find someone who did. Come to think of it, I may have that wrong.

Anyway, one of the councilors finally got back to me on the condition of anonymity. They consider information about Enki as "need to know," and while this councilor didn't object to me sharing the information with SGC, the council as a whole is not in agreement whether the Tau'ri need to know.

The councilor confirmed what the murals on Abzu seemed to imply: Enki had repeatedly rebelled against other Goa'uld, each time to favor the Tau'ri. His preferred method seems to be advancing Tau'ri knowledge, thus giving them the tools they need to rise against the Goa'uld. At least once, in the case of freeing Nergal from Eresjkigal, he acted directly against a Goa'uld by denying her methods of destroying the Tau'ri. Eventually, he alienated so many of them, the System Lords banished him to Abzu and even erected a temple to remind him of his crimes. The councilor warned me, however, not to interpret this as Enki being a Tok'ra, or even an ally to the Tau'ri or force for good. Instead they believed Enki is an agent of chaos and destruction who aids humans because he sees them as sowers of the same. The councilor pointed out that for the Tau'ri, technological advances and rising death tolls seem to go hand in hand.

On an interesting, but more speculative note, the councilor indicated Egeria might have called on Enki for aid when she sought to escape Ra. If true, that would be an even more significant coup than aiding the ancient Tau'ri in their rebellion against Ra. This is also the reason the Tok'ra don't like to talk about Enki: they're not sure if they owe him for helping Egeria, but they'd rather not.

•The UAV

Abzu is as inhospitable as we glimpsed from the UAV. It's a scorched wasteland with hardly any vegetation. Unless there's more than one person out there, we did see Enki. He appears as a dark-skinned man with no visible signs of aging. Perhaps Ra left him a sarcophagus somewhere in the complex. Alternatively, the symbiote's natural regenerative capabilities might have kept him alive if he acquired a new host shortly before his banishment.

The UAV detected no signs of shelter, however, Enki may have a natural cave system to reside in during the heat of the day? We didn't have much time to observe him as a large talon--likely from a raptor--brought the UAV down after a few passes. We did, however, see a large colony of fire locusts flying in a triple spiral pattern around Enki. Did he train them somehow? Either way, the size of the colony may explain why "our" locusts didn't follow us to the exit.

•Recommendations

Should we send a second UAV to make contact with Enki? His knowledge is likely outdated by now, but he is still a Goa'uld--not to mention he might lead us to his hidden cache of Goa'uld secrets (whatever they are). I keep going back to what the councilor said about Enki being an agent of chaos and destruction. He is the devil we don't know. Do we really want to unleash him? Whatever we do, we should proceed cautiously.

Update to file

We opened the gate to send another MALP through on Bythal's recommendation. We now have a more complete map of the surrounding area, thanks to the downed UAV sending back a signal. However, it may no longer be up to us whether to make contact with Enki or not.

-Gen. P.K. Loyer

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ERESJKIGAL

Species: Goa'uld

Location: P3X-667

Status: Presumed alive and hostile. No direct contact to confirm.

Compiled by: Lanni

As my esteemed colleague A'tir reported, I was given a chance to examine several historic temples dedicated to the "goddess" (from here on, presumed Goa'uld posing as a goddess) Eresjkigal. Carbon dating of samples taken from the temples has not returned yet, but I was able to piece together a tentative history of Eresjkigal. The reader should be aware that the exact chronology remains unclear.

The oldest temples show Eresjkigal side by side with her sister Inanna. They ruled twin moons, Ganzir and Sargon respectively, which orbited the planet Irkalla. While the temple reliefs don't show which sister broke faith first, they eventually spent generations at war. Eresjkigal defeated her sister with the aid of the Goa'uld Enki. According to one rather graphic temple relief, Eresjkigal celebrated her victory by consuming a serpentine creature, which I believe may have been Inanna's symbiote. I could not determine if this should be interpreted symbolically or literally.

A second series of tales shows Eresjkigal in an alliance with the Goa'uld Nergal. The two formed their partnership, possibly cemented in marriage, and it appears Eresjkigal learned the "brewing" of plagues from Nergal. Later reliefs show Eresjkigal stealing all of Nergal's secrets, and imprisoning him until Enki frees him. While the carvings make no further mention of Nergal, it appears Eresjkigal denounced Enki for his betrayal and worked with a Sun God to imprison him on the planet Abzu. On an interesting note, the relief held coordinates to what I believe is Abzu.

Sometime after Eresjkigal defeated Nergal, Nirrti appears on Ganzir. The reliefs don't detail what transpired between them, but later reliefs show Nirrti as the dominant goddess of death and Eresjkigal as a lesser goddess of death. The artwork is peculiar though. While generations of people, murdered and replaced by Eresjkigal, maintain roughly the same style and level of art sophistication, the reliefs of Nirrti are less detailed, and she is smaller than a goddess of her stature should be in Summerian art.

In addition to the tales of Eresjkigal and Inanna, Eresjkigal and Nergal, and Eresjkigal and Enki, the temple houses several reliefs showing the goddess at work. Most of these deal with experiments on Tau'ri, all gruesome and deadly. The title "Lady of Plagues" appears well-earned. However, one relief shows her experimenting on Jaffa and a vat of Prim'ta.

The above concludes my recounting of the sanctioned temple reliefs. My exploration of the temples also yielded two illicit carvings in a proto-Akkadian cuneiform. They appear to be witness accounts from two of Eresjkigal's subjects transcribed in the period between contracting the illness and witnessing the first deaths and succumbing to the disease. Both accounts tell largely the same tale, though from markedly different angles. The first tale views the plague as a turning of the wheel of reincarnation--the author believed they were being reborn into the living world. The other story, however, believes the plague was a punishment from Eresjkigal for transgressions not further detailed. Both speak of excruciating pain as the disease progresses, though the details are sufficiently different I believe them to be different plagues. The first tale ends with a plea to let the author remain in the Underworld, while the second tale ends cursing Eresjkigal's name. Neither author appears to have survived their ordeal.

HACHIMAN

Species: Goa'uld

Location: Formerly P4S-325

Status: Alive, potential ally if he could be located.

Compiled by: Lanni

Hachiman is seen as the divine protector of Japan, and his ties with the Minumoto family have lent divinity to the line of the ruling family for centuries. Once worshipped as a helpful deity for farmers and samurai alike, Hachiman's divinity is also seen in Buddhism as a Bodhisattva and a teacher of enlightenment. What makes Hachiman interesting among the Goa'uld is he may have taken his name from an actual human emperor, or that he somehow inspired this while on Earth.

This Goa'uld is currently without a kingdom to rule, as his domains were absorbed by Anubis early on. Rather than bow to him, Hachiman has led a resistance against Anubis that has not only been successful, but he has managed to avoid being wiped out. Once an Underlord under Amaterasu, Hachiman has managed to rise to a position of fame and power often reserved for full System Lords. Despite losing the majority of his armies to Anubis, he has managed to be a competent commander, helping to slow Anubis' conquest.

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Hachiman sees himself as a god and demands his followers acknowledge his divinity, but his rule was peaceful and as benevolent as we have seen from any Goa'uld. Life on Sekawa was stable and thriving, and his prowess in battle had earned him the respect not only of Amaterasu but other System Lords. He was content with the domains he was given to govern; though his skill at politics and subterfuge were on par with his fellow Goa'uld, he did not tend to overreach himself. He would have likely continued to rule his domains until Amaterasu died or fell from favor among the Goa'uld.

Since Anubis' invasion, he has managed to survive by hiding. Abandoning the regal clothing he was accustomed to, he now wears armor like any Jaffa. Though his fleet was destroyed, he managed to obtain several Tel'tak and Al'kesh class ships to travel between the occupied worlds. One of his favored tactics is to pose as a Jaffa of a conquered System Lord to unleash a series of quick and devastating attacks before retreating back into space.

What Hachiman's plans are for after Anubis is defeated is unclear, but he will likely use his newfound fame to rise to the position of System Lord rather than remain an underlord. This has led to several System Lords sending assassins to try to eliminate him, and Anubis has offered a sizable bounty to whoever delivers his corpse. Some in the SGC have suggested sending aid to Hachiman in his fight with the Goa'uld. However, there are unconfirmed rumors that the Goa'uld may be responsible for the use of naquadah enriched bombs that have destroyed the Stargates on several worlds in Anubis' territory and devastated those planets. Whether Hachiman has started deploying WMDs or these are just rumors it has to worry the SGC. It would be wise to obtain more information about this reclusive Goa'uld before considering an offer of assistance.



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OYA

Species: Goa'uld

Location: P2Z-4K3

Status: Alive, currently undergoing turmoil in her domain.

To the Yoruba people of West Africa, Oya is the queen of the river Niger and the rules over the weather. In combat, it is said that she is a fierce and strong warrior and is a symbol of rebirth and victory. To the people of her domain, she has a legacy of being every bit as dangerous an opponent as she was to the Yoruba. Her domains among the System Lords are well known and respected by even Ba'al and Yu.

Once presiding over an alliance of Goa'uld on the western rim of the galaxy, Oya rose to power after the death of the System Lord Odudawa a millennia ago. Absorbing her husband's domain into her own, Oya brought her neighbors to heel and became a major System Lord in her own right. She possesses a mind for strategy and knows well how to wage war and to organize her empire so that it functioned smoothly and without incident. Among her rivals, she was known as "The Unbeatable Oya" for her success in battles.

Though Oya has built a sizable empire for a System Lord, the past century has not been kind. A disastrous campaign against the Asgard led to a significant defeat, the first she had suffered in centuries. Not only that, but the Asgard also embargoed her territory for a time.

While many would rejoice to see Oya defeated, her presence among the Goa'uld on the western rim has managed to keep that region somewhat stable since the death of Ra. However, with the appearance of Anubis, her rivals see her current misfortune as an opportunity to make some gains at her expense. This disunity when Anubis is conquering the galaxy is hindering her ability to assist the System Lords to resist Anubis. Though she still commands a potent and sizable fleet, it is slowly being whittled away. To that end, she has commanded her First Prime to become even more brutal in crushing rebellions and attacks. She is also focused on seizing technology from her neighbors in the hope that she can discover a means to defeat both the Asgard and Anubis.

WEPWAWET

Species: Goa'uld

Location: Current whereabouts unknown

Status: Alive. High Priority Target, Extremely Dangerous

In temples found on Earth, Wepwawet was depicted as a war god who battled with the pharaohs. Known as the "Opener of Ways" he has long been a rumored associated with Anubis and other gods of death and war. We do not believe he was an ally of the Goa'uld Anubis when he was active in the galaxy centuries ago, but we believe that his domain has been absorbed into Anubis' and now he is the System Lord's Master of War. Wepwawet has taken to this title and has proven a fierce and dangerous opponent on the battlefield.

From information gathered by the Tok'ra, Wepwawet was chafing under the rule of Ra and his fellow System Lords. Every couple of decades, he would make war with his neighbors which, we've been told, caused Ra to send System Lords to chastise him and put him back in his place. Since Ra's death, Wepwawet has made several advances into his neighbor's territories, but it appears he was one of the first targets for Anubis upon his return to the galaxy.

It appears that Wepwawet is now at the forefront of Anubis' campaigns against the System Lords. Now bolstered by the upgrades Anubis has applied to Goa'uld technology, his forces are making short work of the forces of his neighbors. Already the System Lords Kushu, Nut, and Abombwe have been killed, and several other System Lords and Underlords now serve under Anubis' banner thanks to his campaigns. With the addition of Anubis' warriors, Wepwawet has repeatedly defeated the forces of Yu and Cronus. If nothing is done to stop this Goa'uld, he will likely defeat the remaining System Lords within a few years.

Wepwawet appears to have taken two queens as his consorts. The first, Ephadria, ruled by his side on Verapyr and seems to have been responsible for managing the world's inhabitants and keeping the planet's arms production in motion. The second, Zirstyr, once ruled over her own domain before Wepwawet conquered it. She has only agreed to the marriage with Wepwawet to preserve her status in System Lord society and may be amicable to working with us to bring her husband down.

Wepwawet's second greatest weapon is his ability to learn all he can about his opponents. Using a network of spies that he has placed throughout the ranks of the Jaffa loyal to the System Lords, he

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is surprisingly well informed about the disposition and plans of the System Lords, sometimes even before they are aware of it. Onboard his flagship, the Lycanpolis, he has a special chamber where the walls are lined with projectors that feed him with information gathered by his informants. This chamber is heavily guarded, but if the Tok'ra or one of our allies could gain access to it we could gain a tremendous tactical advantage over not just Anubis and his forces but the rest of the System Lords as well.

As a false god, Wepwawet rules his people with an iron fist but does not excessively punish his people. He expects his laws to be followed obediently, and punishment is swift and brutal. However, due to his strict rule, the worlds in his domain obey the commands of their god without question. He knows he is only as strong as his base and does not take any action to weaken his rule while he is waging war across the galaxy. The people in his domain enjoy a higher standard of living than the subjects of other Goa'uld, though they still are expected to obey him as a god in all things.

We believe that technologically Wepwawet has benefited from Anubis and the Underlord Thoth, who have given him their most potent weapons to wage war. When he absorbs a new Goa'uld's realm, Anubis immediately orders the upgrading of their weaponry and technology. Though this slows his advance, it is giving Anubis a fleet of warships more powerful than his opponents. On the battlefield, Wepwawet uses a Goa'uld shield device and wrist weapon as well as a pair of custom gauntlets capable of firing piercing bolts of energy. He relishes conflict but never allows himself to be caught off guard in a fight, and is almost always flanked by his loyal Jaffa, the Wolf Guard.

One weakness that Wepwawet possesses is that his mind works according to logic and planning. When he constructs a plan, he tries to work in numerous ways to overcome problems that might occur. This type of planning has made him an effective warlord, but he does not respond well to unplanned and unexpected events. Chaos in any form enrages him. Bold, unforeseen attacks on his forces have proven the most effective and guerilla tactics fought by several species, and System Lords currently at war with him have slowed his advance across the galaxy. However, Wepwawet is a shrewd tactician who never falls for the same trick twice. Once he suffers a loss, he will devise a strategy to counter whatever it is.



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OTHER HOSTILES

We have already made enemies who aren't Goa'uld. Some are avoided by marking gate addresses "do not dial." Others are more persistent, or are simply spread over an unknown number of worlds. Let's compile files on the worst of them.

- Rodriguez

ASCHEN CONFEDERATION

Species: Human (Aschen)

Planet: Aschen Prime (P4C-970--do not dial)

Status: Hostile

SGC encountered the Aschen before, on P3A-194. At the time, we believed their demise was imminent as SG-1 had given them gate coordinates to a black hole. Unfortunately, several Phoenix teams since encountered people wearing the Aschen style of dress. Either they never dialed the black hole, perhaps being suspicious of our "gift," or they found a way to close the gate again.

To be clear, these encounters did not take place in the planets controlled by the Aschen Confederation. Those remain marked as do not dial, especially with the added danger of potentially traveling to a black hole. However, these were planets far outside their previously documented travel range, Connachta being one of them. Either the Aschen found their own version of the Abydos cartouche, or a third party visited them with information after SG-1 left.

The Aschen remain risk-averse in their galactic exploration. We only found long-term Aschen outposts and settlements on planets with a technology level comparable to pre-industrial modern Earth. In short, they are targeting civilizations that pose little threat to them. They present themselves as traders bringing medicine and advanced science. I have no doubt the Aschen's "help" remains a prelude to colonization through sterilization. They also seem to have moved to more immediately aggressive biological warfare. On one world we found a series of empty villages, mass graves, and written accounts of a generational plague. These villages held no survivors.

All Phoenix teams are currently under orders not to make contact with the Aschen. We are to turn around and head back to base if we encounter signs of them. I am confident the Aschen are currently unaware of the existence of the Phoenix Site. The Aschen used to be confined to their small cluster of local planets. Unfortunately, we opened their eyes to the possibilities of Stargate travel, and even accounting for an unknown third party, that makes us at least partially responsible for their current expansion. I have to ask, are we proposing to do nothing as the Aschen sterilize their way across the galaxy? Non-violent genocide is still genocide, and the US government does not condone such atrocities. I have petitioned General Loyer to let us take more direct action.

Update to file

After much back and forth, I have granted Phoenix-1 permission to infiltrate the population of a planet newly held by the Aschen. Their purpose is to uncover more information about the Aschen. They remain under strict orders not to reveal themselves.

-Gen. PK Loyer

Update to file

My team split into two groups. A'tir, Oringo, and I would remain hidden and ready to provide back-up or extraction if needed. Bythal, Lanni, Kulera, and Bervel would pose as travelers from a nearby town. The Aschen did not discover us, and we returned safely to Phoenix Site. I will let Kulera elaborate.

-Capt. Rodriguez

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Update to file

Blue (M3D-689) is a small moon in close orbit around a large gas giant. The people of Blue are Tau'ri descendants, and I'd put their development comparable to early twentieth-century America. The Aschen do not use electricity, but harvest gas to serve as fuel. They've offered to aid the people of Blue in their mining operations. The Aschen also provide an inoculation against "Blue Sickness" caused by too much exposure to the gas. The local people have not yet experienced any ill side-effects and were lining up around the block to receive the immunization. They believe Blue Sickness is the one thing standing between themselves and harvesting the full riches of the fuel, and anticipate industrial leaps when they can ramp up their mining operation. While the injection is not mandatory, it has become a prerequisite for working in the gas mines, which is the largest source of employment on Blue. No one forced us, but locals did look askew when we declined the drug. The Aschen themselves did not seem to care much. I suppose there's a tipping point where it doesn't matter if everyone is sterilized or just a large enough portion of the populace.

I was able to speak to the Aschen envoys at this time, who let a few things slip while explaining the vaccine to me. They hail from a prosperous world and travel the galaxy to share their riches with other people. Clearly, the latter is a lie. Their Confederation, once contained to a handful of planets, has recently acquired the means of interstellar travel. They now count six worlds as part of their Confederation, with five more prospective members. I am fully assuming "prospective" here means "when their populations are sufficiently culled." Their "aid and outreach" program is led by ambassador Borren. I do recall a Borren from SG-1's report. He was a mid-level scientist at the time, so either he rose through the ranks, or this is a different Borren. I could not get a visual on him, but the Aschen informed me the ambassador would visit in twelve rotations. Perhaps we should return then, too?

The Aschen did not mention any contact with the Tau'ri, even in veiled terms, and I did not ask for obvious reasons. They do not seem to be looking for the Tau'ri, and I suppose there is a chance they have moved on. Even so, I support Captain Rodriguez in her desire to stop these people. Their actions are an affront to everything moral and good. They are despicable.

-Kulera

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SLAVEHOLDERS OF P3R-118

Species: Human, though it is not uncommon to find Jaffa laboring in their cities after having undergone the memory stamping process.

Status: Slavers are being seen more frequently outside of their homeworld, but their most dangerous threat appears to be on their world. They kidnap travelers who arrive through their Stargate for use them as slave labor.

We do not possess much information about the government of their world, but they appear to be a business entity run by the descendants of their founder. Administrator Calder, seems to wield total control over their planet, though we have recovered from Tok'ra records that it has a complicated hierarchy that answers to him. This last accounts for the grave threat that the Slavers pose to outsiders visiting their world.

The Slavers have perfected a technology known as memory stamping. This process involves restraining a captive and overlaying a new set of memories over their old ones, essentially giving them a new personality altogether. This process is relatively advanced and is capable of providing a captive, not just a new name but memories of an entire life. When exposed to memory stamping, SG-1 was given unique personalities and identities that were so vivid and real they only vaguely remembered their old lives.

The reason they enslave people is to provide workers for the machinery that exists beneath their primary city. They incorporate a narrative into the memory stamping process that leads captives to believe their world has gone through an ice age similar to Earth's, and that by laboring in the mines and factories beneath the planet they are working towards saving their race by keeping their reactors working at peak efficiency and by providing food for the rest of their people. The memory stamping process imparts a sense of pride into the captives that makes them believe that by working their hardest, they are saving their people, which encourages them to work hard despite the grueling conditions.

The truth is the Slavers are enjoying an idyllic lifestyle, as their homeworld has a mostly tropical biosphere. The machinery beneath their city allows for those on the surface to live lives of luxury as food and other items are produced by the factories deep underground. Their civilization possesses enough surplus power that those living on the surface are free to enjoy pursuits other than manual labor.

It appears the memory stamping process is not perfect and routinely fails on Jaffa and Tok'ra captured by the Slavers. We believe the majority of them do not know about the memory stamping process, and that this is a tightly kept secret from the rest of their population. Although SG-1 was able to liberate a significant number of their workforce, the Slavers have other labor facilities. We also believe they are now actively engaged in off-world operations where they capture innocent people or purchase slaves from other worlds to work in their factories.

EURONDANS

Species: Human (Eurondan)

Planet: formerly Euronda, currently New Euronda (address unknown)

Status: Hostile

Compiled by: Capt. Rodriguez

You'd think being stuck in a collapsing bunker, with enemy forces approaching your position, would get rid of any threat. Unfortunately, it appears not. Like an unwelcome blast from the past, the Eurondans seem to be back.

Since that first encounter, teams from SGC and Phoenix Site encountered "enemy x" several times. That's an assessment not made on visual confirmation, but on tactics and weaponry. Phoenix-1 was the first team to make visual contact, and we recognized the Eurondans by their style of dress. Technically our orders were strictly to observe, but they spotted us just as we saw them, and one thing led to another. The information below is courtesy of the Eurondan we questioned.

The so-called "Breeder" attack on the Eurondan bunker reduced the entrance to rubble, making it difficult for their forces to get inside. This gave the Eurondans time to dial a new gate address and make their escape, albeit without Alar, who was already particle dust on SGC's iris. From what Donar, our Eurondan prisoner, told us they had a very rough time of it in the immediate aftermath. The galaxy is full of inhabited planets and hostile species, nor were the Eurdonans willing to settle on a pre-industrial world and start from scratch. Eventually, they came upon a planet with ruins from a once-promising civilization. They named it New Euronda. We pressed Donar for the gate address, but he resisted. As my team isn't versed in interrogation and we had another Eurondan patrol closing on our position, we tabled that question and pressed for the rest of the story instead.

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The Eurondans don't know why the previous occupants abandoned this planet. Perhaps they failed the societal leap to advanced technology. Either way, the technology they left gave the Eurondans footholds to incorporate their own. Donar refused to share details, but said: "we remain technologically vastly superior to you." After deliberation, the New Eurondans sent a team back to Euronda. They found many cryogenic chambers intact. We'd have to go back to Euronda to investigate why the Breeders left the cryogenic units. Perhaps they never made it into the bunker--closing off the air supply is undoubtedly easier and less risky. The New Eurondan scout team found vast numbers of empty but intact cryo-pods, which they've moved to New Euronda and reanimated. We know this because Donar gleefully told us about their "superior numbers."

Here's where I get to the really bad news. They hate the Tau'ri. I won't repeat Donar's rather spectacular and somewhat incoherent rant, but it comes down to the fact that we abandoned them to the Breeders, that we are genetically "impure." I informed him I am 100% Puerto Rican, but I don't think that's the kind of purity he meant. Our teams running into them isn't a coincidence either. They're actively visiting planets where they expect SGC teams to be, in an effort to obtain a remote, and gain access to Earth. They intend to conquer Earth as the land of their forebears. I don't know if they've caught on to the existence of the Phoenix Site, but Donar probably noticed our insignia. If so, they might try to take the Phoenix Site as a first foothold in their attack on Earth.

At this point, the second Eurondan patrol uncovered our location. I considered taking Donar back to the Phoenix Site, but decided against it. Neither SGC nor Phoenix Site is equipped to detain an alien prisoner for longer periods, and I'm hesitant about handing anyone over to the NID. While we had checked Donar for weapons, I also felt our search wasn't as extensive as it should be with people willing to use biological weapons. Unleashing a plague only takes one Eurondan volunteer to be taken to Earth. On that note, I'm writing this report from the quarantine unit. Here's hoping I'm alive when SGC reads this.

Update to file

I've released Phoenix-1 from quarantine. They were free of diseases, save for Bervel, who has a common cold again. Captain Rodriguez' notion of quarantining teams after close contact with a Eurondan is sensible, and I've since updated the protocols. The Eurondan leadership SG-1 encountered seemed to prioritize self-preservation, but we don't know how badly they poisoned their newly awakened members against us.

Dr. Thekkarumbar

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REETOU REBELS

Species: Reetou

Planet: Reetalia, unnamed planet (P6J-813)

Status: Friendly (Central Authority of Reetou, in exile), Hostile (rebels)

Compiled by: Capt. Rodriguez

A lot has happened since the Reetou attacked SGC. The Central Authority of Reetou is currently a government in exile, and the rebels have become the dominant Reetou faction. The rebels' goal remains to destroy all potential Goa'uld hosts. That means Unas, Jaffa, Tok'ra, the mythical Sekmet, and--above all--the Tau'ri. They've not launched a second attack on Earth yet. Perhaps they believe Transphase Eradication Rods to be more ubiquitous on Earth than they are. Or they decided to cut down our allies before coming at us directly. The Cimmerians have reported encounters with the Reetou. Fortunately, the protections left by the Asgard easily repelled them. But I worry about the Reetou going after our more vulnerable allies, such as the Argosians or Madronans. At my request, Bervel has asked the Tollan to look into improving the range and portability of Transphase Eradication Rods. They consented, but have no results to show us yet.

The Reetou rebels recently attacked the Goa'uld Kali, who subsequently forced/bribed/blackmailed SG-1 into repelling the threat for her. Reading Major Carter's report, this "alliance" was far from pleasant, but it does offer options. Apparently, the Goa'uld hate the Reetou more than they hate us. And from an immediately practical point of view, an enemy who wants to keep you as cattle is better than one who wants you exterminated. If we pursue this avenue, however, in addition to all usual precautions in working with the Goa'uld, we should take care to protect the Central Authority.

The RCA remains an ally to the Tau'ri and reached out after a rebel attack on my team. They're horrified by the plans of their rebel brethren to eradicate all potential hosts and are willing to put their own lives on the line to stop them. Unfortunately, their numbers are low, and they've been forced into exile. In fact, they've been forced off their homeworld entirely. I should note that, despite the name Reetou Central Authority, they count both members of the government in exile and families comprised of Reetou citizens.

The Reetou civil war puts us in an awkward position. The US government prefers to stay out of the internal affairs of other nations. Though, in this case, one side wants us dead, and the other side does not. The Phoenix Alliance has the same problem, though more based in practicality than morals. Interference risks alerting the rebels to our position, and given the species in the coalition, we'd likely become a prime target. Nor can we simply fold the RCA into the alliance, as the Jaffa and Tok'ra can't function around them. The Reetou's history with the Goa'uld, however, makes them eligible for aid from the HOME Initiative. It's a very tangled web, which I believe warrants a diplomatic mission to the RCA to explore options. The address to their new location, which I refuse to put down in writing to protect their safety, is known to both Generals Hammond and Loyer.

I made inquiries about the child Charlie. We haven't heard of him since the Tok'ra took him to cure the faults in his genetic makeup. This lack of information was not an issue before, since the Reetou rebels had ceased their attack on Earth, and the Tok'ra value their privacy. Given current developments,however, I asked Orion to make inquiries. Apparently, Charlie is still alive and successfully blended, but "different" from other Tok'ra. Perhaps this stems into his ability to see Reetou? Regardless, I asked for a meeting with Charlie, which Orion declined. I have since requested General Loyer to ask for a meeting. The Tok'ra do like hierarchy, and I hoped they might reconsider if it came from him. So far, the General has opted not to press the issue with the Tok'ra. I am also aware of the option of having Colonel O'Neill ask, as I suspect the Tok'ra will agree, given his relationship with the child. However, I am loathe to play on personal sympathies, nor do I want to put the Colonel on the spot.

If you don't want to put someone on the spot, don't put it in your report.

-O'Neill

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MIMETIC ALIEN INVADERS

Species: Unknown

Planet: Unknown

Status: Active threat though they have gone to ground throughout the galaxy.

Compiled by: Capt. Rodriguez

Little is known about this threat. This species managed to gain a brief foothold in Stargate Command before being driven back through the Stargate. Autopsies of the recovered corpses from the incident reveal that their biology is unlike anything currently discovered in our galaxy, and their blood shows several elements that do not correspond with anything on our known periodic table.

What we have discovered so far is that this species may be beginning an invasion of our galaxy. The Asgard have not reported any fleets belonging to this species, which may suggest that they may have been driven from their home galaxy and are seeking refuge in ours. The few transcribed pieces of dialogue we have been able to decipher suggest that they regard the Goa'uld as the dominant species in our galaxy, which suggests that they may be attempting to build their forces covertly while trying to avoid detection. This is aided by their mimetic technology, which allows them to assume the appearance of captured personnel.

This technology allows for the them to access not just the appearance of captured personnel but also their memories, allowing them to recall memories of the individual they are mimicking. Reports from Major Carter reveal that Stragoth impersonating SGC personnel recalled key events vividly and even took on the mannerisms of the captured hosts. If not for the accidental discovery that elevated sound levels disrupt their mimetic fields, then it is unlikely that anyone would have known about their infiltration until it was too late to mount a defense to stop it.

The creatures appear to have an aversion to naquadah, as captured SGC members who retained trace elements of naquadah in their blood were able to break free from their technology and were unable to be duplicated. From the few surviving pieces of technology taken from the Mimetic Aliens we were able to determine that they use a biomechanical power source for their tech that we have yet to duplicate despite assistance from the Asgard and Tok'ra. None of our allies have recorded encountering them before, though the Tok'ra have had suspicions about their involvement in our galaxy in the years following the foothold incident. The Mimetic Aliens have deployed their operatives to several planets throughout the galaxy, and appear to be manipulating governments towards their own goals.

Their mimetic mimicking technology appears to be weak to sonic fields, as seen in the incident at Stargate Command. Sonic generators have been placed inside the gate rooms of Stargate Command and the Phoenix Site, and portable sonic generators have been supplied to our allies so they can conduct their tests. This measure has worked well so far in preventing the Mimetic Aliens from infiltrating either base but the Tok'ra caution that the invaders proof their mimetic technology against sonic bursts, which would give them an advantage towards avoiding detection.

While Anubis and the System Lords remain the primary concern for the Tau'ri and their allies, the Mimetic Aliens are a threat that cannot be ignored. This species is highly adaptive and are willing to kill themselves to avoid capture. In the few incidents with them since the foothold situation, they kill captured personnel and retreat rather than engage in confrontations. However, their soldiers possess lethal weaponry and a carapace that makes them difficult to wound.

I've spoken with the brass about these guys. We are adjusting our security measures at all installations, and we've covertly installed security countermeasures against them at all US and Russian facilities.

-O'Neill

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Known Worlds

These files have been compiled by Captain Rodriguez as part of the Phoenix Site's outreach--an unofficial project (as NID declined to expand the SGP mission statement) where teams revisit old allies and planets. Our purpose is threefold: 1) check for new developments since SGC's last visit, 2) see if we have communal needs potentially met through trade, and 3) inquire if they too have been visited by the System Lord Anubis.

ABYDOS

Abydos is of crucial importance to SGC. We consider the people of Abydos allies, friends, and in some cases, even family. This relationship represents the moral backbone of the Stargate program. Phoenix-1 traveled to Abydos as soon as the Phoenix Site program was running, to ensure the Abydonians know us. As SG-1 already alerted the Abydonians we were coming, Kasuf provided us with a warm welcome and hot tea.

SGC has many reports on Abydos and its culture, but I will summarize them here. Abydos was the first planet visited by the SGC, and the Abydonians' aid was crucial in uncovering Apophis' attack on Earth. Abydos is also the planet where Apophis initially tried to hide Shifu, the Harcesis child. SG-1 has strong personal ties to Abydos through Dr. Jackson, and his Abydonian father-in-law Kasuf, and the Phoenix Site would like to forge similarly strong ties of our own.

Phoenix-1 visited Abydos three times, the first a strictly introductory mission, and the other two to evaluate sites for excavation. We hope buildings and statues remaining from Ra's rule can tell us more about Anubis and how to defeat him. Kasuf has been invaluable, and Phoenix-1 uncovered one temple complex buried under the sand. Whether it holds information about Anubis remains to be seen, but a stele detailing the full Egyptian pantheon leaves Lanni cautiously optimistic. A second excavation has uncovered fragments of a Ha'tak hull. Lanni and Bervel agree both sites are promising and worth continued excavation.

Abydos is no longer as safe as it once was however. A'tir spotted a group of Jaffa when he surveyed the desert. The Jaffa did not engage with the people of Abydos, and A'tir suspects they were on a covert or information-gathering mission. They bore the mark of Osiris, who, as far as we know, serves Anubis. A'tir and Maste also experienced a moment of extreme anxiety, which they attribute to the nearby presence of a symbiote. As they did not see any Jaffa or Goa'uld, they believe they felt an Ashrak. There have been no attacks on Abydos, which also suggests a covert mission--and one of great importance if it involved one of Anubis' assassins. Phoenix-1 did not engage either the Jaffa or the Ashrak, but we did warn Kasuf to be alert. Additional teams to ensure the safety of Abydos may be warranted.

ARGOS

Phoenix-1 returned to Argos to find a thriving civilization. They retain their affinity for leisure and pleasure, as well as a strong sense of community. Their hedonism takes an introverted form, however, focused on personal development rather than material gain. Argos has no currency, instead all resources are shared equally and freely among the people. They are highly focused on their passions, which include science and philosophy, and are making amazing strides in those areas. Our main Argosian liaison is a trader named Nephele.

The Argosians' primary area of expertise is medicine. They are driven to understand what Pelops did to them. They developed several plant-based medicinal substances that the Tau'ri do not have, including one they use for relaxation, which renders a Goa'uld or Tok'ra unconscious. Bythal discovered this when she partook of it, though fortunately, it had no long-term effects on her or Maste. The substance might assist with extracting unwelcome Goa'uld, and it could also render Jaffa vulnerable as their immune system relies on the symbiote's activity. Phoenix Site asked me to procure a sample of the drug, and I relayed the request to the Argosian scientist Phaedra. I am not sure what Phoenix Site plans with the substance.

Other than their singular focus on medicine, the Argosians seem past whatever trauma Pelops caused. Some of them, most notably a historian named Ianos, remains determined to learn the larger story of the Goa'uld. He asked us about the Goa'uld, shared what he has been able to glean about Pelops' involvement with Argos (not much), and shared our concerns about the System Lords. As a whole, their society simply doesn't seem to care. We offered to equip them with an iris, but they see no need for it. We tried to tell them about the danger the Goa'uld pose, but they're convinced the System Lords would never be interested in their planet. After all, Pelops forgot about them. In the end, we settled for giving them a comms unit and teaching Nephele, Phaedra, and Ianos how to use it. We sincerely hope the Goa'uld don't return to Argos, but at least now they can dial the gate and call for aid if the worst comes to pass.

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CIMMERIA (P3X-974)

Cimmeria remains protected by the Asgard, and specifically Thor's Hammer, which presents an obstacle to any Tok'ra or Jaffa other than Teal'c. Phoenix-1 visited without Bythal and A'tir, and General Loyer has decided we should have at least one full Phoenix team able to access Cimmeria. He hasn't yet decided which team this should be, and if you're reading this file: yours is one of the units under consideration along with Phoenix-1. The procedure would be for SG-1 to accompany the team to Cimmeria and request access for any Tok'ra or Jaffa in the team. We wish to do this only once to avoid repeatedly summoning Thor to expand the "guest list."

Four years ago, after the Asgard drove Heru'ur from Cimmeria, one of their species remained behind to help rebuild what the Goa'uld destroyed. This Asgard also instructs the Cimmerians on scientific and technological advances. They've refused to speak to any member of SG-1, and in fact we don't even know the Asgard's name.

Cimmeria remains a mostly traditional society. They practice small-scale agriculture, construct their homes, weapons, and clothing from natural materials, and villages share communal resources like plough oxen. We have observed strides in their mathematical and astronomical knowledge, leading Bervel to speculate the Asgard's teachings might be inclined to the theoretical. I have wondered how this does not break the vaunted Protected Planets Treaty, and can only speculate that Heru'ur's attack (violating the Treaty) grants the Asgard more room to maneuver.

Even if the Cimmerians' advances are primarily theoretical, they could prove invaluable to Phoenix Site--a fraction of the Asgard's knowledge would still surpass our current theorems about the universe. In obtaining this knowledge Phoenix Site must maintain the high moral standards of the USAF. The Cimmerians are our allies, and we can entreat with their leader Gairwyn openly, offering trade for anything they wish to share with us. Mostly they ask knowledge (they are interested in learning about the Goa'uld, whom they recognize as a threat, as well as modern medicine), but they have also asked for non-invasive edible plants. They were delighted by our gift of potatoes, and I recommend the Phoenix team liaison to Cimmeria bring them tomatoes next.

ENKARA

When the Gadmeer Terraformer returned the Enkarans to their homeworld two years ago, SGC never expected to see them again. Recently, however, they made contact with SGC through unauthorized off-world access. Hedrazar sent a radio transmission identifying herself and inviting members of the Stargate program.

Enkara is a thriving civilization now. They are technologically advanced beyond Earth, though not beyond what we would recognize. Their cars fly and are self-driving, but they remain cars. The exceptions to this are medicine, which is on par with anything we've seen from the Goa'uld, as well as planetary defense. The result is something out of a utopian post industrial story.

Unfortunately, they don't like us much. Or rather, they don't like any alien. Apparently, Enkara had a Stargate in its earliest history, but buried it after the first Goa'uld incursion. This did not deter Ra, as we know from Hedrazar's tale of diaspora. However, eventually his raids on the planet stopped. While Enkaran history doesn't recall details beyond that, this early experience has soured them against alien arrivals. This seems to also be the push behind their planetary defenses, the Enkarans may not actively remember the Goa'uld raids, but the trauma of that period remains indelible on their culture. The "new" Enkarans, as they've taken to calling Hedrazar's group, advocated for us, and eventually persuaded the Enkaran council to dig up the gate and make contact. We've been trying very hard to show them we can be trustworthy and honest allies.

The Enkarans installed an energy barrier on their gate, which acts much like our iris. They granted SGC and Phoenix Site a code to request access, though they warned us they'll revoke it if they ever have reason to distrust us. NOTE: They did not mention if they would warn us first!

In addition to dealing with us, the Enkarans are struggling to incorporate the new Enkarans in their society. This isn't a resource issue, as the Enkarans have food and energy to spare, and the technology to build new housing quickly. Rather, it is a cultural problem. There is little need for the skills the new Enkarans bring to bear, as agriculture is primarily automated. The Enkaran government proposed retraining the new arrivals to more modern positions, and some new Enkarans have taken them up on that offer. Others, however, feel like their culture is being eliminated rather than blended into old Enkara. Perhaps Phoenix Site can send a team to mediate, if the Enkarans allow it.

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LAND OF LIGHT (P3X-797)

SGC remains in regular contact with Tuplo, leader of the Land of Light. He previously offered to rehome the Tollan and provided a safe sanctuary to Rya'c and Drey'auc. When Phoenix Site's HOME Initiative began rehoming displaced people, the Land of Light was one of the first places we contacted. Tuplo lived up to his generous reputation and welcomed survivors with open arms.

The Land of Light constitutes a massive and fertile landmass, and their planet is larger than Earth. This has allowed them to rehouse groups temporarily while HOME searches for a more suitable planet. Others they have allowed to remain permanently. Tuplo does not ask for anything in exchange, and even refused our offer of food and medicine, saying they have everything they need.

Tuplo is currently 47 years of age, with his planned abdication nearing at the age of 50. The Land of Light is not a hereditary monarchy, but his daughter Melosha is one of the people considered as their next ruler. Given our good relationship with her, and her public approval of her father's policies, she would be our preferred candidate.

The Land of Dark, now free of the Touched, remains a threat to the Land of Light. We are told that Predatory creatures, both solitary and in packs, make frequent incursions into the Land of Light. They seem to possess animal level intelligence and are driven by a need to hunt. Perhaps the Touched previously kept their numbers in check? Melosha worries a more significant threat may be pushing the predators out, and that they're fleeing rather than invading. She bases this on her own time in the Land of Dark, and the number of predators and Touched she saw there. She does not believe removing the Touched could destabilize the Dark's ecosystem so profoundly. I recommend a Phoenix team venture into the Land of Dark to determine if she's right, and see if we can stem the predator attacks.

LANGARA (P2S-4C3)

Kelowna remains the only Langaran nation aware of the Stargate, despite our protestations. I must credit Lanni for putting her cultural biases aside and advocating strongly for telling Tirania and the Andari Federation about the Stargate. Unfortunately, her plea did not resonate with First Minister Valis. Generals Hammond and Loyer instructed me to drop the issue, as we can hardly force the Kelownans. It's "none of our beeswax" and "against US policy to interfere with sovereign nations," to quote them.

Langara is suffering the ill effects of the Kelownan Naquadriah bomb. Readings show elevated radiation levels, which was to be expected, and they've experienced earthquakes. The Kelownan scientists are not sure what's causing the latter; worst-case scenario, the bomb triggered a reaction in the planet's Naquadriah core. Phoenix Site sent Phoenix-1 to aid the Kelownans as they research these problems, thinking Lanni would like to assist her people. This is true on some days. On other days, she seems to firmly believe they're all "idiots,"along with a few colorful epithets I won't repeat in a report.

Fear of the bomb attracting Goa'uld attention also seems founded. Ambassador Dreylock informed us they've registered unauthorized gate access, though they have not seen anyone come through the gate. Still, not all servants of the Goa'uld are easily detected. Phoenix-1 is currently investigating this, working with Commander Hale to find a way to block access to their Stargate. We installed an iris, but unauthorized access has continued.

We requested back-up from a second Phoenix team, as we're stretched thin working on both the earthquakes and unauthorized access problem. Frankly, we're happy to hand either project over to a new team. General Loyer agreed to my request, but the Kelownans have refused access to a second team. Unfortunately, they don't like us, or more accurately, they don't like the SGC. They seem to hold SG-1 responsible for their own decision to detonate the Naquadria bomb, saying that SG-1's refusal to grant them lesser weapons forced their hand. This development worries me, but Kulera believes it to be temporary. She has spoken at length with Kelownan scientists, military leaders, and politicians, and thinks it is their way of coping with what they did. I suppose denial and anger are valid stages of grief. However, I do hope they get past it quickly, before whichever Goa'uld is sending Ashrak scouts makes a move on the planet.

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MADRONA (PX7-941)

Phoenix-1 traveled to Madrona to see how they fared in the four years since SG-1 returned the Touchstone. We found the planet and its people much as SG-1 left them. Roham remains High Priest, and despite his advanced age seems to suffer no worse than eye cataracts. He was understandably wary of Phoenix-1, given the NID's theft of the Touchstone last time, but eventually warmed to us. We're happy to report the weather on Madrona was balmy as ever.

The Madronans allowed Lanni a closer examination of the statue holding the Touchstone, and she believes it might be the Mayan god Itzamna. This creator deity supposedly invented writing and medicine and sired the gods who held up the four corners of the world. That leaves us with new questions about who created the Touchstone. The Asgards cornered the market on Norse gods, and we can assume Goa'uld is involved as soon as the Roman/Grecian and Egyptian pantheons pop up, but Mayan gods have been a crapshoot.

While Roham forbade Phoenix-1 from interacting with the Touchstone directly, he did allow us to take soil samples. We intend to map layer deposits and reconstruct a timeline of the terraforming. Given the size and scope of the project, I have asked General Loyer to assign additional teams to Madrona. Bervel handed in a first report full of ideas ranging from nanites to terraforming flora, both of which he hopes to find when they reach the first terraforming layer. I asked Lanni to please weed out the sections where Bervel engaged in unfounded speculation. She took the entire file and has not returned with it since.

Surveying the planet, Bervel also found a promising naquadah deposit. He briefly "entertained" the idea of mining it with Roham and believes the Madronans might let us. However, Madrona is an inadequately protected planet inhabited by kind and generous people. The last thing we want is to draw the Goa'uld's attention to them. I suppose we could offer to equip them with an iris. Even if we can safely extract the naquadah, however, I feel strongly that we need to offer a fair trade in return, and the Madronans seem wholly self-sufficient. Unless we want to expose them to modern technology, there is little we can give them.

GAMEKEEPER'S HOMEWORLD

The "Residents" have been busy since they escaped their stasis pods with the aid of SG-1. They are a supremely hedonistic people and tend to seek immediate gratification. Specifically, they find it in material things. It's been only four years, and they've already set up a massive industry dedicated to creating and distributing food, drugs, and fashion. The latter changes quickly enough to make even NY Fashion Week seem stale by comparison, and fashion "seasons" last barely a month. Good thing there are relatively few of them.

The "Residents" converted the stasis pods to VR equipment, letting them enjoy all sorts of exotic experiences without the need for travel. They also retained the knowledge to build perpetual power sources, similar to the one which previously powered the pods. Phoenix Site expressed an interest in their technology and were gifted a stasis pod and energy module, respectively. They are indeed a generous people and very happy to let anyone visit, so there's that. We've introduced them to tacos in return, and they are a great hit.

Interestingly, it appears the "Residents" were never attacked by the Goa'uld. Bervel speculates that their technology, while valuable to us, would offer little to the Goa'uld compared to what they already have. Meanwhile their planet lacks the natural resources the Goa'uld value--no Naquadah or Trinium, and negligible amounts of gold. They may have escaped the Goa'uld simply by being uninteresting. That does raise the question of how they arrived on P7J-989, as they are clearly of human origin. Lanni researched several ancient structures and found nothing indicating a Goa'uld legacy. She and Bervel did, however, find a stone portal under layers of ivy. It appears to be a normal arch at first glance, but strange spatial readings led Bervel to speculate it's a transporter of sorts. This transporter would be different from both the Stargates and the crystal skulls. The portal remained inactive despite their best and unauthorized efforts to activate it before they alerted me. Bervel found a palm-sized oval indentation, which he believes is a "lock" to activate the gate. The pair did not find any object matching that description nearby, and I declined to authorize a more extensive search. The last thing we need is to be transported to the moon.

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OANNES (P3X-866)

Phoenix-1 has visited Oannes several times after our first meeting with Gebara. We visited several times in rapid succession, though it's since tapered off again. It was on our fourth visit that Gebara invited us to her city.

Gebara provided us with a solution to breathe underwater. This one worked. Lanni had some trouble with the name Gebara gave for the city she took us to, and finally came back with translation "Seven, Third of the Fourth line." She thinks that might mean it's the seventh major city on Oannes, and the third largest city belonging to the fourth largest faction of Oaannes.

The city was empty of all sentient life, though it's teeming with oceanic creatures. Gebara said the Oannes are too small in number to fill any city, though a few Oannes still live together in One. She cautioned us against visiting One, however, her species tends to the xenophobic, but said Seven should be safe. We were then promptly attacked by a ten-armed octopus, and A'tir reported a large shark-like predator patrolling the eastern quadrant. General Loyer informed me he intends to send additional teams to Seven, in the hopes they can glean the finer workings of Oannes' technology. I advise these teams to stay clear of the octopus and shark.

Interestingly, Oringo spotted a marine vessel bearing human-like beings on our third visit to Oannes' beach. We were unable to make contact as we lacked a sea-faring ship of our own, but Gebara was able to provide us with some information.

The humans on Oannes live on ships carved from the bones of sea creatures. They make cities by stringing several such ships together in ever-shifting alliances. Land is scarce on Oannes, and the beach holding the Stargate is one of the few remaining stretches of land. The humans don't venture near the beach however, believing the Stargate is cursed.

According to Gebara, the Oannes and humans never meet. The depth of the water separating them would be untraversable to any un-enhanced humans. Asked if she ever invited any of them as she had us, Gebara merely laughed. The Oannes find the humans of their world far too primitive and violent. She even recounted a cautionary tale of a human fisherman catching an Oannes in her nets and forcing him to grant her three wishes. If these people are another abducted group from Earth, however, it might behoove us to make contact.

ORBAN

The Orbanians remain some of SGC's most valued allies. Their technology is beyond our own, yet close enough that we can employ their methods to improve our own. Ironically, it's not the technology that draws Phoenix, but history. Orban is still in the process of excavating its ancient sites, leading to a wealth of information about both the ancient Aztec and the Goa'uld. The Project Ashurbanipal (ASH) scholars have gone absolutely wild, and not a week goes by without a request to visit Orban landing on General Loyer's desk. Finally, he sent Phoenix-1 with Lanni as a member of ASH.

Orban is currently going through a transitional period, as they are still getting used to learning without the nanites. SGC supplied them with education methods and curriculums from all over Earth, and they seem to have settled on a model with emphasis on play and community efforts. Long-term effects of the absence of nanite-learning on their scientific and technological advances remain to be seen. The Urrone seem to be coping, and I think that's partially the point of their chosen education method, a societal apology for stealing their childhood. Kulera had a chance to speak with Merrin and reported that she seems to be a very normal fifteen year old.

During SG-1's visit to Orban, Dr. Jackson posited the Omeyocan used the crystal skulls to transplant the people from Teotihuacan to Orban when the Goa'uld attacked. The Orbanians have since uncovered enough ancient artifacts to confirm this theory. It inspired Bervel to speculate on how the Orbanians repelled the later Goa'uld attack on their planet. He doesn't believe they were technologically advanced enough to do so on their own. He posits either direct, but unseen, intervention or some sort of abandoned artifact that weakens Goa'uld technology. It's pure conjecture at this stage, but interesting enough that General Loyer may send a team to investigate this further. Any Omeyocan technology would be nice to have.

Now that the Orbanians are no longer using Urrone to teach everything, the adults have taken to specializing. They do this based on an evaluation of societal needs and aptitude. First they determine how many doctors they need, and that many people with the best mind for it become doctors. It's far less individualistic than we're used to and doesn't seem to factor in whether people want to be doctors, only if they can and should. I expressed concerns about this to Kulera, but she believes it's a "make-do" reaction to the vast change. She seems to think it will resolve itself when the current generation grows up.

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New Worlds

The following is a series of mission reports by Phoenix-1 as they explored various planets. You can find reports on the Goa'uld they encountered in folder P-1231. The Phoenix-1 team is led by Captain Rodriguez and consists of A'tir, a Jaffa warrior, Bervel, an engineer from Tolanna, Kulera, an Aturen medic, Lanni, a Kelownan historian/archeologist and linguist, Oringo, an Unas scout, and Tok'ra Maste and their host Bythal.

MISSION REPORT: ABZU (P3X-671) - BY LANNI

We received the coordinates for Abzu from SG-1 by way of the SGC, who in turn, found them in the tomb on P2X-338. The coordinates do not appear on any other known lists, suggesting the Goa'uld are unlikely to know of this world.

We arrived through the gate to a darkened man-made complex of seemingly Sumerian origins. We encountered no intelligent life as we classify it. The team did, however, have an immediately violent encounter with a large red feline creature. I believe we would have suffered serious casualties if not for A'tir, as we didn't even see the cat until it was upon us. Unfortunately, no number of Ma'tok staff weapon blasts would later staunch the flow of 'fire locusts'. This was the name Bervel prematurely, but accurately, coined when we accidentally disturbed their nest. We had to abandon our plans of exploring the complex in a calm and orderly manner. While we did eventually find our way back to the gateroom, the chaos resulted in an incomplete and possibly inaccurate map, which I nevertheless include for the record.

While the complex itself--the parts I recognized as we ran by--seemed Sumerian in architecture, the art styles in individual rooms were often not. Below lists our findings in several prominent rooms.

•Room 1: The Tree

A strikingly modern room, as archeology goes, with artwork reminiscent of that on Burrock's world. It depicts a tree, and a serpent offering an apple to a group of Tau'ri as the other gods watch in anger. I believe a version of this tale is well known on Earth, perhaps indicating this Goa'uld visited Earth as recently as 2000 years ago.

•Room 2: Cuneiform

The art style in this room appears Sumerian. The walls held writing, and I regret not being fluent in cuneiform and that we lacked time to take pictures. Those alien locusts are very fast. An ad-hoc translation seemed to detail the story of Enki and his various crimes against the gods, particularly freeing Nergal from Eresjkigal's prison.

•Room 3: Theft of Fire

This room depicted a Goa'uld (Grecian writing named him Prometheus) stealing secrets from Cronus. He shared the "secret of fire" with humanity, but hid additional secrets. He was sentenced for this act and chained to a rock while an avian creature consumed his body. Do Goa'uld feel the pain of their host? If so, given their regenerative capabilities, this would have been a long and tortuous ordeal.

•Room 4: Red Cat Lair

It is my strong recommendation that this room be declared off-limits. If any biologists are reading this: the unnamed species of red cats (Bervel suggests "Tyranno Felix") lives in large social groups. We collapsed the rock of the doorframe in order to make our orderly exit, but honestly, I do not think that will hold them for long. Luckily, we did not stick around long enough to find out.

•Room 5: Rebellion against Ra

This room depicts Ra, as king of the gods, fighting off a heretic rebellion. Among the heretics, we find one with a cartouche reading "Enki." This being is subsequently banished for siding with the rebellion. Oringo later signed that he also saw four figures with modern-looking clothes and weapons among the heretics depicted on the carvings, though I was unable to confirm this.

•Location 6: Abzu Proper

Not a room, but still noteworthy, we reached the entrance (or exit) of the complex. This was a pristinely preserved Sumerian gate. It depicted a lone figure wandering out into a fiery land and then suffering any number of horrible deaths, including being devoured by fire locusts.

The landscape outside was, though I reluctantly use such subjective a word, hellish. We saw black rocks and rivers of lava, and felt an unbearable heat even inside. Even the locusts, having evolved here, finally gave up their pursuit at that point.

•Room 7: The Gate

Technically the first room we entered, but coming back as we left afforded us more time for research. Unfortunately, we discovered the DHD had locked us out, but Bervel was able to bypass the lock with great difficulty. It took Tau'ri technology, and Tollan skills combined--he is doubtful anyone else could have done it.

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MISSION REPORT: BOREAS (P3X-920) - BY BERVEL

•Day 1

Boreas was on the list of planets the Tok'ra asked us to investigate, claimed by Ra long ago for its rich naquadah deposits. After his death, a consortium of Goa'uld ruled Boreas, but intelligence reports by the Tok'ra indicate they recently abandoned the planet. The MALP we sent confirmed this--no Goa'uld activity--and revealed a landscape covered with ice. Phoenix Site provided us with the necessary equipment to set a camp while we search for naquadah. So here we are.

Bythal took a UAV with her to survey the planet, which yielded stunningly beautiful pictures. For once, I agree with A'tir's overly poetic assessment of a pristinely frozen landscape. Nothing indicating naquadah deposits though, because unsurprisingly, Tau'ri equipment can't properly scan beneath the ice. This left us to do something the Tau'ri call "survey drilling." In true scientific fashion, the Tau'ri go around drilling random holes and see if they reveal anything interesting.

•Day 2

Speaking of interesting, while I need to go back with astronomical equipment to take an exact measure, even with the naked eye, I can see that Boreas is further from its sun than the Tok'ra briefing indicated it should be. Could Boreas be a rogue planet, rather than a true planet, which happened to drift here over the span of eons but was never truly caught in orbit? This might explain why the Goa'uld abandoned it--other planets with less ice offer naquadah at a cheaper resource cost. For us, mere mortals, even a small deposit would be worthwhile.

Incidentally, Kulera has befriended something that I can only describe as a woolly mammoth. It likes apples. I told her not to feed it--something that size is probably dangerous--but she persisted. So far, it has not attacked us.

•Day 3

Victory! Still no naquadah, but even better. Bythal's UAV found a glacier field with two crashed Al'kesh and one Ha'tak. No signs of Goa'uld of Jaffa. Maybe they evacuated through the Stargate? I wonder why they crashed, as the hulls show no impact of weapon's fire or meteors. A closer examination is in order. I doubt we can get them spaceworthy in these conditions, but it does give us three Goa'uld ships to research. So long as no one blows them up. I should let General Loyer know not to let SG-1 anywhere near Boreas.

Kulera is attempting to ride the mammoth. Results have been less than successful.

•Day 4

Oringo and A'tir plotted a route to the crashed ships, but General Loyer denied permission to investigate them ourselves. There's a deep chasm between the gate and the vessels, and the General believes we are not properly trained for arctic exploration. He plans to send another team when we're done with our naquadah surveys. I hold out hope I can convince him to let Phoenix-1 handle it. For now, Bythal offered to fly the UAV in for a closer look tomorrow.

Lanni found something interesting too. One of the random drills dug up a crystal bottle. It appears to be housing a gas or liquid--the thick crystal makes it hard to tell. They made me sit through *The Thing* at Haven's movie night, so I was immediately suspicious. We marked it for research by the Project Ashurbanipal team, (or as we like to call it, ASH) and ceased drilling in the immediate area.

We also observed several predators in the area--a large bipedal raptor species. The mammoth's presence seems to hold them at bay. I knew we were right in keeping it.

•Day 5

Bythal flew the UAV down for a closer look and maneuvered it right into one of the tears in the crashed Ha'tak. Excellent flying! Too bad, it was immediately shot down by what A'tir believes is a blast from a staff weapon.

We're packing up the essentials now. The mammoth can have the remaining food supplies.

[Layout: end report. Start follow-up. Still Bervel.]

Mission Report: Boreas (P3X-920), follow-up.

We handed the bottle over to Weylar, Head of Project ASH who confirmed gas, rather than liquid, inside. The rest of their research appears stalled until they open it, which I recommend they do not do. "Context finds" might provide clarity, so Boreas might be getting a follow-up visit to dig for additional items. On a related note, I was able to improve the Tau'ri scanning equipment by a small measure now that I'm back in my lab. And Kulera suggested whoever's in that Ha'tak might surrender the ship in exchange for a rescue.

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MISSION REPORT: CONNACHTA (P3X-954) - BY A'TIR

We received coordinates and an invitation to Connachta from a group of Jaffa seeking to join the rebellion. Our team followed standard protocols for establishing their sincerity, but as with all missions, there comes a time where you must take the leap. We went to Connachta to meet with them and walked into a trap. The Jaffa lured us away from the gate and sprung an ambush on us. Oringo and I escaped, but they took the rest of the team as prisoners and brought them before the ruler of Connachta, the Goa'uld Badb. I have asked Kulera to write a report on this meeting, both as I was not present, and she is better at reading people, but I will describe what we saw of the planet and Badb's defenses during our time there.

Connachta is a moon shrouded in eternal twilight due to the distance from its small, pale sun. The world is cold and the rain never stops. During one torrential downpour, we could not even see the road in front of us and surely would have lost the team if not for Oringo's sense of smell. The roads on Connachta are sunken trenches, and the terrain slopes ever downward from the gate. It felt like descending into death, which I have no doubt is intentional on the part of Badb. These trenches also allow Badb to control travel between Connachta's villages. The planet is rife with predators stalking the high sides, and Oringo and I were attacked by a pack of large black wolves. I doubt anyone can traverse these roads safely without an armed escort.

The journey to Badb's castle took two days. The Jaffa rested in a village at the halfway point and imprisoned our team in the town's central hall, which functioned as inn, court, and meeting place in one. The village itself was fortified with a low wooden wall and armed Jaffa. I am wholly unsure if the Jaffa were stationed there to protect the villagers from the predators, or to keep them in line. I suspect both.

We settled in a barn and waited. The cold became more uncomfortable as the sun set, our breath frosting, and limbs freezing. A farmer found us and provided us with blankets and warm food. She never spoke, even if I believe she understood us, but her unquestioning aid leads me to believe there might be a resistance on Connachta after all. If so, we must weigh the offer Badb made against the right of these people to be free.

We arrived at Badb's Ha'tak on the second day. While her ship has the same triangular base most do, the top was far different. Three silver towers rose like knives into the dark sky, connected with myriad pathways. Ravens nest on the towers, circling above the Ha'tak with ever-watchful eyes. The tri-tower shape would make little difference once the ship clears the atmosphere, but I imagine it would be cumbersome to land or take-off. I expected better from Badb, whose reputation as a warrior reached even Cronus' army. The defenses were tight, however, and in the end, Oringo and I realized only one of us could get in while the other provided a distraction. Oringo lured the guards away into the dense woods, and I snuck inside the Ha'tak.

The inside of the Ha'tak was confusing--perhaps this, then, is Badb's strategy in developing such a strange vessel--and it shames me to say I got lost in its twisting passages. As it turned out, I needn't have bothered for Badb set the team free. Indeed, as Lanni reminded me several times on our journey back, they were out sooner than I was. It did, however, afford me a chance to assess Badb's forces. She is undeniably preparing for war and amassed an army of impressive size for a Goa'uld of her low station. Her Jaffa were well-trained and in a constant state of preparedness. I found one training hall where Jaffa handled Tau'ri weapons with great skill. Badb doesn't plan to terrorize and intimidate her foe into surrender--she seeks to kill them.

The journey back to the gate was uneventful despite a growing sensation of something watching us. We could hear it in the darkness, and even smell its stink of rot and death, but it never revealed itself. Phoenix-1 reached the Stargate safely, and it wasn't until then that we got a closer look at the gate and noticed the decorations and sigils painted on it. None of them interfered with the gate's workings, yet they presented an image clearly intended to terrify. Skulls of small animals, black feathers, and glyphs in a language Lanni named Ogham. This is the most prevalent glyph we saw, matching the mark of Badb's Jaffa:



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MISSION REPORT: DEAD SKY / ABOVE AVARIS (P3X-465) - BY A'TIR

The Stargate for P3X-465 sits on a broken and abandoned Ha'tak in orbit above Avaris. Looking from any viewport yields nothing but shipwrecks glittering in the light of triple suns. We received this gate address from the Tok'ra, who in turn, found it in old stories of a war between the Goa'uld. Bervel took several readings and found this area of space littered with active naquadah-enhanced space mines and lingering EMP pulse bombs. Based on my knowledge of the Goa'uld, I suspect the loser of the battle deployed one or both to deny their enemy the spoils of war. Judging by the floating wrecks, the victor did not attempt any earnest salvage operations. Where the false gods clash, they leave only dead sky.

The ship's rings, as well as the rings on several of the other wrecks, remain intact. We explored four of the derelicts, though Bervel believes we should be able to access as many as a dozen more. Each exploration presented its challenges. The first ship lacked atmosphere, the second was overrun by Hash'ra parasites (Kulera's ears are still bleeding from their shrieks), and the third held a lingering EMP booby trap that nearly knocked out our equipment and prevented us from ringing out again. Thankfully, due to Phoenix-1's expertise, we escaped each of these. We found several pieces of technology still intact, which I believe would be valuable to SGC and the Phoenix Alliance. Unfortunately, we were unable to bring anything with us, as this would require a team of technicians and engineers with welding equipment.

Our exploration of the ships allowed us to visit both sides of the ancient battlefield and learn what happened. We believe this battle was between Ashtoreth on one side, and an alliance of Ba'al and Isis--the latter, as always, joined forces with Osiris. Maste remembered more of these Goa'uld, and wrote an accompanying report after conferring with other Tok'ra. Based on the wrecks, Ba'al and Isis were triumphant. I wish we could get closer to the mines to see if they are indeed Ashtoreth's, but it would take a more seasoned pilot and a very small ship to navigate this miasma.

The fourth ship we visited held coordinates to a ring platform on the planet below, named Avaris. After much back and forth between Bervel and Lanni about the risks, we decided to ring planetside. We arrived in a temple of the Abydonian style favored by many Goa'uld. Lanni found traces of discordant art styles, (and she asked me to clearly state that this is a preliminary finding) that she believes harkens to the Tau'ri's ancient Canaanite culture. The temple and its artwork were of singular beauty, a star outshining even the three emblazoned on the sky. It was a clear indication of the high position its owner once held. However, many of the murals were defaced with the name of its false god stricken out. It took Lanni almost four hours of searching before she could confidently identify the temple as belonging to Ashtoreth.

Interestingly, we found one newer mural, which Lanni believes to be erected by the victors. Based on what I know of Goa'uld, I concur. This victory mural depicts three Goa'uld, prominently displaying cartouches naming them Ba'al, Isis, and Osiris, torturing a unnamed fourth with a rod of anguish until the symbiote leaves the host body. They subsequently imprison the symbiote in a canopic jar and place it "out of reach from the sun." The mural didn't reveal where this was, but why would anyone erect a gloating testament to their victory where the loser can't see it? I think Ashtoreth, or more specifically the canopic jar that holds her, is still on Avaris.

As a closing note, I should speak about the presence of intelligent life on Avaris. We had no direct contact, but during Lanni's long exploration we did find several baskets holding food and flowers. Many of them were spoiled, but a few were fresh. I am uncertain as to their purpose, but Lanni speculates that they might be offerings. Whether the people of Avaris still worship Ashtoreth is doubtful, even unlikely, after all this time, but they may have new superstitions regarding the temple complex.

Teal'c?

General Hammond has our next four missions planned, but I am confident Phoenix Site has its own expert pilots. - Teal'c

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MISSION REPORT: EËA (P3X-987) - BY BYTHAL

We received Eëa's gate address from the Tok'ra. According to their intelligence, Eëa is home to two Goa'uld, Circe and Calypso, who rule together as queens. While the Tok'ra don't know much about Calypso, they do have a fascinating story about Circe. A king named Odysseus led the people of Eëa in rebellion against Circe. The Goa'uld captured Odysseus and held him hostage against good behavior from the other rebels. However, Odysseus' wife, queen Penelope, then reportedly forced Circe to release her husband. Maste remembers hearing this tale, leading to the reason the Tok'ra asked us to visit: they don't know how Penelope did this. Any weapon she might have wielded against Circe would be of great value to the alliance.

The MALP showed the area of the gate clear of Jaffa. Eëa appears to be a warm and fertile planet, with little of the resources that Goa'uld usually value, such as trinium or naquadah. We found a village led by a woman named Helene. She told us both Circe and Calypso are sorceresses, who give the people of Eëa great blessings so long as they don't go through the Stargate. Given what we've seen from Goa'uld, Kulera took soil, water, and air samples to research later--there might be a biological truth behind this story. If so, taking any Eëans through the gate with us might leave them in withdrawal or a reduced immune system.

Helene took us to the capital of Eëa. Lanni says the architecture mostly resembles the Tau'ri Mycenaean period, though she found some outliers that indicate a different influence, maybe something North African. She took pictures for further research. The palace of Circe and Calypso dominates Eëa, but it's almost modest by Goa'uld standards. The number of Jaffa are also far less than we've seen from other Goa'uld. Maste believes these two Goa'uld are either exiles or what the Tau'ri would call "under-achievers" ruling over a planet of no real consequence.

The people of Eëa revere their two queens, and Circe and Calypso appear as fair as two Goa'uld could be. This might be a result of Eëa's lack of natural resources--they can't work people to death in mines if Eëa has nothing to mine, and I suppose even Goa'uld eventually tire of having temples erected in their honor. (Addendum: Maste tells me they do not, in fact, tire of monuments to their greatness.)

However, digging deeper led us to a group called the Daughters of Penelope. (I should note that despite the name, they seem to take people of all genders.) They're a small organization, and I doubt they could affect any change without outside aid. However, they claim to go back to the age of Penelope and Odysseus. Lanni interviewed them, hoping to uncover Penelope's weapon, but found nothing concrete. To hide their purpose from the Goa'uld, the Daughters passed all their knowledge down as stories. Their legend has Penelope as a queen in her own right, who saved her consort Odysseus from Circe. In these tales, Penelope's two main assets are her many suitors and her skill as a weaver. Lanni believes Penelope might have been a diplomat, with her "suitors" representing an alliance she forged out of Eëa's city-states. However, a darker version of the tale says she "wove" a weapon with which to threaten Circe. Lanni found temple carvings depicting Circe and Calypso as weavers also, so in this context, a "woven weapon" could point to biological warfare. The Daughters have a map to Penelope's palace, but like the rest of their knowledge is shrouded in riddles and allegories. Lanni and Bervel recognized some of them, indicating the map may need both archeological and scientific knowledge to solve, but couldn't decipher the whole of it at this point.

Between arriving through the Stargate (Eëa does not seem to get many visitors), visiting ancient temples, and asking about Penelope, we attracted the Goa'ulds' attention. They sent their First Prime--a woman named Iantha--to extend two separate invitations to meet with Circe or Calypso. Kulera navigated the situation skillfully, and Iantha let us return to seek permission from our kings Hammond and Loyer. Their Prime found the idea of a "male queen" quite absurd, so I recommend we send a woman to meet with Circe or Calypso if we take them up on their offer.

Maste is correct.
- Teal'c

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MISSION REPORT: FENSALIR (P3X-865) - BY KULERA

We received coordinates to Fensalir from the Phoenix Site Tok'ra Ambassador symbiote, Kallos. The world is guarded by the Protected Planets Treaty, and while the Tok'ra don't consider themselves Goa'uld, they worry their presence would break the treaty. Maste asked why they want us to explore Fensalir, but Kallos wasn't allowed to say. No matter, we found out for ourselves. Kallos reported Fensalir is home to an Asgard named Frigga. We asked Idun about that, but no response there either.

An Asgardian obelisk stands near the Fensalir gate. It looks like the one on Cimmeria, save that it bears the symbol of Frigga rather than Thor. Bervel was already dialing the Phoenix Site to send A'tir back, but nothing happened. Either the obelisk is broken, it functions differently, or it's disconnected from its power source. We could detect no visible signs of damage, and Bervel believes it to be a combination of issues.

Fensalir is home to a civilization which Lanni classified as early Iron Age. People from a nearby village rode out to meet us. They are responsible for watching the gate for Frigga's return and were very disappointed we aren't her. Astrid, their Jarl, explained Frigga is mother of their people. Given these people look nothing like Asgard, and we found no sign of cloning technology, I presume they meant spiritual rather than biological.

The people of Fensalir live in a communal longhouse of wood and insulating moss. It's very cozy and warm, especially considering it stands amid swampland. This is where Jarl Astrid keeps court. She does so bearing a sword and shield purportedly left behind by Frigga. The shield symbolizes Astrid's duty to defend her people, and the sword her obligation to cut down evil-doers. The Fensalirians are trained in combat from a walking age, but they never had a need to war. Which brings us to the third item Frigga left behind--the Brísingamen.

The Fensalirians keep an oral tradition which tells of a grand age under Frigga, who came to their world in a "ship that sails the stars" called the Sessrúmnir. Their storykeeper, named Ragartha, drew the ship's shape, and it looks like an Asgardian mothership. Frigga gifted something called a Brísingamen to the Fensalirian, which spread peace and harmony. The Fensalir built a great society free from war, where all shared equally in its prosperity until a woman named Egeria came. Ragartha doesn't know if Egeria came to steal Fensalir's riches or seek Frigga's wisdom, but she fell under Brísingamen's spell. Egeria and Frigga lived together peacefully, but then Egeria's husband came. While the legends don't name him, he was a creature filled with "a rage so great it resisted the Brísingamen." He waged war on Frigga until Egeria returned to him.

Jarl Astrid also showed us to an underground temple complex dedicated to Frigga. She welcomed each of us to travel inside but said we needed to do so alone. After discussing the risks, especially to A'tir, we decided Lanni, and I would go. The temple is a maze, and we soon lost each other. We found no teleporting or communications devices like the ones Thor left, though we were unsure we covered every part of the temple. I did find artwork denoting the arrival of Frigga, and it's clear the Fennsalirian knows she's an alien. Lanni found a map noting the location of Sessrúmnir--I'll get to that later. I also found artwork about Frigga and her daughter Freya, if I copied the runes correctly for Lanni to translate. Based on the depiction, as with the Fensalirian, I think that might be spiritual rather than biological.

Returning from the temple, Lanni was excited to have a map to Sessrúmnir--until Jarl Astrid revealed they too knew its location and Frigga took the ship when she departed. She did say that Frigga left Brísingamen on Fensalir, which I believe ties to the (likely defunct) obelisk near the gate. A'tir doesn't feel any different on Fensalir than he does on any other planet, though he declined Bervel's invitation to "see if you can hit me." Still, I believe investigating Brísingamen would be of great value. Even if Ra found a way to counteract its effect, given the Goa'uld tendency not to share such knowledge it likely died with him.

Update to file

willing to commit war crimes against the Goa'uld? Would be a shame if this report went missing before it made it to NID. - O

I insisted Idun discuss Frigga again. She confirmed that Frigga came to Fensalir, aided in building a great society to the verge of space travel. Then she met Egeria, though Idun doesn't know if Egeria was a guest or prisoner. After Frigga abandoned Fensalir, she traveled to one of Ra's worlds and committed a great crime. Eventually Idun admitted that Frigga detonated a device that killed thousands of Jaffa. To preserve the treaty, the Asgard have disavowed F

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MISSION REPORT: GANZIR (P3X-667) - BY A'TIR

We arrived through the Chappa'ai (Stargate) to a desolate lunar wasteland, a single paved road marking the way forward. The sky above us held the debris of a moon that was once Ganzir's twin. The planet they both circle was red and lifeless. Death had claimed everything around us, but for the city of the same name, Ganzir. It stood at the end of the road, inescapable like death itself, wrought in a brilliant azure.

We entered the city through a large gate, which Lanni said bears a semblance to a famous Babylonian gate of the Tau'ri. The people of Ganzir welcomed us, never batting an eye at people wandering in from a dead moon. They offered samples of wares and were very kind. They are also clever, picking up Oringo's sign language almost immediately. However, my eye could find no elderly and no children under the age of twelve.

A man named Hunzuu told us Ganzir is the Underworld, ruled by the goddess Eresjkigal. Sometimes new dead arrive through the gate, and Eresjkigal provides for them. Hunzuu was very surprised we could remember our existence before passing through the Chappa'ai, as none of Ganzir's people do. Asked where we might find Eresjkigal, he said anyone can walk through the seven gates to her palace at Ganzir's center. When we endeavored to do so, however, we found each gate further disabled our weaponry. Passing through the third gate, neither the Taur'i's projectile weapons, the zat'nik'tel, nor my ma'tok worked. We decided to go back and explore the outer circles instead.

Hunzuu took us to a temple complex where we could give tribute to Eresjkigal. The complex was sprawling and layered. The public part of the temple depicted the tale of Eresjkigal. Dark Queen of the Underworld. Sister and destroyer to Inanna of Sargon. She wrestled Nergal for the title "Lady of Plagues" and won. She served first as an ally and later as enemy to Enki, the trickster god. These are all things this Goa'uld takes pride in. The older temples Lanni found tell the same tale, but like a palimpsest, shows Eresjkigal's history unfolding. Lanni has written a separate report on Eresjkigal, but her most important finding I should recount here. The reason Eresjkigal's temple is like a nesting doll is that she kills her people with plagues, brings in new subjects through the Chappa'ai and wipes their memories, then starts anew. Not all biological weapons were equally swift, and Lanni found the last testament of the victims of two separate diseases.

While Hunzuu showed Kulera and myself the temple, Bythal and Oringo explored the city while taking care not to pass through any more gates. They could not speak with the Jaffa to determine if they too suffered memory loss--the symbiote may offer protection against it--but they did witness Eresjkigal's Jaffa mingling freely and forming families with Ganzir's people. Their love for them might conflict with their loyalty to Eresjkigal if they learn of her bloody history.

Oringo also witnessed some Jaffa bearing the symbol of Nirrti. Once they were alerted to their presence, he and Bythal saw the symbol of Nirrti in several other places, all stationed above Eresjkigal's symbol. Likewise Nirrti's Jaffa seemed higher positioned than Eresjkigal's, but Bythal noted hostility between the groups.

Ganzir has no children under the age of twelve. That might be when Eresjkigal last brought in new people. Does it take that long for a Goa'uld to prepare a new plague? -Carter

It does not. - Teal'c

Then what the hell is she up to? -O'Neill

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MISSION REPORT: INFERNOS (P3X-352) BY BERVEL

We had some trouble entering the gate address for this planet, though I have since determined why. Not only did the entire Infernos star system move since its address was recorded on the Abydos list (which Major Carter's program adjusts for), the planet itself moved closer to its sun, and the resulting solar radiation interferes with the gate. The radiation levels are within safety parameters so long as we wear our suits, though Kulera eventually sent everyone but Bythal and A'tir back earlier. I attached Bythal's findings below.

Upon arrival, we set out to the fortress recorded by the MALP. The planet is a burned dead land, with already blistering temperatures further raised by rivers of lava breaching the surface in several locations. Fortunately, our suits' breathing masks protected us from the toxic fumes. The trek to the fortress was long and arduous, but ultimately uneventful. Oringo said something was following us, but he couldn't pinpoint its location, nor did anything attack us.

The fortress was built from volcanic basalt, indicating Infernos has always been geologically unstable. Everything inside pointed to a hasty evacuation, from research vats still holding subjects (now dead), to an active computer running on a naquadah power source. It wasn't until we found the sarcophagus, however, that we realized we were dealing with a former Goa'uld stronghold. Infernos is a time capsule of perfectly preserved knowledge on the deadliest species in the galaxy.

While I had trouble accessing the computer, it responded to Maste's touch. Together we determined the following:

Infernos is a fast-spinning planet, and it has no moons to temper either seasons or geological activities. A Goa'uld named Hekate chose it for precisely this reason, as the extreme environment aided her experiments in rapid evolution. We collected several data crystals for further study at Phoenix Site, but a first glance yielded no early direction to Hekate's tests. She appears to have started and abandoned them as the fancy struck. Kulera even named some of them "beneficial," granting longevity and better health, which is patently absurd. There's no such thing as a beneficial Goa'uld. At some point, Hekate stumbled upon an evolutionary path toward creating a hok'tar, that seemed similar to those of System Lord Nirrti. Hekate then spent nearly a century perfecting her hak'taur experiments, which involved repeatedly killing and resurrecting subjects with the sarcophagus, each attempt with less drive than the last. Inevitably, a meteor hit the planet. With no moon and few outer planets to shield it, this must be a periodic occurrence. This forced Hekate to abandon her experiments and evacuate.

At this point, those of us without symbiotes were nearing our allotted time on Infernos. We returned to the gate while Bythal and A'tir explored the rest of the fortress. --Bervel

A'tir and I continued exploring the fortress. We found many rooms holding abandoned experiments, including one vat of Prim'ta. They were dead, though the ethanol in the liquid preserved their corpses. I felt saddened seeing their bodies, twisted and mangled through Hekate's experiment, but Maste was quite glad. They believe the only good Goa'uld is a dead Goa'uld.

Reaching the most secure laboratories, we found the first indication of subjects who escaped while or after Hekate evacuated. Maste had a look at the data crystals, and the escaped experiments come in two categories: very dangerous or evolved Tau'ri. Several seem primed to survive Infernos--a giant snake that somehow survives and swims in lava, a night stalker whose rock-like skin protects it during the burning heat of the day, and Tau'ri whose tongue can absorb water from sand. Given this, we should go back to look for any surviving Tau'ri.

We also found the private chambers of Hekate and accessed the computer there. While most of its information was the same as the central computer, Maste found two messages from P3X-667. The first informed Hekate of Nirrti's imprisonment by Cronus, encouraging her to take this opportunity to denounce Nirrti as System Lord. The second warned of Nirrti's escape but urged Hekate to not lose courage and to come to P3X-667 to discuss matters in person. There were no further messages, so if I remember SG-1's reports correctly, that means Infernos was abandoned roughly a year ago.

Finding no signs of life in the fortress, A'tir and I returned to the gate. I sometimes wish a DHD functioned more like the Tau'ri dialing computer, as it would have given us a look at Hekate's next address. A'tir thinks she may have gone to P3X-667, but we have no way to confirm or deny that. A dialing computer could also have told us if the surviving Tau'ri were able to escape the planet. As it stands, I repeat my suggestion we return to Infernos to look for survivors. --Maste

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MISSION REPORT: MACHINE WORLD (P3X-067) - BY BERVEL

Machine World was one of the original gates discovered by Major Carter's dialing program. We sent a MALP through, and after capturing initial footage of a verdant paradise, it stopped functioning. Still, the MALP recording didn't show anything attacking it, so the team prepared for radiation and EMP fluctuations (both likely suspects in shutting down a MALP) and traveled through the gate.

Machine World is all towering pines and soft moss underfoot. Green everywhere you look. Every fauna specimen we saw, however, from the smallest ant to the largest mammoth, was a machine. The sight of them is both awe-inspiring and terrifying; they are so much like the animals I saw in history books, yet utterly alien.

Within a few minutes of our arrival, the machines noticed us. The larger ones took no heed, but the ants began to swarm. We tried to dial out, but they were far quicker than us. They were light and nimble, and while they crawled over us in a way that I will vividly remember for a long time, they did not harm us. They did, however, reduce our weapons and technological equipment to so much as dust. As our equipment crumbled in our hands, the ant colony grew--they must be using the material as building blocks. I suspect they did the same with the MALP, of which we saw no sign.

The ants left us alive and unharmed, but without a remote. A'tir knew the coordinates of a Jaffa resistance rendezvous where we could go and, hopefully, meet with Bra'tac of Chulak to use his remote. As the rendezvous wasn't for another day though, the team (over my strident objections) decided to explore Machine World before departing.

After an hour of walking without further incident, we came across a group of humans. Their level of technology was non-existent to very primitive. Lanni set them at Stone Age levels, whatever that classification means. They were very friendly, bearing no weapons and showing no signs of hostility, though they were initially frightened of Oringo. They did a turnabout when he signed to ask us if he should leave. Apparently, their shaman is mute, and they took Oringo's ASL as a good omen.

The humans on this planet appear to be seasonal nomads. With no animal prey to hunt, they live on what they can forage. They took us to their "green season" settlement where Oringo and the shaman spent another few hours working out a system of signs between them. He asked her about the history of their people, and here is what she signed:

In the beginning, the people lived in high towers made of cold stone. Then the Great Gate opened, and machines spewed forth. They stripped the towers until a shaman captured one. She looked inside the machine's heart and saw its purpose was to go forth and multiply. Seeking to undo the machine's destruction, the shaman called on her magic and changed its purpose to "go forth and restore". She had made a grave mistake. The people had consumed much of the world to build their great towers. The machines "restored" all the creatures and plants that had been lost, and then moved to protect them. The machines destroyed the towers and forbade the people ever to touch cold stone again. If they do, the machines come to take it away. If the people persist, the machines rain fire from the sky.

Oringo asked when the last time was the machines "rained fire," and the shaman signed many generations ago. She took us to the site (another two hour's walk), and the ground had turned to glass, these machines don't tread lightly. We did a more thorough search of our pockets, and while all metal components (that must be "cold stone" then) are gone, they left the plastic and glass. That might be a way for us to help these people rebuild their civilization, though it comes at a risk. If the machines seek to protect the planet from humans, they might act against all advanced technology regardless of its material components. The existence of the gate proves the machines either don't perceive naquadah as a threat, or the material is too hard or dense for them to break down.

Despite the initial attack and ridiculously long walking hours, Machine World seems relatively safe. I should add the caveat that at no point did we do anything the machines might perceive as a threat, but I was able to pick up a few of the smaller insect ones. I firmly believe they are Replicators. Given the Asgardian war against them, it would behoove us as allies to setup an onsite research camp to research this ancient reprogramming (if I understood the metaphor correctly) of the Replicators. These people had no luck with it, but the Asgard are more advanced and would also have our help.

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MISSION REPORT: OCEANUS (P3X-780) - BY MASTE/ BYTHAL

We received the Oceanus address from the Tok'ra. Maste remembers it as an aquatic planet rich in trinium and Goa'uld. However, it wasn't on the list of addresses Dr. Jackson witnessed at the Hassara summit, indicating the Goa'uld abandoned it.

The MALP showed hospitable conditions and no activity near the gate. We arrived to find ourselves in a room bearing inscriptions in various languages, which Lanni translated as "please wait here." Not wanting to cause trouble on our first visit, we waited, and a few minutes later a woman named Láoyè indeed came to greet us.

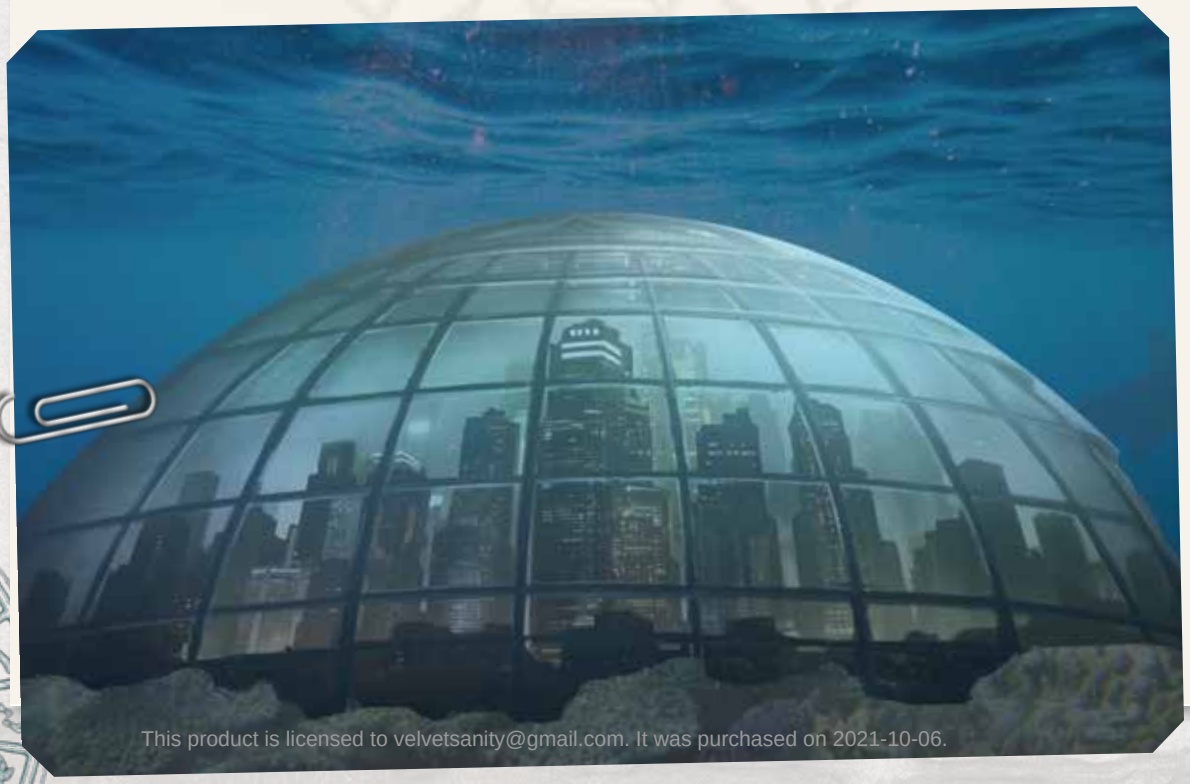
The people from Oceanus appear to be Tau'ri, though Oringo later told me he observed breathing gills behind their ears. We're currently unsure if this is a natural evolution or something induced by the Goa'uld. Láoyè informed us their Stargate remains in use, and the Oceani occasionally trade with another planet - we've recorded its coordinates for future use. They did not expect us but were amenable to our visit.

Oceanus sits on the ocean floor under a vast transparent dome - Bervel suspects a mixture of glass and trinium. The Oceani have a legend that their planet once held land (which Maste confirmed), but the melting of the polar caps led to a "great drowning." The process was slow enough that they could erect the domes to protect some of their larger cities.

The Oceani cities are equipped with self-cleaning filters that distill oxygen from the water, and its people sustain themselves by fishing and farming kelp. Smaller creatures aid in their fishing efforts, while a much larger type of fish helps with kelp harvests. This relationship seems symbiotic, as the creatures aid willingly and receive a share of the produce. Kulera observed them for a while and believed the Oceani and their helpers might have a way of communicating, but she was unable to determine how. They're vaguely reminiscent of Tau'ri dolphins and whales - Kulera made a sketch.

The Oceani are friendly and offered to do trade with us as they have a surplus of fish and kelp. Bervel suggested the material from which they make their domes, as that would be of more value to us, and they're considering that request. However, they can't make more (indicating it does require trinium, which they no longer mine) but might share the ancient method of its creation. Bervel also inquired about deep-sea mining, but the Oceani seemed less than eager as they fear what that might do to muddy the waters in those areas. They did not dismiss it outright, however, and let us send an underwater drone to take pictures and surveys of the ocean floor. Bervel believes the region might be geologically unstable, as oceanic rifts seem to appear and vanish at rapid speeds.

We did find one other thing of note. Around the time of the great drowning, the Oceani overthrew a 'demon possessing a human body' who ruled over them like a god. The Oceani killed the creature and committed its body to the rising waters. Láoyè could not explain how the Oceani suddenly realized this god was in actuality a demon, but she took us to a temple telling the story - Lanni took pictures to translate later.



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Update to file

From: Lanni

The temple writings are in a proto Yoruban. Bythal requested I include "the gist" here, but see my separate report for a word by word translation.

The oldest inscriptions hail an unnamed god (the name has been struck out) as Lord of Salt Waters. This god governed the oceans and "all the life within" and "mated humans to the sea" which I believe might be prose for experiments to create aquatic Tau'ri. When the oceans rose, the people begged this god to leave them a sliver of land. A second god enters the inscriptions here, and he named the Lord of Salt Waters to be a "demon possessing a human body." The people of Oceanus overthrew the Lord of Salt Waters, but this did not stop the rising oceans, and the second god did not respond to further pleas for aid.

The name of this second god is still intact, and I translated it as Olóòkun. Dr. Jackson listed him as a Goa'uld attendant of the Hassara summit. Maste believes Olóòkun may have been the System Lord governing Oceanus, but remembers no more than that. I requested more information from the Tok'ra.

I have heard of this Lord of Salt Waters. He was a rebellious vassal of Olóòkun.

-Teal'c

Update to file

From: Bervel

It took me a while to figure this out - and on a related note, please see my memo on improving what the Tau'ri call "geological survey equipment" - but the ocean floor of this world is actually stable. Something is moving from rift to rift and filling it so completely the survey reads it as ocean floor. Analyzing the data shows it circling closer to the city. I went back to look at the footage from the drone, and think I may have found a picture of it. Even if the dome keeps it at bay, the creature poses a threat when the people venture into the ocean for fishing and farming.

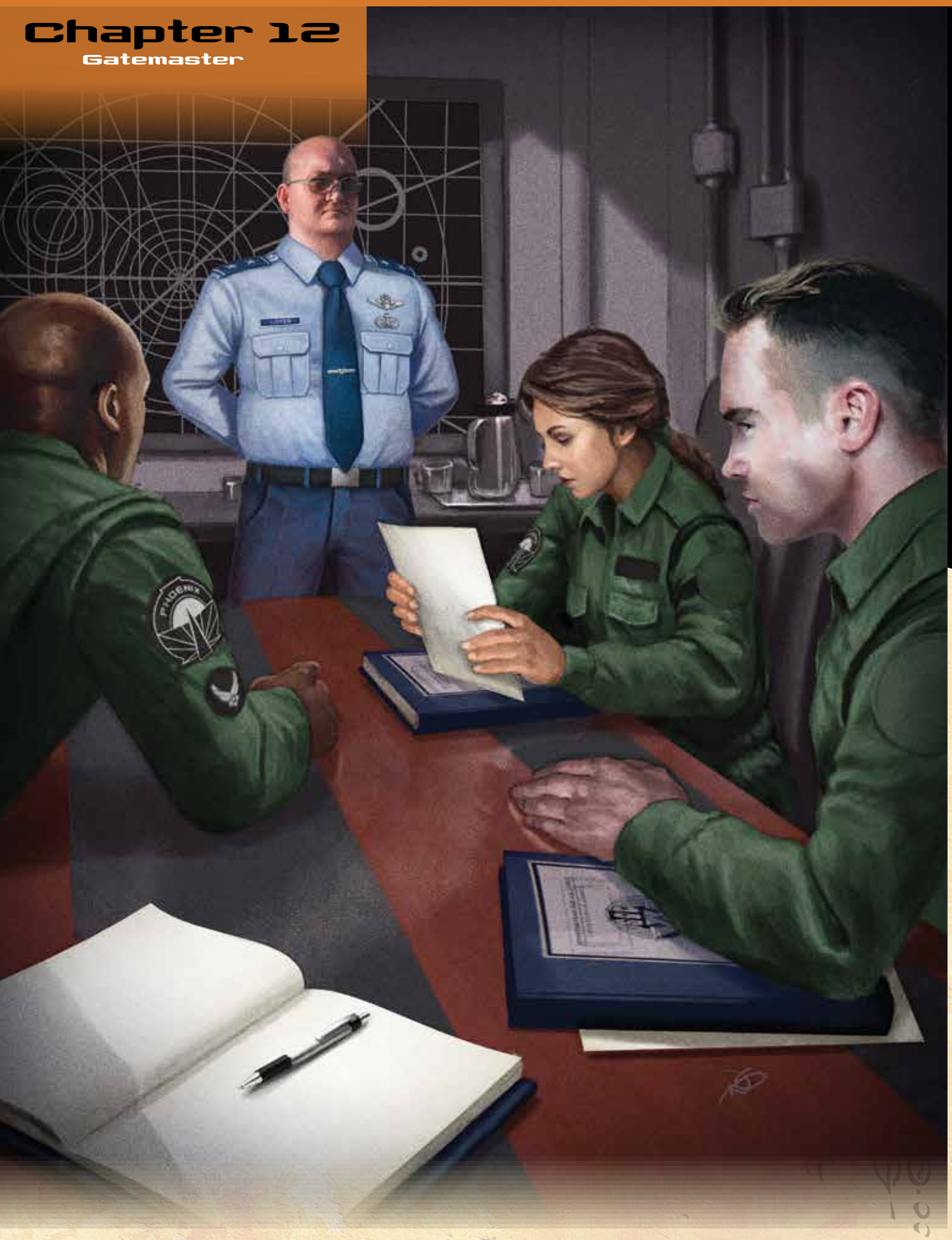
Am I the only one concerned this water guy isn't properly dead?

-O'Neill

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Chapter 12
Gatemaster



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Chapter 12
Being a Gatemaster

YOUR ROLE AS A GATEMASTER

Salutations, Gatemaster. This is the chapter for you. If you're a player and reading this chapter, you've reached the end of content intended for players. This chapter, and those that follow it, are designed for the GM's eyes only.

This chapter contains systems and advice for running a campaign. While experienced GMs will know some of this information already, and likely have plenty to add to the discussion, the majority of this chapter is a unique storytelling system. It is designed to make a campaign that resembles a modern short run television or streaming series.

"Can't I just run a campaign like I always do?" you may wonder. And of course you can. Nothing about the mechanics of how dice are rolled will fail to function under whatever campaign style you're accustomed.

If you wish to run your campaign in the more traditional fashion, there are a few things you should know about, from a gameplay perspective. It is recommended that you read this chapter as it contains insight into the overall mechanics of The Stargate SG-1 RPG.

To put it simply, the Gatemaster (or GM) is the game's referee, the story's author, and all the world's non-player inhabitants. The GM is both arbiter and entertainer. In many ways, being a GM is a lot like being the showrunner for a series. You write the storyline, fit encounters into your story, and give the player characters a chance to succeed or fail on their own merits… and the tumble of the dice.

One of the most important jobs a GM has is to keep the story coherent. This isn't always an easy job, as you're sharing an imaginative space with other human beings. But for the most part it should come naturally if you just imagine what is likely to happen next.

Something the GM is not, is the antagonist. Yes, you will control the antagonists and their actions, but it is important to remember that the game simulates a show. You are not attempting to defeat the players yourself. You're the director making sure the villains are interesting and challenging (typically in that order).

DESIGNER'S NOTES

Throughout this chapter you'll find designer's notes like these. These sidebars are where you'll find information about the design and storytelling philosophy behind the rules.

The Stargate SG-1 RPG is designed with a few assumptions in mind, notably a lower combat frequency, a 13-episode/"season" structure, and a sci-fi setting (as opposed to fantasy).

"YOU KNOW IN SOME GALAXIES THIS IS CALLED LOITERING. HOW LONG DO YOU THINK WE CAN KEEP IT UP?"

-COLONEL O'NEILL "THE SERPENT'S LAIR" (S2)

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The TV Campaign

The Stargate SG-1 RPG is designed to replicate a television show, rather than to simulate events in a hyper-realistic way. This manifests in several ways. The HP and damage mechanics are purposefully less lethal than real firearms. There are also systems in place to give the players narrative information, like the tension level of an episode. We even refer to a game session as an "episode," a 13-"episode" story-arc as a "season," and a multi-"season" campaign as a "series." You could even create an epic game session called a "movie."

The storytelling medium of an RPG has one notable difference from a TV series that influences how we tell our stories: the main characters are both active participants and audience. This has advantages, such as an immediate emotional investment in the main characters, but also drawbacks, such as a narrow line between in-character and out-of-character information.

There is a lot that goes into running any RPG campaign, from building encounters to crafting the narrative. To help sort this nest of priorities and creative decisions this chapter will proceed from the largest of a GM's duties (the "series"), down to the smallest (encounters).

LESS COMBAT

Action and adventure are a part of Stargate, with tactical combat, life and death maneuvers, and all the military action inherent to the genre. However, it is also about more. Stargate is also about exploration, diplomacy, ingenuity, and the strengths found in different cultures working together towards the common good of all peoples.

Many players may be accustomed to campaigns featuring 2 to 3 combats per session. However, the Stargate SG-1 RPG is designed around a three "encounter" system, rather than three combats. The players will instead interact with a variety of encounter rulesets presented in the Encounters chapter. These cover non-combat challenges, such as curing a disease or escaping a pursuer, as well as traditional military-style fighting.

In addition, not every combat encounter needs to be life or death. A TV show frequently needs to re-inforce the martial skills of the main characters. In an RPG, this can be a fight where the PCs outclass their opponents. A common example is a barroom brawl or similar low-stakes combat where the team must rely on non-lethal techniques, such as their fists, instead of life or death combat with P90s and grenades.

General Advice

Before we dive into the process of building your campaign, it is helpful to go over a few guiding principles that the Stargate SG-1 RPG uses in its game design and play philosophy.

Roleplaying games, as a medium of entertainment, have sub-genres just like any other medium. While we often recognize these easily when they match the genres of other entertainment, such as science fiction or fantasy, it isn't always easy to identify the genres specific to RPGs. Some gamers define RPGs along a "crunchy" to "soft" axis, with crunchy RPGs containing very detailed or complex rulesets and soft RPGs having broad guidelines and simple rules. Other gamers may use similar definitions, such as "Rollplay" vs "Roleplay".

It is not uncommon to hear players and GMs discuss which way is best for their particular group, often focused on how firmly they wish to adhere to the rules.

Some tables prefer a mechanically focused system, as they grant the players a specific form of agency within the story. This makes tactical challenges and combat rewarding, as the players know that they won by the rules using their decisions, not because the GM allowed them to succeed.

Other groups prefer to roll as few dice as possible, letting the story go where their GM wishes, even if that means declaring a natural 20 to be a failed roll. These games reward creativity and character building as much as tactical success.

No game is ever truly defined by these two opposing views, and indeed they need not be opposed. Many gamers enjoy both aspects of the game, and when handled properly, your players might not even know that such a spectrum exists!

When properly used, these rules are designed to tell a story, even when the players are simply processing the mechanics of their actions. Your personal style as a GM will vary based on what you find fun, but it is our hope that the systems in this book can be employed by a GM to appease both Roll'ers who want a challenge and Role'ers who want to be a part of a grand adventure. But it's up to you, Gatemaster, to tailor these rules to your desires.

SESSION ZERO

Some tables may want to use a "Session Zero." Instead of planning to play on the first night, the GM and players create characters and discuss their desires for the campaign. This can also include discussion of boundaries (such as sexism and racism) as well as preferred pronouns.

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SKETCH DON'T PAINT

While this chapter will have more advice to GMs new and old, one lesson every GM needs to be reminded of is the GMs mantra, and so it comes first. "Sketch. Don't paint."

As GMs our natural desire is to fill every nook in the story, to know exactly where events will fall and the twists will be revealed. But that way lies only madness.

The players, by design, are at the table to make you change your plans. That's where the game happens. That's the fun part. You're at the table to be entertained too, and that means you'll have to roll with the surprises that accompany entertainment.

If you try to plot 7 game "seasons" and a "movie" all at once you run the risks of railroading your players to a final destination. Additionally, you'll have to repeat the work every time the players push the story away from the grand design.

It's a lot easier to erase pencil, so sketch your series, seasons, and episodes. Don't paint.

WRITER'S ROOM APPROACH

Many gamers see roleplaying games as a pastime somewhat akin to acting, which is an apt comparison, since some players choose to speak in character or assume their PC's mannerisms. However, the communal creative process available in roleplaying games is also like the writer's room of a television series. The Gatemaster is the head writer in this analogy, guiding the story so that it finds a satisfying conclusion. The players can be seen as writers who contribute ideas, moments of a scene, lines of dialogue, and all the quippy bits that make the Milky Way Galaxy so much fun on the screen.

The mechanics of encounters are designed to work with this philosophy, although experienced GMs will be able to run their campaigns in the style they are comfortable. The encounter rules are intended to give the players a share of authorship over the story, and not just in cosmetic ways. Like the writers on a show.

This has two important shifts in how you the GM might normally view your role. First it means that you need to be flexible, and second it means you have to listen.

The first shift is, frankly, just good advice in general. What makes a roleplaying game so engaging for the GM is that, while you are telling a story, you can also be surprised in good ways. Because you relinquish control of the story's main characters they are very likely to take actions you haven't planned for. This is a success on the GM's part, as the players have engaged with the story and their characters. That's the goal, at least!

The second shift can be more difficult, especially when you're confident that the story you had planned is a zinger. Every GM finds themselves in that position eventually. But remember, your players are the audience and creator at once. If they are taking a seemingly random action, especially one that the other players are being positive about, then it behooves the GM to consider ways that random action can result in success. This will make the game far more memorable for your players, as the actions of their main characters will be at the forefront of the story. And that's just good storytelling!

YES AND...

Like all true art, roleplaying games rob other art with reckless abandon, and the "Yes, and..." technique is one such piece of loot. Coming from improv comedy, "Yes, and..." is a philosophy of building upon what other actors in a scene of created, rather than attempt to rewrite it.

On stage, your fellow actor might start a scene by declaring they are your spouse. A good scene partner wouldn't say, "No, I'm an alien." They clearly had some jokes about being your spouse and an idea they were chasing. Instead they would say, "Yes, and I'm an alien." Being married to an alien gives your scene partner dialogue options that aren't just questions. "Yes, and..." creates a hook to hang comedy on.

In an RPG, this technique can be employed by the GM to great effect. When a player asks, "Is there a window?" a GM should answer with a "Yes, and..." as much as possible. Assuming the PCs aren't in an unrealistic place for a window (such as underground) you can add to the scene by saying, "Yes, and it overlooks a sheer drop into the predator infested river." This creates a vivid moment for the PCs, and likely escalates whatever hairbrain scheme they were dreaming up when they asked!

This technique can't be employed at all times. Some players might try to take advantage of the technique if you use it too liberally, or allow them to add too many tactical elements to a scene. So if a PC asks "is there a loaded machine gun on the couch?" It's probably not the best time to use the "Yes, and..." technique!

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Gatemastering Style

On the other side of the coin from the above techniques to share control with players, is instilling a trust in your players so that your final authority as GM is easy to accept. There's no simple formula for creating that trust, but there are a few Gatemastering style decisions you can consider to help you be consistent and fair.

These points of style will be discussed without establishing one method as better, because they both have their own merits and flaws. As a GM you might experiment with these choices, finding the style that best suits your table or maybe just the story you're trying to tell.

HOUSE RULES

One of the trickiest decisions starting out is whether you want to adopt any house rules for a campaign. Many GMs have a short list of house rules they use that make their games go faster, play more to their liking, or that rein in certain abilities.

At its simplest, a house rule is simply a change to the printed rules. House rules aren't inherently problematic, but when the GM changes too much of the core game system, the players will have a hard time, even if you provide all of your house rules in writing in advance.

Typically, it's best to keep your list of house rules short, and to consider the far reaching ramifications in advance, so that the players aren't taken by surprise. It is also important to apply these house rules equally. If you make a ruling that affects the PCs, it should also affect NPCs in equal measure.

Example house rules include:

- A bonus Mission Point awarded for engaged roleplay or character development
- Restricting certain ability checks to characters proficient in a skill, such as computer hacking only by characters proficient in engineering
- Use of firearms details derived from various real world designs, such as specific capacity and ranges

SCREENING ROLLS

A GM screen is a common tool that sits on a table between the GM and the players. It provides useful charts and references for the GM on one side, and art or player charts on the other. Additionally, it can be used by the GM to hide their dice rolls from the players.

"Isn't that cheating?", players might ask. And yeah, sometimes. But that's the point! The trouble with a game using random numbers are streaks. Nothing brings a game to a halt faster than the entire party dying because the GM got lucky and rolled a string of 20's on attack rolls. The use of a GM screen can allow the GM to adjust their rolls when the dice are performing too well.

To help alleviate qualms about trust, many GMs lift up the GM screen to reveal the dice when a crit is scored. This will assure your players that you aren't using the screen to assassinate their PCs.

Alternatively, a GM may decide to hide none of his dice rolls, which is fairly common in online games where revealing dice isn't as convenient as lifting a screen. This does increase the chances of PC failure or even death, but it also assures the players that any success or failure was fairly earned within the game's system. You may find your game table prefers this, as it can make tactical challenges more engaging. Moments of heroism, likewise, feel more true, as the GM won't save you if things go wrong… so the potential sacrifice of a beloved character truly matters.

Of course, you don't always have to use just one option. You could hide some rolls (such as the enemy stealth or perception checks) but roll combat in the open, creating dramatic tension and risk where you want it. You might also screen rolls during certain scenes to create mystery and uncertainty.

Lastly, we should discuss new and young gamers, as it is often useful to screen rolls in these circumstances. Younger gamers, and GMs, won't have years of gaming experience to let them know when to take risks and how those risks can play out. In these cases, screening creates a safety net, allowing the players to learn from their mistakes while still having a good time.

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THE SPOTLIGHT

Most Gatemasters will quickly come to an intuitive understanding of "the Spotlight" but it does bear some discussion, despite being a fairly simple concept. The Spotlight refers to where your focus as a GM is currently pointed. If a scout is sneaking through an enemy base while the other players assist via radio, then the spotlight is on the scout player. During a tense negotiation, the spotlight might switch to a diplomat.

The spotlight is a powerful tool, allowing the story to focus on a single moment of tension. However, it can also be misused, focusing too much on one PC and ignoring the rest of the players as they simply observe the game unfold.

To avoid possible pitfalls, the GM simply needs to "check in" with each player regularly, asking them to describe what that player's character is doing, even if it's just leaning against a wall filing their nails or glowering at the occasional passersby. The GM might call for a simple check (such as intimidate or perception) and use a success to grant the more active player advantage. This can keep everyone engaged even when they aren't the character currently enjoying the spotlight.

Another technique is to address with your players in advance how you plan to handle the spotlight. There are two predominant options, either by encounter or by episode.

When moving the spotlight purposefully between characters based on the encounter, the GM makes sure to include encounters in each "episode" that focus on a variety of PCs. While there may not be enough encounters to give every player a moment in every episode, the players can trust that you intend to give them an equal share of each session, with encounters every session or two that play into their narrative.

The GM might run an "episode" that includes helping an injured native (spotlighting the medic PC), talking to some Jaffa rebels (spotlighting the Jaffa PC) and finally an encounter with brigands holed up in a fort (spotlighting the scout PC).

Alternatively, if you have mature gamers, you can take a "per episode" approach. This can help you write stories that focus on the backgrounds and narratives of each PC, and closely resembles how a real series is structured. In this method, every player knows that their character will get between one and three "episodes" per "season" that focus on their PC.

In this situation, the GM might run an adventure where the team deals with a plague (spotlighting the medic PC) which then leads to another "episode" where they track down the source of the virus (spotlighting a scientist PC) and then finally a frontal assault on the manufacturing plant (spotlighting the Soldier PC).

It is important to note that the game "season" finale should rarely spotlight a single PC, as that "episode" should be the culmination of all the PCs' storylines. However, other than in this situation, it is unwise to switch between Encounter and "episode" spotlighting, as you run the risk of accidentally showing favoritism you don't intend.

SPOTLIGHT IN ACTION ENCOUNTERS

Paradoxically, action encounters are both the easiest and most difficult situations to balance spotlight time, depending on your Phoenix team's makeup. Teams that have similar combat potency across all characters pose significantly fewer troubles than those with broader abilities.

When the group contains characters who are equally prepared (or unprepared) for combat, then there is little a GM must do to ensure that every character gets a moment of spotlight during a fight. The base turn order, a variety of combat scenarios, and critical hits, all work together to keep things interesting and give each character a little moment to shine.

However, most groups won't be comprised of two soldiers, a scout, and a medic. Often, the players will all want to play various classes and pursue different options post level 5. To ensure that every player has a moment to shine during the action encounters, the GM will need to occasionally employ the following tools:

- Employ non-attack rolls, such as science or engineering checks, to manipulate the battlefield by hacking turrets, retracting drawbridges, shutting blast doors, or creating makeshift cover.
- Create alternate objectives to simply defeating all the enemies present, like convincing an asset to flee with you, deciphering alien text, or repairing a damage DHD before enemy reinforcements arrive.
- Include weaker enemies who move on the non-combat focused PCs aggressively, while forcing the combat focused PCs to deal with more dangerous threats.

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RAW VS RAI

One of the trickiest points of style to decide if you interpret the rules using "read as written" (RAW) rules or "read as intended" (RAI) rules. The need for rulings is a necessity, and one of the GM's primary authorities at the table. The variety of stories being told, due to their infinite possibilities, will inevitably conflict with static rules language. It is, therefore, vital that a GM become comfortable with using RAW or RAI ruling styles, if not both.

The differences between these two schools of thought are not usually an issue. The basics of how to process an attack or ability check are fairly core to the game's play, and both philosophies are assumed to agree on the broad process of play. However, when the rules are unclear, or when the rules conflict with the desires of the GM, players, or both, you can turn to your RAW or RAI philosophy to guide a decision.

Read as Written means that you interpret the rules purely on the text, and that you restrict both PC and NPCs to acting in a way established by the rules. When the wording of a particular rule causes confusion, you will guide your ruling using other mechanics that function similarly, or to the nuances of what specific words were chosen when writing the text. Some gamers compare this philosophy to that of a lawyer's approach to legal text.

RAW rules interpretation is useful in organized play environments as it reduces table variation and is easier to adjudicate. It also establishes expectations of fairness and trust with the players, because the text supersedes both the GM and PCs.

Read as Intended means that you interpret rules based on your understanding of how the author desired them to be interpreted, tempered with your own desires to create a fun and engaging campaign. When the wording of a mechanic is unclear to you, then you look at how you think it should work, attempting to create a simple interpretation that makes the rule function in a fair and clear manner. Very often, this will end up being the same answer as RAW!

RAI rules interpretation is useful in campaigns with a focus on the story above all else, where your players aren't as engaged by mechanical challenges as they are by watching the tale unfold. It can be more difficult to maintain consistency, however, unless you make it a point to write down your rulings for later reference.

The blended approach, which is the most practical option for non-organized play campaigns you run at home, is to use RAI at the table, and RAW after. As a GM, you make RAI interpretations during the game, to keep things flowing. However, after the game the GM reads the specific rules in detail, references other rules, and comes to a final RAW conclusion. This conclusion may be different from the one made during the game, but the story isn't usually re-rolled/told. This approach allows the GM to keep the game running smoothly, and for the players to have a chance to discuss the issue at a time when it won't slow down gameplay for everyone.

FOREFRONT PCS & THE STAKES

All the advice given so far can boil down to this guiding principle: "A good story puts the main characters at the forefront." This means that almost every pivotal moment within the story has the decisions made by the PCs as the most important story element in the scene.

This is fairly easy in Action encounters. Every turn the PCs make a decision that either leads to victory or defeat in a physically challenging moment. The PC decisions have an automatic cost for failure that drives the story forward, while success frequently maintains the status quo (the PCs are alive and working to defeat a larger threat). The only time PC success in an action scene results in a forward movement of the story's plot is when the PCs defeat an important antagonist, such as a Goa'uld overlord. This is often referred to as "the stakes" or what the PCs have to gain or lose as a result of their decisions.

In an action scene, these stakes are solid; survival, injury, time, or resources, are at risk. In Plot encounters, this can be tricky. These scenes aren't as binary as an action scene. They might include players speaking in character, asking complicated questions, or leaping to conclusions. This is because Plot encounters have more complicated stakes than the more concrete stakes of action encounters.

When establishing the stakes that motivate the PC the GM should consider the characters themselves. In the Stargate SG-1 RPG, we assume that the PCs are a team tasked with exploring through the Stargate and making continued contact with established allies. This establishes a baseline stakes (the freedom of the Milky Way Galaxy), but if you can tie the stakes into the PCs themselves, the story will be all the more memorable.

A player character at the forefront of a scene is the character to tailor the stakes to, allowing their decisions to be the most critical. What is their goal as an individual? How can you ensure that the stakes feel personal?

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Once you've answered those questions about the character, you can start to build a scene. For example, A'tir the soldier is a man who cares deeply about freeing his people and who has a strong sense of justice and equality. As a GM, you might include a scene in which the story explores an aspect of that theme. Perhaps A'tir is presented with a man accused of a heinous crime who he must save from an angry mob, only to learn the man is truly guilty. Does A'tir risk the mission to make sure this man stands trial only to be executed anyway?

From there, you can build a single scene or an entire mission, depending on your spotlight style. These scenes can also be built with one or all the other PCs to be included. This ensures everyone some playtime and promotes teamwork, a hallmark of memorable campaigns.

To continue our previous example by writing an episode, if A'tir decides to protect the guilty man until trial, you would choose a few encounters. The first step could be calming the crowd, which is a convince encounter that is inclusive of charismatic PCs. Then the team has to keep watch over the man until morning, that is inclusive of stealthy and perceptive PCs. Lastly, the team must fight off an assault by the man's allies who have come to rescue him, which is inclusive of all the PCs.

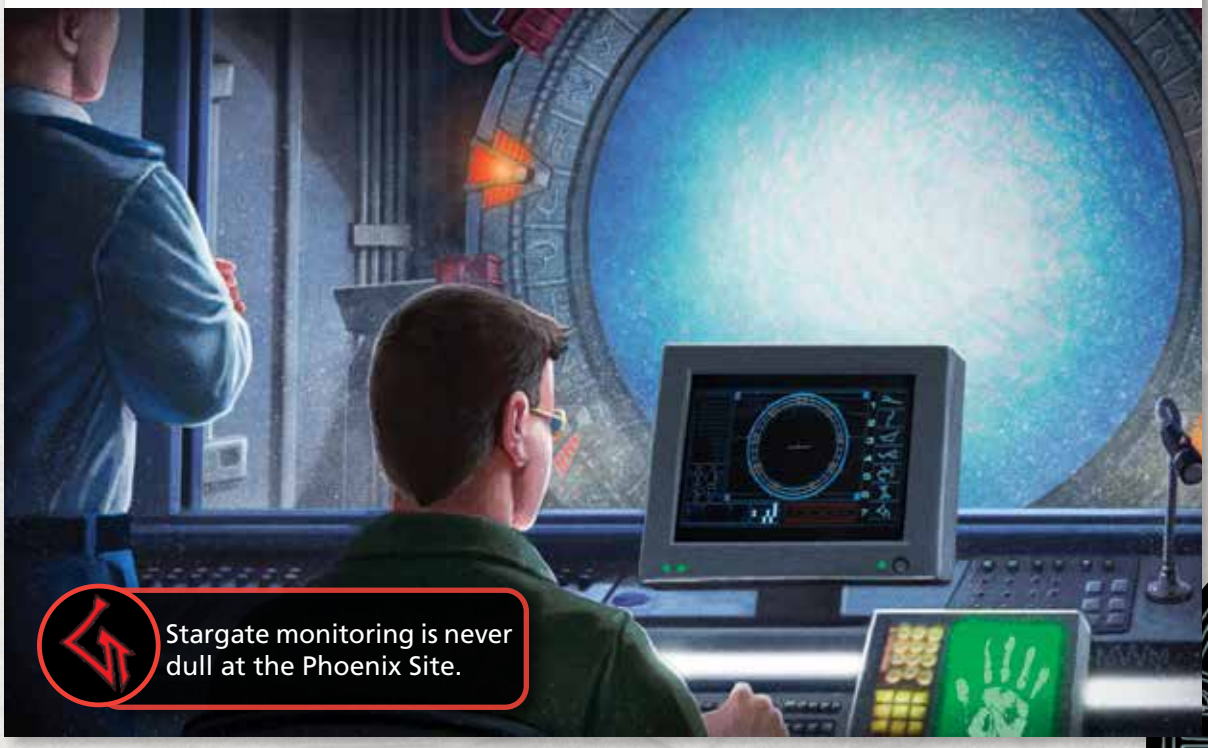
KNOW WHAT YOU WANT

Lastly, what kind of experience do you want to have? It's important that you're at least as engaged as the players. Don't be afraid to tell the players what kind of scene, session, or even campaign you want to run and to have a clear vision you can use as a guide.

You might draw inspiration from a genre of story, not just science fiction. If you're a fan of spy movies you might write an "episode" where the PCs must infiltrate a society and find a way to free it from the grip of a Goa'uld. If you'd like to run an entire campaign focused on action, you might spend a whole "season" on the front lines with a feudal society at war with a System Lord's forces.

If you're up front with what you want, both with yourself and your players, you'll find their enthusiasm rises to match your own, as long as you've cultivated an environment where players have some authorship over the story.

You might consider making this an overt statement you occasionally make, especially if you're playing with young or new gamers. By making declarations like, "I think this calls for a convince encounter, let's put the spotlight on Jeff for this one," your players will know what you expect and they can all start thinking of ways to help Jeff. It gives them a starting point for engaging with the story.



Stargate monitoring is never dull at the Phoenix Site.

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The Game Series

In the Stargate SG-1 RPG we refer to your campaign as a "series of seasons." While many GMs may be accustomed to campaigns that have no real end in sight a "series" has a more specific end in mind. A "series" tells a complete story over the course of several "seasons" (typically between 3 and 7).

A full "series" often has multiple antagonists over the seasons, as well as main character deaths, but it is held together by its theme. A cinematic or roleplaying theme is like a theme in literature. It is an idea that is explored from various angles each season. This often comes in the form of questions that the audience is asked to ponder. Since the audience of an RPG are also the protagonists, these questions are often explored directly by the story.

GAME "SERIES" THEME

Every genre lends itself to exploring themes, and science fiction is no different. Themes and questions common to science fiction include (but are not limited to):

Artificial/Natural: Where is the line between natural and artificial? Is one inherently preferable to the other?

Self: What constitutes a being's essential nature? What role does the physical body play? Is there a soul separate from our intellect? Does free will exist?

Societies: How does society shape the individual? How do individuals shape their society?

Technology: How does tech transform a society? Who can be trusted with powerful tech? How is conflict shaped by technological advancement?

Politics: Can a people truly govern themselves? What is the purpose of society? What is fair? Is there empirical truth?

Morality: What are the qualities of good and evil? Are good and evil truly opposing forces? Is order preferable to chaos? What makes a decision the moral choice?

As you can see, these are not small questions, and they have no easy answers. Instead, we explore these thoughts in game, presenting situations in which the players and their PCs can respond to these questions.

Most campaigns will have a major theme that is explored by the "seasons" themselves, but other themes will be explored at the same time, often by the plot of individual episodes.

A "series" isn't built around a single theme or question. Instead, each "episode" explores a new question tied together by the larger theme.

EXAMPLE: SARAH'S CAMPAIGN

To help illustrate these frequently cloudy storytelling concepts this chapter will use an example campaign. It all begins when Sarah decided to run a new campaign for her friends. One of her favorite elements of Stargate is the exploration of the Milky Way galaxy and its peoples. She also has a love for the early days of NASA, where scientists and technicians often had to succeed despite limited resources.

Sarah considers her favorite science fiction stories and decides she wants to draw on themes explored in classics like *Frankenstein* and *The War of the Worlds*. This leads her to choose technology and the self as themes she wants to base her "Season One" story around.

GAME "SERIES" LENGTH

One of the early considerations a Gatemaster should ponder is how many "seasons" his group needs to have a satisfying experience. Artificially extending a story frequently works against the story itself, and when coupled with the mechanics of PCs leveling up, a campaign that is too long for its story can often lead to bored players. On the opposite end, a campaign that is too short can fail to give the player characters room to develop and change naturally.

There is no formula for determining the perfect length of a campaign, as every table is different. Experienced groups that routinely play single campaigns for years might need seven "seasons" and a "movie." New groups or GMs might find a single "season" more to their liking.

The math at play in PC mission points assumes an average of 40-45 MP per season. Which means by the end of "season" 1 the players should be about level 7. Each "season" afterwards the players typically gain 4 levels. A typical "series" takes 4 seasons, with room for "season" finales and a movie or two.

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The Game Season

The Stargate SG-1 RPG "season" is a "series" of 8 to 13 "episodes" that typically awards between 25 and 45 mission points, depending on the length of the "season" and mission successes.

While Stargate SG-1, the TV show, follows a 22 "episode" format common to when it was produced, the Stargate SG-1 RPG uses 13 "episodes" as both a nod to modern series formats and to better suit the medium of a tabletop game.

What follows will be an "episode" (game session) guide that presents a pacing framework for a season of television. Only seven of the "episodes" are critical, while six are optional (marked as such).

The order of the five optional "episodes" can be rearranged fairly easily, or eliminated. These are great "episodes" to let the players explore their characters a bit. Just like a television audience, your players need time to get to know their characters. A "season" that has only eight "episodes" is paced more like a television mini-series, and is served well by PCs who are closer to common film archetypes. Even in an eight "episode" arc, it is recommended that at least one optional "episode" be included, so that the campaign as a whole is paced with 2 "episodes" per stage on a seasonal story loop (see page 283, The Story Loop).

Rearranging the critical "episodes" is a bit trickier. Changing this order works in a television series, especially those with experimental timelines, characters with amnesia, or avante-garde studies. However, doing so in an RPG can confuse the players, who are also your main characters, who should understand their own timeline. If you decide to move or eliminate the critical "episodes" from this structure, be prepared for unexpected complications.



•Ep01: Game "season" Setup

In this "episode" you do little more than setup the "season" and introduce the PCs. Even if this "season" isn't the first, a re-introduction can be helpful, especially if time has passed for the PCs or players.

This is also where the antagonist is introduced, even if they are a mystery. If your "season" is based around a secret System Lord, this is where the heroes first encounter his servants working some devilish machination. A "season" about fighting an intergalactic plague might explore a dead outpost where none survived.

If this is your first time playing the Stargate SG-1 RPG, it is recommended that you keep this "episode" simple, but include at least one combat. Even experienced players will need to look up mechanics, and a more direct storyline will help keep things flowing as players get used to their characters and the rules.

•Ep02: Immediate Distraction (Optional)

Now that you've introduced the basic plot elements of your season, it's time to completely forget about it. For an episode.

This is a good "episode" to explore a part of the setting and to focus on a PC's personal story now that you've introduced them all. This "episode" could see the PCs travelling to one of their homeworlds to help an old friend.

This is also an "episode" that can be written around a cameo appearance from a member of SG-1 or the NPCs around the Phoenix base.

Removing this "episode" keeps the story focused on your main plot, but denies the players a bit of character building.

•Ep03: Discovery

By the end of this "episode" the PCs need to have learned critical information about the season's enemy or threat.

If the enemy is working directly against the Phoenix Site they might even attack the PCs directly. If the antagonist is unaware of the SGP then this is where the PCs should take some action that alerts the villain to their existence.

Unlike other critical episodes, this one is easier to move, but in its current slot it serves to create space before Ep 6 (the next critical episode). If you're running an 8 "episode" "series" its position is therefore more important.

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•Ep04: Allies (Optional)

This "episode" ties into your main "season" threat, but in a less direct manner, with the PCs meeting allies who are also opposed to the "season" antagonist.

This could be victims of the threat or agents of a rival power. These new allies may not even appear to be friendly at first. It is important that the PCs don't befriend this group too quickly, as that happens in the next episode.

Episode's 4, 5 and 11 are a sort of mini-run, designed to flesh out the Milky Way galaxy and make it feel lived in and alive. If you remove one, you will likely want to remove them all. If your PCs fail to befriend the allies, then simply remove the rest of the "episodes" in this chain (perhaps adding the group to "episode" 10 as the setback).

•Ep05: Aid Allies (Optional)

Once the PCs have met their future allies, now it's time to win their trust or save them from some immediate threat.

Combat encounters are likely in this episode, and it's an excellent time to let the tactical players shine against a defined threat, such as local bandits.

If the PCs managed to make friends in "episode" 4 through clever gameplay and stellar rolls, you can safely remove this "episode" without removing "episode" 11 as well.

•Ep06: A Great Loss

In this "episode" the team suffers a great loss at the hands of the "season" threat.

This could be a PC death, especially in a mini-series, but purposefully killing a PC in this fashion is a bit against the spirit of the game. Instead, this is when a favored NPC or world is struck down. If you want this loss to be paid by the PCs consider a fate less than death, such as having a symbiote removed or losing an eye.

This is one of the hardest "episodes" to get right, as the PC's failure is somewhat guaranteed. The simplest way to land the story is to make this loss the players' choice. Give them the opportunity to barter for a friend's life with something the villain needs, or choose who must enter the irradiated chamber to activate the DHD.

If the players do surprise you and cleverly escape unharmed, be prepared. Let them have their victory, but they've made things harder for themselves in some unforeseeable way. Perhaps the villain now considers them a threat or prevents them from returning to the Phoenix Site for several episodes.

•Ep07: Road of Trials (optional)

The team must now embark upon a series of trials, growing in knowledge and experience as they do. This "episode" is about growing in strength as a team, not as an individual, and overcoming the losses suffered in the previous episode.

This typically occurs separate from the larger seasonal plot, but with the looming threat hanging over their heads. This can include building new equipment, settling a temporary base, or recruiting additional allies.

Removing this "episode" is largely trivial, if you wish to shorten the season. This "episode" largely serves as setup for the plan in "episode" 8, but it also builds distance between loss and recovery, making that narrative feel more impactful.

GOING TO THE MOVIES

A tradition of the science fiction series is a big-budget movie as a supplement to the series. These come in a variety of forms from silver-screen blockbusters to the non-canonical holiday episode. In your game you can follow this same idea in the form of a game movie.

On the high end of the budget, a "blockbuster" movie typically comes between two "seasons" and may take multiple game sessions. The players earn a bit more MP during a movie (perhaps as high as 10) and the stakes are typically a d8 or d10. A blockbuster might see the PCs finally defeat a villain or it might introduce a new threat. In the end, a blockbuster should leave your universe changed.

A smaller "made for tv" movie can have all the influence of a blockbuster, but it can also be a non-canonical affair played just for fun. These games typically award no MP, as the story is revealed to either be a dream or is simply never referenced again in the show. These non-canonical games are often played for humor. PCs might act as visiting ghosts to a Scrooge-type character or travel through time to meet the real St. Valentine.

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•Ep08: A Plan Appears

Finally, defeat of the season's villain appears to be possible as the team is presented with an opportunity to strike back.

Options are wide ranging but include discovering a traitor in the villain's ranks, locating a rare resource, or uncovering the location of an ancient artifact.

Crucially, this is not where the PCs execute a plan, rather where they learn of the opportunity and make gains towards seizing it. They might learn of an anti-naquadah ore on a legendary planet that decimates Goa'uld blood, and this mission sees them locate the planet, not acquire the ore itself. The reward for this adventure is hope.

•Ep09: More Distraction (optional)

Like "episode" 2, this "episode" is a distraction from the main plot. It's an excellent time for a bottle "episode" or to explore the homeworld and backstory of a PC in depth.

This "episode" is one of the easiest to remove, as it serves little purpose in a 12-"episode" arc other than to let the hope earned in "episode" 8 settle into the first stages of complacency.

•Ep10: The Setback

In this "episode" the PCs attempt to execute the plan from "episode" 8, but are at least partially unsuccessful, often by no fault of their own.

If the team has managed to craft weapons that react violently to naquadah, then they might discover that the main villain isn't a Goa'uld at all, but instead some other being mimicking their powers.

What's important is that the PCs' plan isn't a total failure. The PCs must emerge from this mission with more information, ready to try again.

•Ep11: Allies Aid (optional)

The allies earned in "episodes" 4 and 5 pay off at this stage, with those allies returning in force with vital aid for the team.

If the party was captured at the end of "episode" 10 then this might take the form of a daring rescue. Alternatively, the allies might have a plan of their own that they need the PCs' help to accomplish.

Even if "episodes" 4 and 5 went according to plan, this "episode" is the easiest to remove without affecting the rest of the season. It can also be replaced by a third distraction "episode" should you wish to focus on forwarding a PC's personal story.

•Ep12: All is Lost

Despite their setbacks in "episode" 10, the PCs still have hope at the beginning of this episode, but by the end the villain's victory should seem all but certain.

Like "episode" 6, this "episode" is difficult because it involves the players failing in a pre-scripted way. Frequently this is where the villain reveals his grander schemes, the virus mutates to become airborne, or they are stranded when their planet's Stargate is destroyed.

This "episode" should be at an elevated Tension rating. Usually a d10 is about right, but if your campaign is more comedic, a d8 may be more appropriate.

•Ep13: The Finale

It is finally time for the final showdown. The PCs must now, in the most dire of circumstances, seize victory from the jaws of certain defeat.

Depending on how you handled the all is lost moment, the players may have their own ideas about how to succeed. It is important to be flexible about how victory is achieved, so that it is the main characters who drive the success, not a deus ex machina (or blind luck).

Where all "episodes" should be sketched, not drawn, this is doubly true of the finale. A few key moments, like an escape from a crumbling building once the PCs kill the big bad, are far more useful. The goal is to let the players drive the plot, so that their plan works (or at least has a chance).

Troubleshooting this may be tricky, especially if the PCs are completely cut off from their NPC friends. But if the players simply can't come up with a reasonable plan, it is wise to be ready with an idea spark or two. Perhaps they overhear a guard discussing key information or are offered help from an unlikely source.

Even in tightly designed military campaigns, where the mission parameters are 'always' set, this is the "episode" where the team can't ask home base for orders. They're on their own.

Everything is on the PC's shoulders, so the tension should be elevated, possibly as high as a d12.

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EXAMPLE GAME SEASONS

Sarah and Li Jun are sketching the first "season" of their Stargate SG-1 RPG campaigns. They decide to outline a full 13 episodes, knowing that they can always reduce the number later.

While looking for inspiration, Sarah recalls an article she read claiming that a basic calculator using water pipes was lost when the library of Alexandria was destroyed. She doesn't know how true that is, but it inspires her to imagine a militant society that arose on another world where early computing lead to early A.I.

Li Jun has always been a big fan of early aviation and aerial combat history, and he wants to use that in his campaign. Since the Phoenix site is run by the United States Air Force, Li Jun decides his campaign can easily accommodate PCs who spend a lot of time in a F-302 cockpit.

Sarah's Ep01 ("season" Setup): Sarah decides that her first mission will be a simple one, the PCs are tasked with exploring a planet. On it, they discover a dead world with evidence that millions were slaughtered before a mass exodus through the Stargate.

Li Jun's Ep01 ("season" Setup): The first thing Li Jun's story needs is an in-universe setup that allows for frequent F-302 use. As the aircraft are a bit too large to send through the Stargate regularly, Li Jun decides his campaign will happen in a system with three habitable planets. The first mission for the team is to go through the gate and secure an area for an airfield.

Sarah's Ep02 (Immediate Distraction): The team is tasked with helping the people of a derelict moon base find a new home before their decaying orbit destroys both them and the planet below.

Li Jun's Ep02 (Immediate Distraction): While the support crew from the Phoenix site brings the F-302s through the Stargate in pieces to re-assemble, the team must deal with a local queen who might be more loyal to the Goa'uld than her own people.

THE CONTINUNITY CORRECTORS!

One of the realities of a long running science fiction story are the occasional continuity errors. Deep fans of a show frequently use these errors as jargon and inside jokes. If your game table has a few of these fans, they might enjoy a continuity based campaign. In these campaigns the PCs are central to stories that explain the continuity, effectively answering the questions posed by the error.

Sarah's Ep03 (Discovery): On a routine mission to deliver supplies to a research station, the planet's Stargate activates and a scout drone comes through, immediately opening fire and broadcasting a message back through. This is the first contact with the unknown culture who call themselves "The Unburdened."

Li Jun's Ep03 (Discovery): Now that the team has access to their F-302s, they must recon a strange broadcast from an icy planet in the system (called Icehole by the support staff). Its orbit will only bring the world into range for a few days, so they must act fast. During the mission they learn that a large Jaffa force has established a massive airfield and military compound around a crashed Ha'tak.

Sarah's Ep04 (Allies): Based on the data recovered in the last mission, the PCs are able to trace the probes previously-visited world, P3R-499. There they discover an army-size enclave of Unas who are untrusting of outsiders but in possession of a naquadah supply. In addition, the PCs find a device attached to the DHD that appears to be a sort of quantum-entanglement relay. General Loyer decides to station troops on the world, much to the annoyance of the Unas.

Li Jun's Ep04 (Allies): After a couple months of downtime, the elliptical orbit of the system's planets brings the team into range of the other habitable planet, a tiny arid world, Galos. There the team discovers a young civilization that has begun to harvest steam power and, due to the planet's lower gravity, have managed to build early aircraft. This first contact doesn't go smoothly, however, as these non-humans speak a strange language based on their complex social and legal systems.

Sarah's Ep05 (Aid Allies): The Unburdened attack. The PCs help defend the Unas, thus earning their trust. They discover that The Unburdened are very secretive about their planet's location, and use marginally intelligent drones to scout and fight.

Li Jun's Ep05 (Aid Allies): Despite their rough introduction, a scientist on Galos calls upon the Phoenix team for assistance. His telescope has spotted strange shapes leaving a nearby gas giant on a course for Galos. The Phoenix team investigates, discovering a species of dangerous silicon-based predators capable of space flight and massive destruction. If they are allowed to reach a habitable atmosphere, they will trigger a terraforming event that explains why the system has so many habitable planets, but also threatens all life on Galos.

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Sarah's Ep06 (A Great Loss): Sarah knows that this "episode" includes an important story element for the season. She makes a note to introduce a trio of Unas in Ep04 that like the PCs from the beginning and work with them to help earn their tribe's trust. Without at least one of these three, the peace will crumble.

In this episode, the PCs learn that there is a second gate on P3R-499 when their friends are captured. They must traverse the continent to take control of the second gate, but they have little chance of arriving in time to save their friends from being taken to another world.

Li Jun's Ep06 (A Great Loss): Following directly from the previous mission, the team arrives back at their base to discover it was attacked by Jaffa in their absence. Most of the personnel are either dead or held prisoner. The team must sneak through their own base and attempt to dial home to report in. If they manage to retake their airfield they will learn the Phoenix site has gone dark. The PCs don't know what's happening back home, but the team is on their own now with limited fuel, rearmament, and manpower.

Sarah's Ep07 (Road of Trials): The PCs have enough scrap from the alien drones to piece together a "patchwork prisoner" A.I. that understands the network of Stargates and how frequently The Unburdeneds' relays open the way. This is largely a roleplaying episode, which will focus on the engineers, scientists, and diplomats convincing a crazed A.I. to aid in finding their friends. Sarah makes a note that it might even be a comical bottle episode.

Li Jun's Ep07 (Road of Trials): With Death Gliders in their atmosphere and in orbit, the team must begin a series of hit and run raids, waging a war of triage. Li Jun notes that this session will likely include several Aerial Combat encounters, so he prepares several scenarios in advance (one in orbit, one through a series of ravines, and one above the ocean). He then builds various enemies to engages the PCs, but decides to wait until the PCs make plans before deciding who they will face in each scenario. He does this to allow the players to make decisions that matter.

Sarah's Ep08 (A Plan Appears): Armed with a friendly alien A.I. and a working knowledge of The Unburdeneds' network, the PCs learn they can sneak through the network by travelling through when the relay opens the gate. They plot a path to the Unas trio's most likely location, sneak in, and save them. Sarah makes a note that the PCs must learn that The Unburdened are kept in emotional slavery, their feelings of love, duty, and respect all controlled by a central A.I. from birth.

Li Jun's Ep08 (A Plan Appears): Having depleted much of the Jaffa's Deathglider reserve on their planet of operation, the PC's orbit comes within range of Icehole once again. While preparing to defend themselves against another invasion, the PCs learn that the Jaffa commander's second-in-command will be leading the strike himself. If the team can shoot him down and capture him, they just might learn what happened to the Phoenix site!

BOTTLE EPISODES

When the budget is tight but an "episode" needs to get filmed television creatives may turn to the bottle episode. Shot on existing sets with a small cast and crew, these stories are often personal in nature, relying on the actors to carry intense character moments. That or it's a clip show used to catch the audience up.

In the Stargate SG-1 RPG, a bottle "episode" can be used when you have fewer players than normal. This is especially important at peak Tension "episodes" where you don't want to advance to an important plot point without every player.

Your "episode" could be an insular mystery, taking place within the Phoenix Site, the town of Haven, or on a world the team has already visited. Combat is unlikely in this scenario, but intrigue is a certainty.

Because an RPG doesn't actually have to worry about budgets, a bottle "episode" can also be used as a flashback framing device, or to play a series of combat scenarios. Perhaps some of the players will control NPCs destined to die, or the narrative follows a group of privates telling tall tales about the PCs' exploits.

While the possibilities are endless (and examples can be found in nearly every television show) one element is key: the story is in a lull. New information may come to light, but the narrative does not advance during a bottle episode.

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Sarah's Ep9 (More Distraction): While relaxing in Haven with their rescued friends, an outbreak of an alien virus brought back by Phoenix-4 causes the afflicted to suffer from extreme autophobia (fear of being alone). The virus must spread or die out, so a 24-hour quarantine solves the problem, but sufferers react violently if forced into quarantine.

Li Jun's Ep9 (More Distraction): With a member of the Jaffa leadership in custody, Li Jun decides to stall the PCs with a comedy "episode" to reset the narrative stakes of the campaign. The Va'stok (the Jaffa commander) has willed himself into a heightened Kelno'reem to avoid interrogation, forcing the team to use Ud'wat incense to enter his mind to look for hidden clues. Unfortunately for them, his mastery of meditation brings him into their subconscious, instead of them into his. They must now try to keep their own secrets away from him while learning all they can. Li Jun decides that the PC's subconscious states will appear as a series of commercials for products representing their greatest desires.

Sarah's Ep10 (The Setback): Unfortunately, the PCs learn more about the people behind the drones when they discover an A.I. spy implanted in one of the rescued Unas. The Unburdened are revealed to be humans with an internal A.I. symbiote, which uploads itself to the base's servers. The PCs must abandon the Phoenix site until the base's systems can be recovered.

Li Jun's Ep10 (The Setback): An unforeseen explosion destroys most of the team's fuel reserves. They must mount a ground expedition across three-thousand kilometers of wilderness to a potential drill site, rig a makeshift oil drill, and then refine it into fuel for their F-302s.

Sarah's Ep11 (Allies Aid): The PCs fall back to P3R-499 to find the Unas tribe mobilized for war. Still secretly monitoring The Unburdeneds' network the PCs must enlist the Unas to help retake the Phoenix Site in a daring surprise raid. By the end of this "episode" the PCs need to learn The Unburdeneds' central A.I. must be located near a Stargate, as it is not quantum entangled for security reasons.

CLIFFHANGERS

A cliffhanger, or two-part episode, also uses the story loop, but it ties two loops together. The cliffhanger comes when a character pays the heavy price, but instead of returning home, they discover that the price was not high enough. Their need does not change, but they must reembark into the unknown, learning more and repeating the loop.

Li Jun's Ep11 (Allies Aid): Returning to Galos, the PCs help to settle a military dispute over part of the Ha'tak that fell to Galos rather than Icehole. The naquadah is a potent asset for any government, and it falls to the PCs to convince three warring factions at a last-ditch summit that cooperation is their only hope of long-term survival against the Jaffa. Li Jun makes sure that one of the factions will demand a thousand of their pilots be relocated to the PC's base, for off-world training in higher gravity.

Sarah's Ep12 (All Is Lost): The PCs and a handful of Unas are able to trick their way back into the Phoenix Site by hacking The Unburdeneds' network. They fight off the defense drones and retake the base, only to learn they are now blocked from the network. To make matters worse, the alien A.I.'s last action before being defeated is to warn his homeworld, and to call for aid, a compact tank-like drone that occupies the embarkation room at the end of the episode.

Li Jun's Ep12 (All Is Lost): Li Jun has known where all this was heading for some time… when a Ha'tak with a Goa'uld overlord enters the system. At first concerned about their own defense, they quickly realize that Galos is the first target. Armed with only biplanes, the Galosians are surely doomed if the PCs' engineers don't come up with a quick and dirty solution.

Sarah's Ep13 (The Finale): This "episode" opens with a jump to tension d12 and the battle of the embarkation room. Afterwards things settle back down to a d10 tension, but the PCs have only a limited amount of time to act. The relay is spreading the word, changing the gate opening patterns, but for a short time the PCs still know when and where gates will open. As the lockout spreads the PCs discover a path to The Unburdened homeworld.

They could plan an attack against The Unburdeneds' homeworld in hopes of destroying the A.I. that keeps them in emotional slavery… if they are willing to risk everything to save their enemies. Sarah purposefully forces herself to not contemplate how the "season" will end, as she wants the PC's actions to determine the eventual outcome, but she makes rough notes about what they might find on the other side of the Stargate.

Li Jun's Ep13 (The Finale): With a thousand biplanes retrofitted for jet propulsion and flown by brave Galosian pilots in space suits, the PCs must mount a suicidal assault on the Ha'tak, and deliver their one nuclear missile into the mothership's launch bay, saving not only themselves but the entire population of Galos.

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Game Episodes

The overall game story structure includes a 13 "episode" structure, character development arcs, and story circles.

Each "episode" is a self contained story, even though it is part of a longer "season" arc. This is accomplished by focusing on one character's internal journey while the rest of the team assists in various ways.

This may seem anathema to some experienced GMs, who want to give each of their players the same attention during an episode, but it is an important element of a story. If done right, your players may not even notice! Just remember to give everyone a moment to shine during each episode, regardless of episode's main character. Each "episode" should have a different main character as well, so that everyone gets at least two personalized stories per season.

THE STORY LOOP

Many gamers, authors, and film enthusiasts will be familiar with Joseph Campbell's treatise on comparative mythology *The Hero with a Thousand Faces*. In it, the author explores the similar fundamental structure of a specific story-arc (the hero's journey) across multiple cultures.

In recent years, various book and television creators have drawn on Campbell's work and identified a narrative structure at play that forms a basic story loop. While many other theories and techniques for crafting a satisfying tale exist, the story loop is particularly useful in roleplaying games. Indeed, an RPG campaign can often be viewed as a series of story loops within larger story loops.

In its most basic form a story loop can be described in four stages. When used this circle tends to produce a story that people find satisfying, regardless of the story genre. This loop can be applied at the top of your story structure (defining a series) or at the bottom (a single encounter) and anywhere in between! To illustrate this concept we will be using the plot of *The Torment of Tantalus* (Stargate: SG-1, Season 1).

•Step 1: Comfort

First we are introduced to our protagonist(s) in a place of comfort, but with an unfulfilled need. In an RPG "episode" this can be as simple as asking the players to describe their PCs' downtime activities (comfort) before calling the team together for a mission briefing (the need).

In *The Torment of Tantalus* we first see Jackson in the briefing room (comfort) watching old video of the Stargate's unlikely activation and witnesses a man pass through, which he feels compelled to investigate (the need).

•Step 2: Unknown

An incident forces the character to embark into the unknown. They begin to dive into the metaphorical underworld to learn its secrets. This can take many forms in an RPG, depending on your desired Tension level.

Mechanically, this is the GM's first opportunity for an encounter. This is also the stage at which the team is likely to outfit itself and plan its mission. It often includes the moment when the team goes through the Stargate, literally stepping into the unknown to discover what lies beyond.

In *The Torment of Tantalus* Jackson visits the daughter of the man in charge of the program (Catherine). He learns that the man who went through the Stargate was her fiance and use the Stargate to travel to the same world.



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•Step 3: Trials

Once our protagonists are in the underworld of the unknown the road of trials can begin. This is the period in which the characters are challenged by their new situation. Success is not necessary at this point, and often a character learns more by failing than succeeding.

This is where the bulk of encounters occurs, as the characters learn new information and adapt to the new reality. The unknown becomes known to them and they grow as a result.

In *The Torment of Tantalus* the team finds themselves in an abandoned castle by a storm-wracked sea. They explore the castle, meet Ernerst (the fiance) who has been living there for decades, and in turn learn of the four great races and a little bit of their history. The DHD for the local Stargate is broken, and it serves as a trial for characters not in the episode's spotlight, keeping them engaged in the story and forwarding the plotline.

•Step 4: Return

Finally, the characters are ready to sate their earlier need, but to get what they want they must pay a price. Using all they have learned about the unknown they overcome a final trial using what they know before returning to a place of comfort, thus closing the loop.

In an RPG this is often a final climactic battle where it is likely the PC will be injured or a choice with no clear right answer that your team must make.

In *The Torment of Tantalus* Jackson achieves what he wants without paying a price at first, as the castle is a trove of information that would take lifetimes to unravel. But, the castle is doomed by a powerful storm, and as the team desperately seeks to escape, Daniel must grapple with his own obsession, having learned by Ernest's example of where that leads, he chooses to abandon the font of knowledge (the price) and return through the Stargate.



Phoenix-3 prepares for an assault on a Jaffa slave camp.

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THE LOOP AS INSPIRATION

Many experienced GMs already craft stories that can be viewed through the lens of the story loop, but by using it as a road map even a new GM can make his game memorable. The loop is not a template in which encounters are slotted, rather it is a tool to help guide your story writing even when you might not feel particularly inspired.

As an example, we will create a couple of "episode" outlines here, one for Sarah's campaign and one for Ji Lun's (see page 280).

•Example 1: Sarah

Our GM (Sarah) is looking to craft "episode" 5 of her first "season" around the team's Jaffa Soldier named A'Tir.

As a first step, Sarah decides to choose what three encounters she wants to run. She knows others might arise during gameplay, but she selects an Interrogation because the other PCs will be useful to A'Tir in that situation. She also knows that A'Tir's player enjoys combat and any excuse to wield his Ma'tok, so she decides to include two combat encounters as well (and makes a mental note to raise the Tension of the last fight to d10).

In this "episode" she knows her PCs will come to the aid of the Unas of P3R-499, earning their trust for later in the season, but she hasn't decided any specifics until now.

She begins with bullet points for the four stages of a story loop. She decides to open the "episode" with A'Tir emerging from a Kelno'reem state as the warning klaxons announce incoming from the Stargate (comfort).

All of the players will get a chance to discuss what they were doing when the alarm sounds, but they all eventually come to the embarkation room. There they learn that the gate was opened from P3R-499, but nobody attempted to come through. The team travels through the Stargate to find a running battle (unknown).

The Phoenix Site soldiers were killed at the gate, but Bra'xon, one of a trio of befriended Unas warriors, finished the dialing sequence. This first combat encounter is a Tension d8, as the PCs arrive to find only one alien combat drone guarding the gate. Once defeated, the drone's primary self destruct malfunctions and the PCs have time to interrogate the semi-sentient machine before it eventually blows itself up (Trials).

Finally the team must assault the ruins of an ancient Asgardian Biliskner-class ship where The Unburdened drones have taken prisoners to aid in salvaging tech and raw materials. Before the drones are all destroyed, they divert the ship's meager power to the engine, which threatens to explode. In the mayhem, A'Tir must choose to risk his Ma'tok to power the prison doors if he wishes to free several Unas slaves before fleeing the doomed craft (return).

Just in case, Sarah also prepares a Traversal encounter. On the off chance that the players are moving too quickly to the final fight this encounter can be used to extend the trip to the crashed ship. It can also be skipped without hurting the plot should the players wish to spend more time talking to NPCs or planning their assault.

•Example 2: Ji Lun

Li Jun wants to tailor this distraction "episode" to appeal to the player of Maste. He knows that the player is an avid Francophile so he decides to tailor the villain, Queen Artinel, after the worst excesses of French nobility just before the French Revolution.

Holding tightly to the loop, Ji Lun decides to open on Maste as she helps Bervel direct a team of mechanics as they assemble their airstrip's first F-302. He's going to have the players rough out a layout they want for the hangars, barracks, and runway.

Once this opening is complete, Ji Lun will move on to Step 2, when a dozen men on horseback wielding spears and crossbows attack the USAF tents. These soldiers of Queen Artinel are little more than raiders who expected to find commoners in tents, not armed Phoenix site personnel.

At least one of Artinel's men will surrender, which begins Maste's part 3 Trials with an interrogation. This will, hopefully, lead the party to Artinel's castle, which hosts a grand ball at least three times per week while her people starve.

Suspecting that the team will want to either meet with Artinel or sneak into a party, Ji Lun prepares both a Diplomatic Function and an Infiltration. He also makes plans to run both at the same time, if necessary.

Once there, it will be revealed that Artinel took a choker from a dead Goa'uld several hundred years ago that functions similarly to a sarcophagus, granting her everlasting youth at the expense of her sanity. Her mind is long gone by now, and the PCs must decisively deal with her in order to return her people to some sense of normalcy.

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Encounters

Typically, the GM decides what encounters will be present on a mission. The nature of a mission through the Stargate means that the GM can safely plan several encounters in advance, which is especially useful in complex combat encounters, like assaulting a Jaffa stronghold or freeing slaves from a labor camp.

This is an RPG, however, and that means the players' choices matter. This can have far reaching narrative consequences, but it also means the GM may need to generate an encounter on the fly.

PACING

A typical game "episode" will have between 3 and 5 encounters, depending on complexity, difficulty, and available play time. "Episodes" with very complex or difficult challenges (like combat) will have fewer encounters, while those with an investigative or roleplaying focus may have more.

Ultimately, it falls to the GM to pace the encounters of an episode. There are no strict parameters for deciding how many encounters fit into a session. As aspects vary between groups, the only way to get a feel for them is to play. As you gain more experience with your group you can adjust with more accuracy. Early on, fewer encounters is likely better, as players may still be learning the rules and the GM is still getting a feel for everyone's style.

Some realities that affect pacing include:

The number of players: The more players at the table the longer each encounter will take to resolve. This is usually caused by players having questions before they resolve their actions, so if you have more players at the table it may speed up certain types of combat encounters if you use visual aids such as map handouts the players can draw on or a grid map.

Player Style: Not every player engages with a roleplaying game in the same way. Players with a focus on tactics, for instance, may spend longer in combat encounters because they are engaged by the challenge. Those with a penchant for investigating mysteries may take their time with an interrogation. If an "episode" features encounters that a GM knows his players take slowly, then fewer encounters should be planned.

The Story: Depending on the narrative, the number of encounters can vary greatly. Additionally, one encounter might be paused while another is resolved. For instance, the PCs might be traversing a mountain range over the course of days, pausing occasionally to resolve combat with local wildlife or to lend medical aid to a fellow traveler.

Session Length: In general, a roleplaying game session's length tends to feel most satisfying between three or four hours in length. Some experienced players may like to play longer, or the reality of real life schedules might keep game sessions shorter. On average an Action encounter takes about an hour to resolve, while a Plot encounter usually takes about thirty minutes. If you assume forty-five minutes per encounter, you can usually pace your game without the session feeling rushed.

THE RIGHT CR

In the Stargate SG-1 RPG, challenge rating (or CR) determines which antagonists the PCs have a reasonable chance of defeating in direct combat. However, this isn't an RPG purely about combat, and that makes the CR system merely a guideline for the Gatemaster, rather than a fundamental mechanic of game balance.

In direct combat encounters, where you want the PCs to confront and defeat an enemy, the CR is designed to give you a broad general idea of the enemy threat compared to your PCs. However, in a Stargate narrative, that isn't always the way combat is handled. It is often more appropriate to have a low or high CR present. After all, it would be strange to have a CR 5 System Lord just because the PCs are level 3!

The average party level (APL) is a good indicator of what CRs a group can defeat in combat. Anything with a CR equal to or less than their APL should not pose a life threatening (and therefore story-derailing) challenge. Crits happen, but the likelihood of the PCs outright failing is extremely low. A CR 1 or 2 points above the APL will challenge them, and in high tension scenes may even defeat the players. Anything above that should feel risky, depending on your player's skill level and character concepts.

The easiest approach, as a GM, is to start low and slowly raise the CRs. Especially early on, or with new players, it can be helpful to run a few low threat encounters, just to shake out the problems and strategies. This also prevents you from accidentally killing a group that didn't build their characters with a focus on combat. As you proceed, slowly increase the CRs the PCs face, up to and including enemies that are above the group's APL, if your team includes multiple combat focused characters. This lowers the risk of PC death in your "series" while you get a feel for what your particular Phoenix team can handle.

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As a Gatemaster, you're unlikely to hear complaints because the occasional enemy was too easy, as long as that feels appropriate to the story. A team might knock out a few bronze age recruits or a militaristic character might get a chance to shut a low CR loudmouth down. This can create some fun scenes that give the PCs a chance to be nonchalantly cool and impressive.

However, if you go high on the CR, it's important to have a reason and to avoid outright killing the PCs, as that wouldn't feel like fair gameplay. A high CR challenge can be a lot of fun, however, as it forces the PCs to solve problems in indirect ways, giving them an opportunity to be heroically creative. When using creatures of a CR more than 3 points above the APL remember these three tips:

First, non-sentient creatures should be non-lethal. This gives you as GM a clear reason why the creature isn't just eating the PCs. Even a typically predatory creature might be encountered just after it has fed, and now it would rather play with its food than out-right devour the PCs.

Second, don't fall for the efficacy trap. Just because an action is the most efficient way for the high CR bad guy to achieve their goal, that doesn't mean it's what they do. People make mistakes, have personalities, and often hold conflicting goals. Use that to set your scene.

For instance, if you want your PCs to meet the big bad System Lord but they're only level 5 and he's a CR 14, that's fine! Just be ready to employ the tried and true methods used in TV shows to avoid a party wipe. Perhaps he wants them prisoner for some reason, or simply doesn't view them as a credible threat. Goa'uld, by narrative design, rule through terror. Yes they are willing to murder indiscriminately, but their capricious whims are just as likely to take the PCs prisoner just for the fun of breaking them!

Lastly, have a clear plan for what happens if the PCs win and if they lose. PCs may surprise you and defeat an enemy well above their CR, and in Stargate that's even more likely to happen. After all, the F-302 is a pretty effective combat equalizer, and nukes can bring down just about any enemy! So it's vital that you have a clear plan in mind for either outcome.

TRANSITIONING ENCOUNTERS

As a GM, one of your primary duties is to transition the game from one encounter to another. This can be done by passing time and describing events, but it might also result from one encounter type leading directly into another.

One key example is a pursuit becoming a skirmish, as the team chases down an NPC, but there are limitless situations in which one encounter might naturally arise from another.

Whenever you change encounter types, you should re-roll initiative or moxie. It might feel appropriate to keep the old turn order, but rolling again creates a clear delineation between the two encounters.

The new encounter can also be seeded by the previous encounter. For instance, a pursuit ending in a skirmish might grant the lead character advantage on initiative in the skirmish, or trailing enemies might arrive on turns after the first. This ensures that there was a reason to have the first encounter, thus maintaining its stakes.

DERAILING & RAILROADING

Your players will eventually take a course of action that takes an "episode" in an unpredicted direction. Assuming this action makes logical sense, you should see this as a mark in your credit as a GM, as your world has engaged the players' creativity.

But that doesn't fix the question of what to do next! In RPG slang this is called "derailing" an "episode" (or even "season"). Derailing is itself a reference to "railroading" which is a style of Gatemastering that forces the PCs down one pre-determined course of action. GMs who railroad their PCs along one set solution to each episode's storyline will erode trust and frequently cause players to instinctively attempt to derail the adventure. There are a few ways to recover from an "episode" being derailed, but you want to avoid railroading your players in the process, which can be tricky.

A smooth recovery is easiest when you can move your prepared encounters to where the PCs are going. This is best when the encounter is fairly flexible, such as a convince encounter at a roadside checkpoint, this might be easy enough to move. Animal attacks, accidental encounters with enemy forces, and enemies in pursuit of the PCs are common encounter types that can be swiftly moved.

If the encounters were too specific to move, then you might need to create new encounters on the fly. This is best done by aiming at a lower difficulty than you think is necessary. This rewards the players' creative solution and prevents the PCs from feeling railroaded towards your pre-planned adventure.

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PLOT ENCOUNTER ADVICE

The purpose of a pre-planned Plot encounter in an "episode" is to give the PCs a chance to roleplay important character decisions. The mechanics are designed to afford players who might not be as quick of tongue a moment to think when describing their actions. This allows them to play a character that is more practiced at being glib or witty than they are. After all, it's not strange for a player to choose a PC that is stronger or a better shot than they are in real life, so why should wanting to play a casually confident character be any different?

If you have a table of gamers who are comfortable roleplaying in character, then you'll be able to stay in character better if you use poker chips for the character's DP. With a little practice, your group will be able to handle most Plot encounters with little adjustment to the natural ebb and flow of the scene, with small asides for tossing in poker chips and rolling a few dice.

The tricky part is when a table has a combination of the two types of players, or players who are getting comfortable with a play style. When running Plot encounters in these situations, you as the GM should rely on the roleplaying style you're most comfortable with, instead of attempting to adjust to the players' styles on the fly.

If you're the type of GM who doesn't always feel comfortable speaking in character, but you don't want to stop your players from doing it, then you can simply rely on them. There's no shame in rolling the dice and asking the table, "He doesn't believe you, what's a good zinger he could say?" It's an effective way to keep players engaged, even when the spotlight might not be on them.

If you're a natural actor who has more reserved players at the table, you can make them feel comfortable by being a bit more procedural and asking leading questions. You can speak in character as normal, but after you've delivered the important information ask the player to describe how they are physically reacting to what was said. By getting them to imagine the expression and mannerisms of their character you'll be able to lead them to a natural line of dialogue, even if they're playing the silent type!

•Convince

One of the most common plot encounters is the Convince encounter. Designed to replace simple Deception and Persuasion check, the Convince encounter is easy enough to design in advance. You simply need to establish a few values beforehand (the CR of the target and the desired Threshold). In addition, you'll want to know the target's motivation, so that you can describe their actions and conversation. It can also be useful to determine an effective approach for the NPC, so that the PCs have an angle to gain advantage.

When running on-the-fly Convince encounters, err on the side of easier, if you want the PCs to succeed for story reasons. Take a moment to give the NPC a name, note a memorable quirk for your players, and then jot down a word or two describing the character's personality.

In this way, you create a quick NPC and a corresponding encounter where the risk isn't success or failure, rather it's a wagered resource (DP). It makes the challenge stakes smaller but still risky while also making the NPC memorable.

If you would rather block a course of action, you can set the threshold higher, possibly even greater than six. But you should use this technique sparingly, as players may feel railroaded if you do it too much, or they might succeed despite your intentions.

It's usually best to steer them towards your preferred direction (such as the story you planned). You can do this by having the NPC give them information as a reward for success that naturally leads them down that path. This is another good reason to take a beat when running Convince on the fly to make a few notes, as it buys you a little time to think.

•Diplomatic Function

Designed to give the PCs a mechanic for regaining DP when an "episode" has multiple Plot encounters between long rests, the Diplomatic Function is mostly an "episode" framework. As such, they are frequently difficult to use on the fly.

When preparing a Diplomatic Function in advance, the most important decisions you must make are who is present, what their goals and mind-set are, and who (if anyone) is working against the PCs' goals. These encounters typically take up a large portion of an episode, and may even have other encounters interspersed between rounds.

Alternatively, you can introduce a quick Diplomatic Function in an "episode" to help the team regain lost DP. To do this, the PCs will need to take

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Ingratiate actions, so these functions need to be situations in which the PCs want to make friends. Meeting the leader of a small village or being formally introduced to a high ranking official can serve as simple one or two round Diplomatic Functions for this purpose.

When introducing a Diplomatic encounter, the GM should decide what information can be gained and how difficult that secret is to get. You should also determine what approaches work best on specific NPCs. Information gathering is frequently the primary goal of a Diplomatic encounter, even if that information isn't secretive. It can be a great way to give an anthropologist a chance to study a people, or learn about their system of government. Even if the information seems trivial, as long as it forwards or explains the story, it is a viable reward for a Diplomatic Encounter.

•Infiltration

Used in place of simple Deception and Stealth checks, the Infiltration encounter mechanics provide a more nuanced resolution for long and short term clandestine action. It can even span multiple episodes!

As such, short term infiltrations are rare, but can exist if the team is sneaking through an area on their way to another destination (such as part of a Traversal) or when the team wants to recon a location.

When preparing an Infiltration encounter in advance, the most important thing to determine is who the pursuers might be. What are the baseline NPCs in the area who might notice and report the PCs? Are they guards or civilians? Do they have orders on what to do if they see intruders? Who leads investigations when things get too hot? Is there an expert tracker, a sleuth, or a savvy captain who will investigate? By varying the hunting NPCs you can make every infiltration feel unique.

Infiltration (along with Pursuit) encounters are the most common encounter types to transition into other encounters, making transition advice particularly useful as well.

•Interrogation

Unlike other Plot encounters, Interrogations have a defined timeline, more in line with Action encounters. While this duration is measured in hours instead of seconds, that nevertheless makes Interrogations tricky to insert into an adventure, especially on the fly.

One way is to use the time available instead of the standard threshold for an NPC. In this case the PCs simply don't have time to break the subject and instead must make the best use of the hours they do have to find the location of the kidnapped children, the bomb, or other time sensitive information.

Interrogations also assume that the PCs have the target at their mercy, but a clever GM can also run interrogations using other skills and unique approaches to portray the team getting information in a clandestine manner, perhaps subtly questioning the denizens of a tavern. In this case, you might even combine a Diplomatic Function and an Interrogation into one unique encounter.

As a GM, an Interrogation is also an important time to screen your rolls. The players need to be in the dark about whether the interrogated subject hardened or broke. It is simply too difficult (and not very fun) for the player to separate their knowledge from their PCs' knowledge in this situation. Even experienced and mature gamers will benefit from this information being hidden, despite their typically strong ability to separate in and out of character knowledge.

Critically, this means that interrogations are an effective place to cheat the die rolls for dramatic effect. Especially when the team catches an NPC you weren't planning on them being able to interrogate. By allowing them to interrogate the subject and then simply cheating the break test, you can either give them information you need them to have (by having the NPC break) or you can lead them into another encounter or scene (by having the NPC harden and lie).

Be careful not to use this technique too often, however, as doing so will make players too untrusting of information they get from Interrogations. In addition, overuse will erode the trust necessary to ensure PC actions succeed or fail on their own merit.

•R&D

While episodic R&D is a pretty straightforward way to run a montage scene where the team builds or examines a new device, season R&D is much more tricky. The honest truth is that there are just too many options to ever give specific advice on how to handle players creating completely new equipment. The goal, after all, is to allow tech-savvy characters to creatively change your game world through invention, and that fantasy can include things like new types of starships, strange weapons, personal shields, and all kinds of crazy gear.

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So what is R&D for? It buys you time as a GM. Don't try to figure out all the rules right away when a PC or a team is working on a new invention. Instead, let them progress slowly for an "episode" or two, then have them give the prototype a run. Make the prototype bulky, limited shots, or otherwise heavily restrict its effectiveness. Then, as your campaign progresses, you can slowly remove those restrictions until the item feels powerful enough without being too strong.

By starting low powered and slowly gaining strength, you have more control over what enters your "series" and the player gets to enjoy inventing a new toy. This also prevents the player from feeling cheated by preventing a need to reduce the power of the item.

If you do need to roll back the power of an invention, explain it through device instability. The item could, theoretically, work more powerfully, but doing so is very dangerous to the user. It might overheat, create a tiny black hole, or experience "explosive system failure". This creates potential drama when the inventor has to contemplate unlocking the potential of his device through self-sacrifice. The device and the PC will feel powerful without needing to be powerful.

•Traversal

In its most simple form, the Traversal encounter is designed to replace the more traditional random encounter tables common in fantasy RPGs. In a fantasy setting, these tables make travel by land dangerous, thus simulating the wild unknowns in a setting with magic and monsters. In the Stargate SG-1 RPG, travel over distances is a matter of plot rather than simulation. The Traversal encounter makes travel customizable and focused on the PC's decisions and skills, rather than the luck of the dice.

When creating a Journey deck, it's important to not place too many encounters in the deck, as stopping more than once or twice on a journey to fight an enemy can make the travel feel artificially bloated. Remember, traversal without a combat encounter is the definition of success for the PCs. For this reason, no more than 20% of your Journey deck should include combat encounters.

Traversal encounters are designed to represent travel over great distances, but they can also be used to create encounters against specific obstacles, such as climbing a volcanic mountain. All you need to do is alter the interval of the encounter, add some unique skill challenges (like lava flow), and perhaps alter existing skill challenges to suit your needs.

ACTION ENCOUNTER ADVICE

Despite all the diplomacy and protocols, it is inevitable that Stargate team members will be put in harm's way, eventually.

•Aerial Combat

Intended to create an aerial battle without needing to accurately model combat at high speeds in three dimensions, these combat encounters require a heavy narrative hand to keep them exciting, especially in campaigns where Aerial Combat is common (such as when playing a team of Air Force fighter pilots).

To achieve this goal, you should rarely create fields of engagement that are in open sky or space, as that forces the players to only consider the standard actions possible. Instead, include plenty of clouds, asteroids, or other hazards for the pilots.

When controlling NPCs, it's usually a good idea to take advantage of the environment or the NPCs' special abilities, even when they aren't the optimal decision. This keeps combat varied, and is even more important in Aerial Combat

Aerial combat is also one of the encounter types most likely to transition to a Pursuit, which can be used to handle aerial combat as well, just with a different focus on movement.

•Firefight

This encounter type is used for tactical scenes where combat will mostly occur at range. By using 10m squares the scale of the encounter creates a map similar to those scenes in film where a tactical team is watched by military commanders via a satellite feed. While that exact situation is fairly unlikely, the narrative feel it evokes can still be had.

When creating a firefight, either in advance or on the fly, you should always set the scene by describing the battlefield. By varying the tactical elements and environmental conditions at play, not just the map of structures, you can ensure that firefights are a truly tactical challenge.

Limiting the visual range alone creates a wide variety of encounters. Firearms are the standard issue weapon of the Phoenix Site, and they have extremely long potential ranges. By limiting battlefield visibility to 100m you can evoke the feeling of fog of war. If you reduce the visibility to 10m or 20m, say during a sandstorm, you can make melee assaults a viable strategy.

Cover can be used to create lanes of fire for both sides and is a critical element of any firefight, as it keeps the engagement going on long enough for

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multi-turn strategies to be effective. Even when full buildings or other structure aren't available to break line of sight completely, some critical patches of terrain add a lot of choices to a battle.

High ground and firing alleys can also be crucial. They provide locations to lure enemies too. By adding between one and three advantageous areas per map, your more combat focused players will be able to make tactical use of their characters' abilities.

Likewise, disadvantages such as glare or high winds might serve as a strong plot reason for an assault to happen quickly. Alternatively, these disadvantages can serve as risks of failure during planning and scouting, or as a nasty surprise to force otherwise prepared teams to adapt.

•Pursuit

The nature of pursuits, with characters jockeying for the lead, means that there are two primary types of pursuit. The first is when the PCs are chased, and the other is when they are chasing.

When PCs are chasing a foe, they should usually be able to end the encounter by taking the lead. From this position they can turn the pursuit into a Skirmish, Convince, or other encounter type. Even when the enemy might have multiple exit options (such as a chase through a city streets), you can have the encounter transition when the PCs take the lead, unless a particularly noteworthy villain is on the run!

When the PCs are being chased, they must gain distance from their pursuers to evade, which usually means attacking enemies or choosing paths when in the lead that hamper their pursuers. In these situations, the enemy might be able to catch the PCs by taking the lead, transitioning into another encounter type. However, in situations with multiple exit paths for the PCs the enemies may chase until defeated or evaded.

•Skirmish

Of all the encounter types, Skirmishes are what most experienced players expect from a combat encounter. It involves individual PCs taking turns, shooting guns, moving about a map, and hopefully overcoming their foe. Despite being the encounter type most GMs have experience with, there remains some specific advice for the Stargate SG-1 RPG.

First, it's important to remember that interesting NPCs make mistakes. That's when the PCs can capitalize on an exposed weakness or press the advantage of their own abilities. Don't worry about always making the tactically right decision, give the NPC a bit of personality and let it make an appropriate mistake. For instance, a vain lieutenant might stop to brag, or a sadistic torturer might always try to take prisoners.

Second, remember what the NPC would know. They might learn, but they aren't as omniscient as you the GM. The NPCs often don't know what advantages the PCs have, so they should always try their most interesting ability first, even if you know it won't work. Take a beat to describe how shocked the henchman is that his attack failed to let the PC have their moment and maybe give them an opportunity to come up with a funny quip.

Lastly, use the environment. If you put interesting things into a skirmish for the PCs to interact with, such as barrels full of knock-out gas or an alien chandelier, have the NPCs use it quickly, especially if the PCs don't.



The Wolf Guard use this distinctly canine helmet.

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NPCs

While the story being told by the PCs' experiences are critical to a good narrative, another area not to be overlooked are the NPCs. Without NPCs the game world would be flat and lifeless, and the GM would lack a writer's voice in the story. NPCs populate a game world and bring it to life, giving the players someone to banter with, defeat, or take orders from. They put the PC in perspective as a denizen of an entire universe, if done properly. If NPCs aren't memorable then they end up feeling like cardboard characters only there to provide information and equipment.

So what makes an NPC good or bad? How can an NPC be great without overshadowing the PCs? For that, we look at Description, Persona, and Motivation. This is important in any writing, and being a GM is no exception!

DESCRIPTIONS

A good NPC description should be short, punchy, and evocative of who the character is. For instance, a description of Teal'c would include his sober expressions, muscular build, dark skin, and Jaffa mark. These elements alone will help your PCs imagine the character. Try to include at least three visually distinctive elements about any recurring NPC when you describe them (and don't forget to take notes).

Character art can also be of use, especially in the Stargate SG-1 RPG. Since the game is designed to simulate a TV show, you can simply cast your NPCs with actors' photos. After all, you don't have a real budget, you could hire whoever you want to play the team's logistics officer.

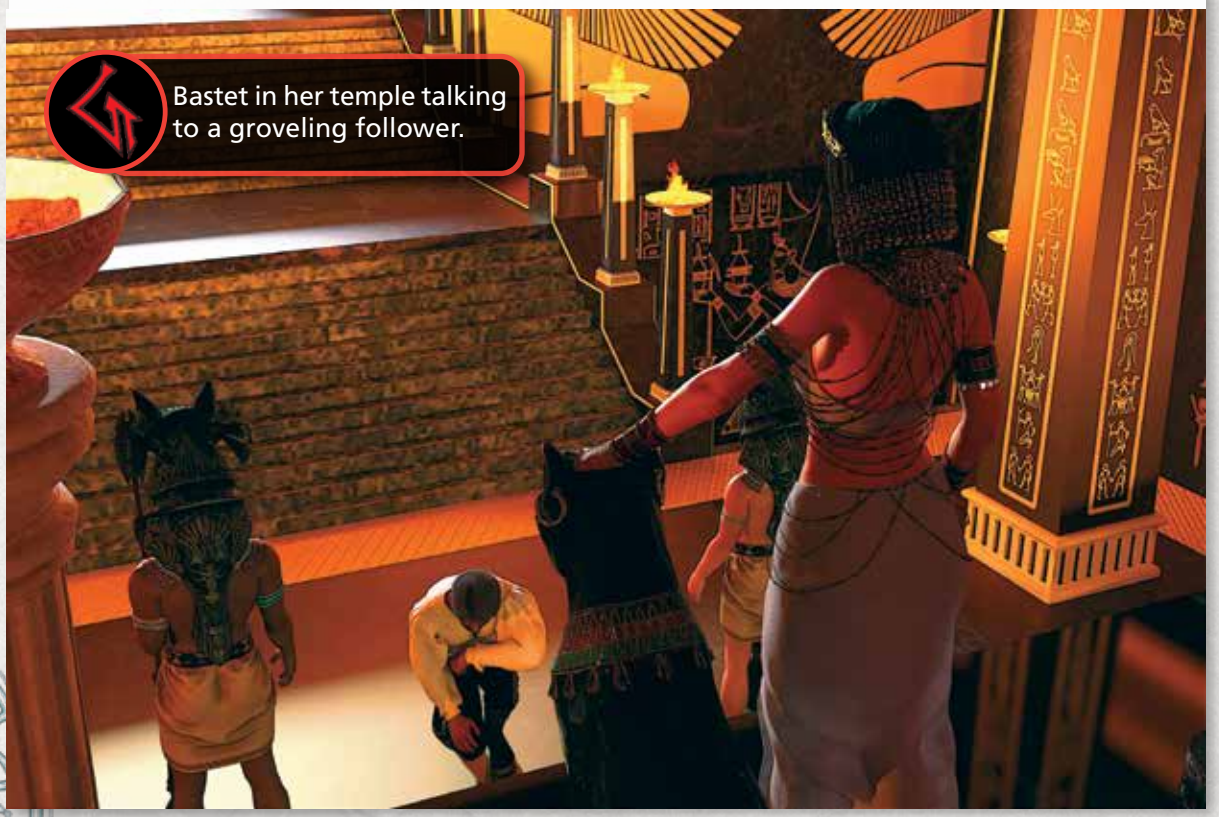
While strong descriptions for recurring NPCs are important it can be equally vital to distinguish NPC extras as well. If the PCs are talking to a group you should describe the entire gathering in the same way as a single NPC, defining their clothing, general health, and the range of expressions in the group. When one of those NPCs takes charge, or starts speaking, that NPC should get a further descriptor.

For instance, a group of feudal peasant farmers could be described as downtrodden souls wearing dirty homespun tunics. When one of their members steps forward to talk, you can set them apart by including another specific descriptor such as being older, a specific hair color, or a visible scar.

PERSONA

The persona includes how a person talks and acts most of the time. Are they flamboyant, laconic, suspicious? Do they always answer with a question or are they direct and calculating?

Persona governs both how an NPC communicates and how they attempt to achieve their goals. It can include accents and physical mannerisms when you roleplay the NPC, or you could simply describe these elements.



Bastet in her temple talking to a groveling follower.

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Of note, the more important the NPC is in an episode, the bigger and more intense their personality should be. This often correlates with strong motivations, but not always, especially when it comes to comic relief.

MOTIVATIONS

Lastly, it is important that you as GM know what the NPC wants. This could be simple, such as a recurring Gateroom officer who strives eternally to keep the gate room clean, despite the dirt and grime tracked in from other worlds. It can also be world changing, such as a Goa'uld who wants to enslave a planet.

Having a clear motivation for a recurring NPC will make them feel more real. Additionally, it can be a source of recurring humor, banter, or just shared history. This will help to make both the NPC and your campaign more memorable.

MURDER YOUR DARLINGS

This is the advice that you won't want to take. You're going to immediately think of a dozen exceptions to this rule… which only proves the rule. Murder your darlings.

What does this mean? If you've got an NPC you care about, perhaps one you've used in multiple campaigns or one that is pivotal to the team succeeding, you need to remove them from your campaign and not use them. You're too invested, it's just as impossible to be impartial as it is to flap your arms and fly. This isn't to say you can't re-use traits or personality tropes that you're comfortable with, but change the character in a significant way.

If the NPC is critical to the long term "season" or "series" storyline, then that NPC should be a PC. The secret daughter of a System Lord who has joined the Phoenix Site? That should be a PC, not an NPC. If it must be an NPC, they need a very concrete link to a PC, such as looking identical (and thus allowing hijinks), or being closely related to a PC.

So be honest with yourself, and if you find you care more about an NPCs story than the PCs, if you're arguing with this text in your head about a story-vital NPC that simply cannot be changed, then you're in a position where you must murder your darling. Remove, drastically alter, or replace that NPC and your story will be much more memorable for your players.

Reward & Punishment

Unlike a standard fantasy RPG, rewarding players in the Stargate SG-1 RPG isn't done with new magic swords or wheelbarrows full of shining gold. Instead, PCs are rewarded in smaller, more personal ways.

The most common way to reward players is with advancements in their base. As the PCs succeed in their missions they bring back artifacts for study, new personnel, and other resources. This could improve any facility, such as a new singer from an alien world who drastically improves rec hall karaoke.

New or rare alien weapons might also be added to the armory. While these items aren't always available, the PCs would certainly be given clearance to requisition them for the right missions.

Part of simulating a TV military is knowing that success is only rewarded with more work. When done properly, this does feel like a reward, however. For instance, a PC who is very combat focused might be rewarded with permission to requisition a rocket launcher. You can then follow this up with a mission where heavy ordinance is vital to success (even if it's just blowing open a security door).

Punishments (as well as most rewards) should come from General P.K. Loyer (or your own homebrew general). For the most part, a stern dressing-down is usually enough punishment for a PC. Only if they flagrantly break protocol or commit a war crime should they be thrown in the brig or otherwise punished more severely.

Never punish the PC for the player's problems, however. If the issue at the table isn't just the decisions of the PC in character, but rather a player causing problems, then it is advisable to speak directly to the player. Trying to curtail out of game behavior with in-game punishments does more damage to the story being enjoyed by all the players than it rebukes a specific player.

If you do find the need to punish a PC with drastic measures such as arrest and court martial, you've honestly backed yourself into a corner and you have two strong options. First, the PC (but not the player) can be ejected from the Stargate program. This ends the character's career and the player will need to create a new PC to join the team. Alternatively, you can engineer some reason why General Loyer simply must use the PC for a critical mission, thus giving them a chance at redemption.

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Ascended Beings

One of the recurring themes in the Stargate franchise is the concept of the Ascended being. This entity no longer requires a physical form and becomes a being of raw energy. In this state, the being occupies another plane of existence, one of learning, understanding, peace, and power.

Ascended Beings are incredibly powerful when the story requires, capable of defining reality almost on a whim. Entities such as the Ohne can render an entire team unconscious with a wave of their hand, for instance. Typically, these beings are benevolent when encountered by physical lifeforms, aiding the side of knowledge and peace. This puts them at odds with the Goa'uld, but that doesn't mean they are always allies to the Phoenix Site. Often they have their own inscrutable (and long ranging) motivations.

This allows you to create almost any scenario you want. In a low tension episode, perhaps one for comic relief, an ascended being can wreak havoc on the PCs in a variety of fun ways. Perhaps they are transported into a living work of fiction, shown possible futures, or even taken into the distant past to meet historical figures. You are limited only by your imagination and your desired "series" tone.

Some players, especially those with a pacifist focused character, may wish to ascend themselves. This process is not quick and should be stretched over the course of at least one full game season, if not several seasons. Once a character ascends, it is no longer a viable player character and must instead become a non-player character who shows up at rare, but story critical, moments.

There are three main forms of Ascension that a character might pursue; Enlightenment, Evolution, and Technological. While other forms of ascension may exist, these represent the various forms known to the people of the Milky Way galaxy.

Enlightenment is a spiritual and mental pursuit, where an ascended being assists mortals in gaining the insight required to ascend. Evolution can also cause a creature to lose its physical form, transforming its body and granting the creature fantastical power. Lastly, a technological ascension is possible, although this process isn't well documented and may not be a true ascension, rather a translation of a mind into a digital form.

When bringing the fantasy of Ascension to a PC at your table, you must craft the process to both their character concept as well as the larger story of your "series" or "season". This ensures that Ascension, which is essentially a planned PC death, is memorable, impactful, and dramatic.

Troubleshooting

Even the best GMs find themselves needing to troubleshoot an RPG campaign, and the Stargate SG-1 RPG is no different. Many problems can be preempted with clear communication, but others are just part of the unavoidable reality of any RPG campaign.

THE SENSITIVE STUFF

Many of the most successful campaigns begin with a session 0. This game session usually includes character creation as a group, as well as an overview of the type of story being told. This doesn't mean a full plot synopsis, but telling your PCs that a campaign will be about soldiers in a war or a medical team studying alien diseases will help them create appropriate PCs.

Some campaigns also include a group contract, which gives the players a written synopsis of what the campaign will entail and how they can appropriately interact with the game and the other players. This isn't usually necessary, but even if a group contains mature gamers, it can help to start a campaign with everyone in the same mind set.

It is also important to note in session 0 or in the contract (or both) what your campaigns' approach to three sensitive subjects will be. These are gore, race, and sexuality.

The level of gore in a campaign, even one that operates in our theatre of the mind, needs to be consistent and properly focused. This isn't to say there aren't appropriately gorey campaigns, but the players should know what to expect. A campaign with low gore is like most TV shows, with NPCs being knocked out and limited screen time given to the ramifications of violence. A high gore campaign might occur in a campaign with very little bloodshed (thus making the rare violence traumatic and sudden) or it could occur in a campaign focused on war (and thus highlighting the tragedy of war).

Racial themes are nothing new to science fiction, although our modern sociological issues are usually portrayed through alien allegory. If you, as a GM, want to explore those themes, it is advisable to discuss them with the players in advance. This will prepare them for NPCs who are racist against jaffa, humans, or some other group. Even if you intend to broach these topics infrequently, you should let your players know.

Acceptable sexuality levels should be discussed. In a campaign that strictly simulates a TV show, you're safe in limiting most romantic elements to PG-13. The occasional characters might fall in

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love, get married, and maybe even share an on screen kiss. However, more overt sexual themes should be discussed in advance. This isn't to avoid controversy (although that is an effect), but rather to ensure you as a GM have a clear line that you can stop players from crossing, in the unlikely event it becomes an issue.

It should be noted that the stories told with the Stargate SG-1 RPG are well-suited to exploring various racial or sexuality topics, such as with Jaffa slaves or symbiotes of a different gender than their host. If your group is mature enough to handle those topics then you're likely to have a very memorable series, but don't force it on them. Let the players explore those topics at their own pace, within the boundaries you've defined, of course.

Lastly, don't be afraid to simply say that your campaign won't be broaching those topics frequently. Simply tell the players that those sorts of things obviously do happen, but they will be off screen. If their character gets married, that's fine, but it isn't going to be part of the game session itself. If you as a GM aren't comfortable with sensitive subjects, then it's acceptable to avoid them. After all, it's your story too.

UNPLANNED PC DEATH

Despite the relatively low lethality of the Stargate SG-1 RPG, PC deaths can happen. As with most things as a GM you have two choices, let it stand or change it.

If you're going to let a PC death stand you need to make the death both memorable and impactful. This usually means making the team overcome the loss of an important character. If the team lost their soldier, the remaining team should immediately find themselves in a situation where they could really use a competent soldier, perhaps even failing the mission! If the PC has been around for a long time (multiple seasons) then the storyline should shift to allow PCs to grieve and tell the story of the loss of a comrade.

If you're going to undo the death, then it should be the subject of a mission. Can the PCs smuggle their friend's corpse into the System Lord's sarcophagus? Can they use the Stargate to go back in time and save them? You can't use this tactic for every PC death, but it can come in handy when a PC dies randomly to an unlucky crit!

PLAYER PROBLEMS

It's important to discuss player problems, which is often the same as "problem players," but with a more gentle approach. There are a wide variety of ways a player can cause problems at your table, and as a GM it usually falls to you to address the issue before it impedes the fun of other players.

Rather than blaming the player, however, you can solve a lot of issues by understanding what it is they want from game that they aren't getting and then addressing that issue. Most problem behaviors can be solved by tackling what fantasy the player wants to explore within the narrative.

If a player is frequently attempting to start combat, then the player is likely seeking a tactical experience. Rather than telling the player to calm down, you can include moments in most missions where the PC can punch out a thief or some other decisive action.

However, sometimes the problem really is the player. Like it or not, some players just don't play well with others. They could be making unwanted romantic advances in character towards other PCs (or even players) or be so dominating that they don't let other players enjoy the story.

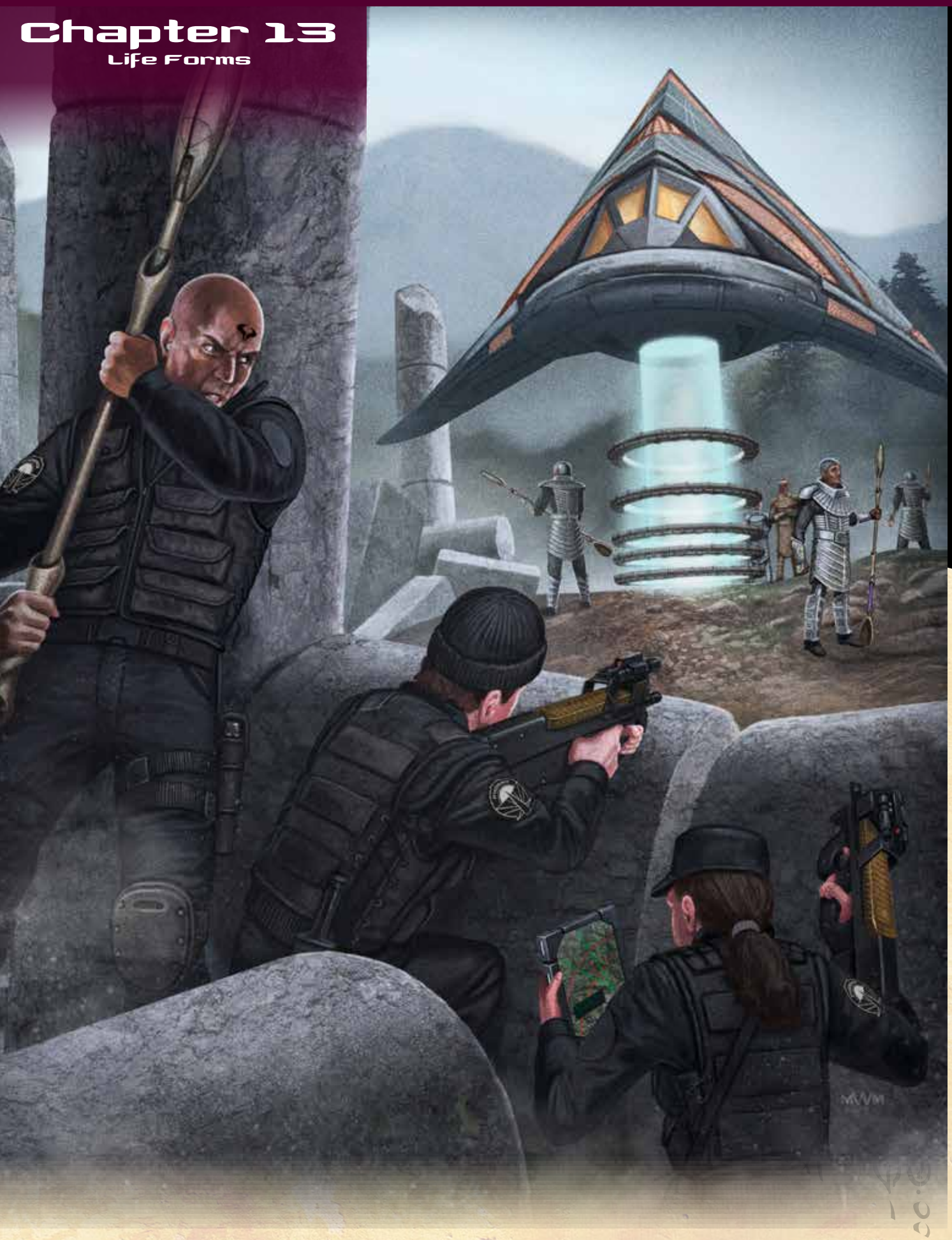
In these cases, the only thing you can do is to talk to them directly. Don't go behind their back, don't yell, and don't give them a choice. Make sure to calmly speak to them in private (if possible) and lay out what effect their actions are having at the table and why you need them to alter their behavior. Don't rope other players into it, as that causes drama, even if they are offending other players. Tell them their actions make it difficult for you to run the campaign or that you're uncomfortable with the tone or frequency of their actions.

If you must eject a player from your campaign, then articulate your reasons clearly and succinctly and tell the player it's over. Don't drag it out, after all, the drama is supposed to be contained to the game's story!

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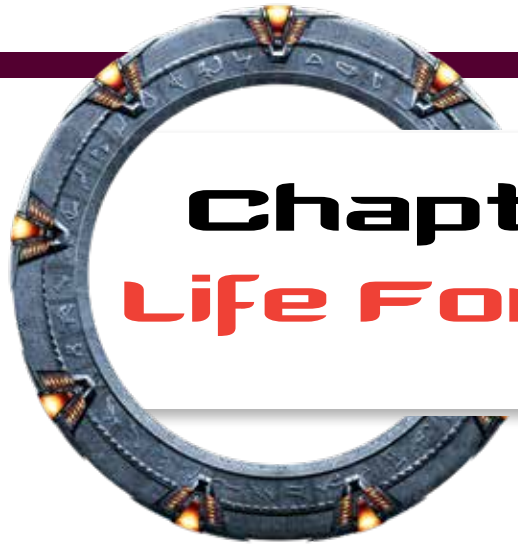
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Chapter 13
Life Forms



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Chapter 13
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NPC'S ARE CHARACTERS TOO!

This chapter is all about the NPCs that the team will encounter. It provides for the GM a variety of NPC statblocks so that the GM has access to various values, such as ability scores and AC, for the myriad of aliens, animals, and antagonists with whom they deal.

This chapter also includes information about using different NPCs in your campaign, notably in combat. All NPCs may not be combatants, some are scientists and diplomats, others may be domesticated animals or peaceful entities. However, as combat is where all the statblock numbers interface with gameplay, this chapter focuses mainly on that topic.

We begin by discussing the Goa'uld, their technology and their forces (the Jaffa and Ashrak) as they are the setting's primary antagonist. Then we present all other lifeforms alphabetically.

What is a Statblock

A Statblock is a condensed collection of attributes that essentially function as an NPC's character sheet. It will contain ability scores, skill proficiencies, and various other values such as movement speed and special abilities.

These statblocks contain only common combat values and crucial proficiencies the character would need to fill its role. They are therefore less well rounded than a PC. This is intentional, as it gives the GM flexibility in designing specific NPCs to add to a campaign.

Additionally, these statblocks leave certain assumed proficiencies out to save space. An NPC is assumed to be proficient with all their listed equipment, including weapons and armor, unless otherwise specified in the NPC entry.

What is CR

An NPC's Challenge Rating, or CR, represents the general power and competence of an NPC in an encounter (such as combat).

A typical team of 3-5 PCs can handle a single enemy of CR equal to their level as a reasonable challenge. This means that they may take some damage, but the PCs are unlikely to be defeated as a group (although individuals may be reduced to 0 HP). NPCs below the party's level can still threaten the PCs, but anything 3 or more CR below the PCs level is unlikely to be more than a minor nuisance (which has its own narrative uses).

When choosing the NPCs for your PCs to fight, it is important to note that enemies with a CR above your PCs' level may be extremely dangerous, especially at higher tension levels. A group of level 3 PCs, for instance, is very likely to lose a fight to a CR 5 NPC. If your tension rating is at d10 or d12, this can lead to a PC death. It is recommended that PCs only face such an encounter during climactic battles.

If you wish to pit your PCs against multiple foes, then you will need to use lower CR NPCs or the Extras mechanic (see page 298). A group of 3-5 PCs will be challenged by a group of 2-4 NPCs of a CR equal to their level minus 1 or 2. For instance, a group of level 7 PCs might face four CR 5 enemies during a dangerous firefight. If you want your players to fight a swarm of foes, you should use the rules for extras (and make sure they have area effect weapons).

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Altering Statblocks

The statblock contains all of the NPC's relevant combat and encounter information, but it purposely leaves room for the GM to add to the character without drastically affecting its Challenger Rating. This assumes a minimal number of combat focused additions, however. While the GM is free to add proficiencies to an NPC as is necessary to round out the character, a certain degree of care should be exercised when including additional combat abilities.

For example, an NPC based on the Soldier template (see page349) has several combat abilities, high HP and AC, as well as a special combat relevant feat or two. A GM might add a single new combat ability to the character to keep things interesting. This could include a feat letting his mastery of an alien martial art stun or trip the PCs. However, large numbers of combat relevant skills would increase the NPC's CR.

Alternatively, the GM may need a quick statblock for a scientist. He might choose a scientist NPC that isn't technically appropriate, such as a chemist to represent a physicist, but that is the correct CR. This NPC can then be quickly customized to better reflect his area of study. If the PCs encounter this NPC in combat, the GM may wish to add a listed weapon proficiency as a nasty surprise (perhaps he keeps a pistol in his desk drawer).



Ceremonial sword of Egyptian style called Khopesh

Extras

Occasionally a scene requires the heroes to overcome being outnumbered by much as ten to one. Additionally, some fights don't last long, as the heroes knock out unsuspecting enemies quickly or charge into foes for a rapid one-two punch. Unfortunately, the Hit Point system doesn't simulate this sort of scene very well, as enemies are designed to take a few hits before succumbing to attacks. When a scene calls for additional fighters, you can use the Extras system.

An extra has the same attributes as a normal enemy of the type, except that the GM does not need to track its hit points or roll damage for its attacks, you need only a d20 and a way to mark whether each extra is wounded or not.

COURAGE AND NUMBERS

When you wish to use extras, you may field a number of extras in place of a single enemy. The number of creatures is based on the chosen courage rating, which determines how hard each extra is to defeat.

Courage Rating	Number of Extras
2	10
3	5
4	3
5	2
6	1

WOUNDING EXTRAS

When a PC successfully hits an extra with an attack, roll the tension die instead of their normal damage. If the tension die rolls a value equal to or greater than the courage of the extra, it is defeated. A defeated enemy may not be dead, they may not even be unconscious, but they are no longer participating in the fight.

If the tension die rolls lower than the extra's courage rating then it is wounded. A wounded extra suffers disadvantage on all ability, attack, and saving throw rolls. If a wounded extra is hit again it is defeated.

Note that if a scene's tension die has a maximum value lower than the courage rating of the extras in play, it will always take two hits to defeat them.

EXTRAS AND DAMAGE

Extras always only deal TD damage and they cannot score critical hits.

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The Goa'uld

For the majority of campaigns, the Goa'uld will be the primary antagonist, as various System Lords or dastardly agents attempt to subjugate the Milky Way galaxy. These egomaniacal aliens make particularly good recurring villains because they are, for the most part, monsters wielding powerful technology. As parasites their personal survival requires another sentient to be robbed of its individuality. They are the antithesis of freedom made manifest in a cruel and capricious godling.

The Goa'uld have a genetic memory passed onto them at birth by the Goa'uld Queens. Being born with the ancient knowledge of their millennia long lineage creates an innate sense of their own superiority. This informs nearly every action they take within the game's narrative. A Goa'uld does not seek to oppress a planet because of its natural resources alone, they also do so out of a core knowledge that they should be worshiped as gods, that they should sit atop the galaxy and rule.

Despite their intimidating reputation, the Goa'uld are extremely vulnerable outside of a host. Their physical form is a worm-like creature more comfortable in aquatic environments (AC 12, 20 HP, Speed 2m, Swim 6m). However, when they are within a host they grant the body incredible physical prowess, resilience, and healing ability. A mature Goa'uld can be difficult to kill in the best of circumstances, and a full-fledged System Lord is likely to require considerable planning to permanently defeat.

Just as the Goa'uld use host bodies to great effect, they also employ technology far beyond what most cultures in the Milky Way can manage. In general, the Goa'uld are a Tech Level 4 society, with equipment capable of effects that many consider magic. Individual Goa'uld and the System Lords are defined by what technology they employ, rather than any individual traits. While the Goa'uld certainly vary in their moods, opinions, and modus operandi, these differences pale in comparison to the variation created by the tools of their slave trade.

There are only two standard statblocks for the Goa'uld, a mature Goa'uld and a System Lord. The Goa'uld is a powerful opponent suitable for use as a Seasonal villain, while a System Lord is a powerful antagonist that can serve as a nemesis for an entire Series. Engaging them directly without a plan (and probably a nuclear bomb) is suicidal, and the GM should inform the PCs of this fact.

BUILDING A GOA'ULD

Due to their genetic memory, we assume a Goa'uld is proficient in all skills and saves. Choose 50mp worth of feats for an Adult Goa'uld and 100mp of feats for a System Lord. Then, choose what equipment the character has in addition to their Kara'Kesh.

ADULT GOA'ULD [CR 13]

Medium Humanoid

Armor Class: 22 (in helm)

Hit Points: 200

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	24(+7)	20(+5)	14(+2)	22(+6)

Proficiency Modifier: +4

Skills & Saves: (Proficient in all) Strength +7, Dexterity +7. Constitution +11, Intelligence +9, Wisdom +6, Charisma +10

Special Abilities

Mature Symbiote: The Goa'uld has advantage on all Strength, Dexterity, and Constitution saves.

Regeneration: The Goa'uld causes its host to heal 1TD of HP at the beginning of its turn.

SYSTEM LORD [CR 21]

Medium Humanoid

Armor Class: 22 (in helm)

Hit Points: 300

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
20(+4)	20(+4)	24(+7)	20(+5)	18(+4)	24(+8)

Proficiency Modifier: +6

Skills & Saves: (Proficient in all) Strength +10, Dexterity +10. Constitution +13, Intelligence +11, Wisdom +10, Charisma +14

Special Abilities

Godling's Presence: The Goa'uld is immune to fear. In addition, once per turn as a bonus action, the Goa'uld may force a target within 10m to make a DC 20 Wisdom save or become Frightened for 1d4 turns.

Mature Symbiote: The Goa'uld has advantage on all Strength, Dexterity, and Constitution saves.

Regeneration: The Goa'uld causes its host to heal 1TD of HP at the beginning of its turn.

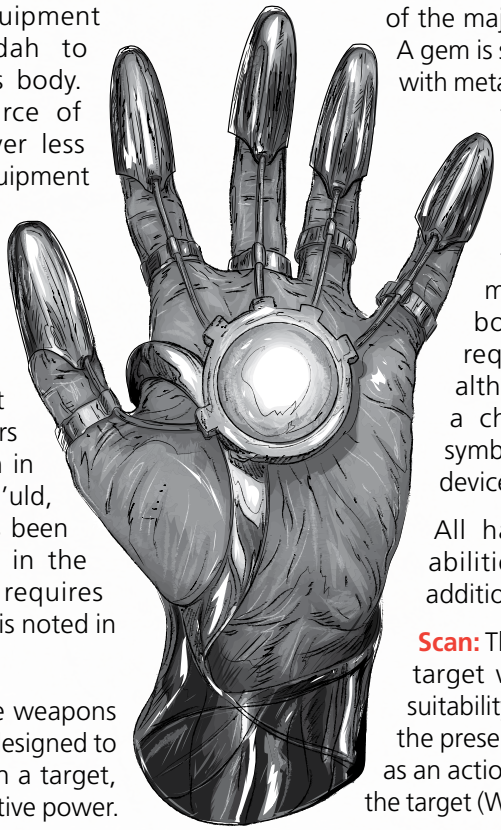
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Goa'uld Equipment

While derived from the same technologies that produces the Jaffas' equipment, Goa'uld equipment is different for a number of reasons. First, most Goa'uld equipment requires some Naquadah to be present in the user's body. Secondly, it is the source of the Goa'uld's power over less advanced civilizations. Equipment that has been designed specifically for the Goa'uld is occasionally used by trusted Jaffa, and rarely it may fall into the hands of the SGC. Goa'uld equipment that only functions for characters with a trace of Naquadah in their veins works for Goa'uld, Jaffa, or anyone who has been possessed by a Goa'uld in the past. Equipment that requires Naquadah affected blood is noted in the equipment entry.



Goa'uld weapons, like the weapons of their Jaffa servants, are designed to cause suffering and fear in a target, in addition to their destructive power.

A variety of common Goa'uld devices have been catalogued by Stargate Command over the years, but many are simply more powerful version of common technology found on many planets. Most Goa'uld technology is Tech Level 4 (although simple objects might only be tech level 3). These common items perform tasks common in many types of technology, but with greatly improved capabilities such as:

- Audio-communication devices capable of reaching distant planets without a noticeable signal delay.
- Visual long-range communications appliances that broadcast both audio and visual signals through sub-space for instant communication.
- Mind scanners that allow memories to be recalled and viewed.
- Scanners capable of determining specific information about a target, such as traces of mental control or naquadah in the blood.
- 3D Holo-emitters for broadcasting to a crowd.

THE RIBBON DEVICE

The "Kara'kesh" employed by nearly every Goa'uld overlord is a multi-purpose symbol of the Goa'ulds' technological superiority and one of the major sources of their "magic." A gem is suspended on the user's palm with metal ribbons extending from over the fingertips to a looping band up the forearm.

The DC of any save required by a ribbon device is equal to 11+ the user's Charisma modifier + the user's Proficiency bonus. This item generally requires an active symbiote, although a GM may rule that a character who once had a symbiote can learn to activate the device in a very limited capacity.

All have the following known abilities, but some may have additional tricks and features.

Scan: The device can scan a humanoid target within 1m to determine its suitability for Goa'uld implantation, or the presence of an implanted Goa'uld, as an action. This process also paralyzes the target (Wisdom save to resist paralysis).

Read Mind: You can sift through a target's mind for memories or give them impressions of your own memories. If the target wishes to resist this effect for a round they may suffer 1d6 psychic damage to gain a Charisma save against the effect.

Torture: The device can be used to cause intense pain as an action, paralyzing a target within 1m and dealing 1d6 psychic damage per Proficiency bonus of the user each round (Wisdom save to resist paralysis and take half damage).

Telepathic Message: You can send a silent message to a single target within sight as a free action, limited by normal speaking speed.

Call Rings: If the user is near a ring teleporter platform (about 5m) the user can activate the teleporter as an action.

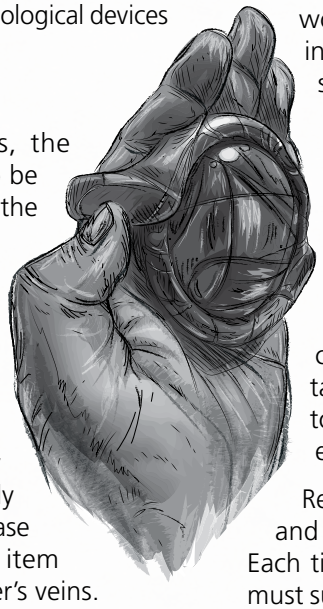
Blast: Emit a kinetic wave as an action, pushing all targets within a 5m cone back a number of meters equal to the users Charisma modifier and knocking the targets prone (Dexterity Save to halve the distance and remain standing).

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OTHER GOA'ULD EQUIPMENT

In addition to the ribbon device, a mature Goa'uld may have any number of technological devices from their high tech culture.

•Healing Device



Like many Goa'uld devices, the healing device is designed to be worn over the hand. When the user is possessed of a strong emotional state they may take an action to heal a touched target of 5d6 HP damage and 1d6 attribute damage (to all attributes). In addition, if the target is currently suffering from any disease they may immediately make a save against the disease DC to end the effect. This item requires Naquadah in the user's veins.

•Personal Cloaking Device

This cloaking device hides the user from most common forms of biological sight. As an action the device can render the user invisible until the user attacks.

•Personal Defense Shield

This force shield protects the user from attacks with high kinetic energy, such as bullets and energy blasts. It provides 50 HP of protection every round of combat, refilling its HP at the start of the user's turn. The shield's protection does not function against melee attacks or slow moving projectiles (such as arrows and thrown knives). This item requires Naquadah in the user's veins.

•Pain Stick

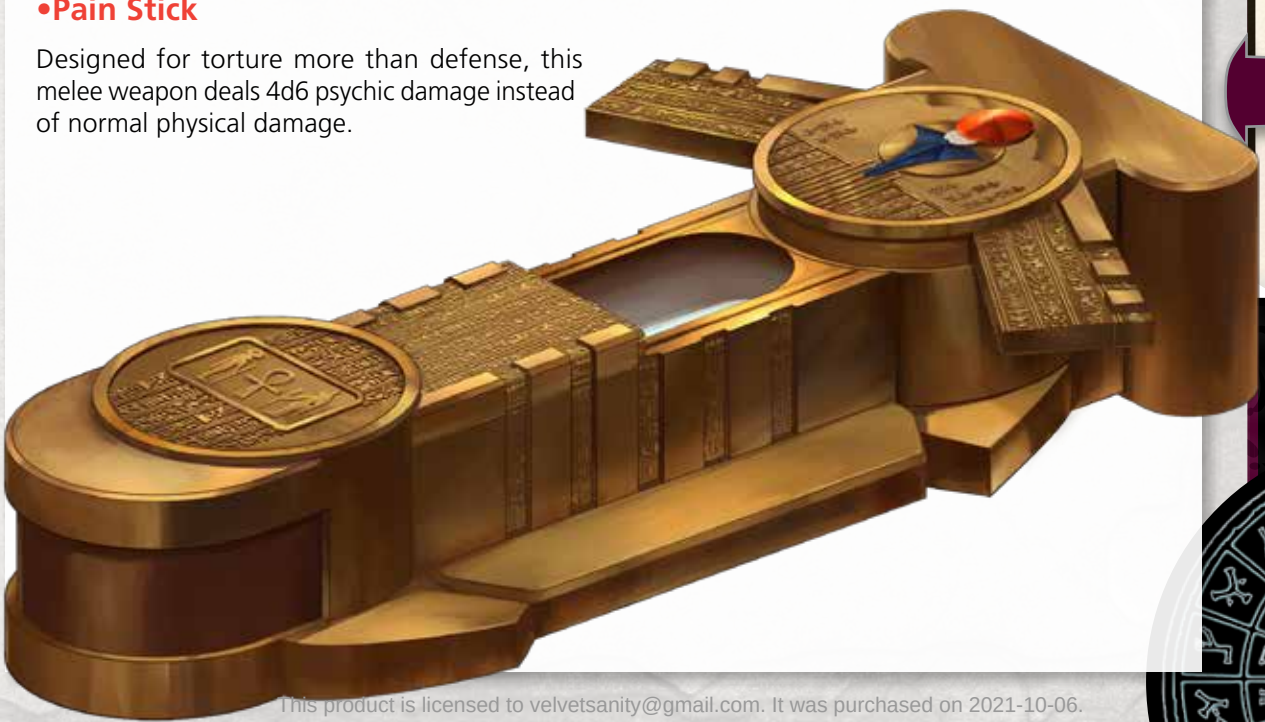
Designed for torture more than defense, this melee weapon deals 4d6 psychic damage instead of normal physical damage.

•Sarcophagus

This powerful coffin-like device can heal the wounds of almost any living creature placed inside. The required regeneration time of a specific sarcophagus may vary between devices, but all of those encountered have been capable of truly miraculous levels of healing. However, this healing does come with an addictive downside, that many believe is the reason for the Goa'uld's cruelty and egomania.

When placed inside, even a dead creature can be returned to life. This process typically takes 2d6 minutes and returns a creature to full HP without any physical afflictions, even if they are dead.

Repeated use can cause addiction, personality and mood disorders, and eventually insanity. Each time a character uses a Sarcophagus they must succeed at a DC 15 Charisma save or suffer disadvantage on all Intelligence, Wisdom, and Charisma checks for 1 day. Each time the character fails this save during its lifetime, the DC increases by +2 and the duration of the effect is increased one step from 1 day, to 1 week, to 1 month, to 1 year, and finally the condition becomes permanent. The exact nature of this slow insanity is up to the GM, but once the duration has expired without the character using the Sarcophagus they return to "normal" until it is used again.



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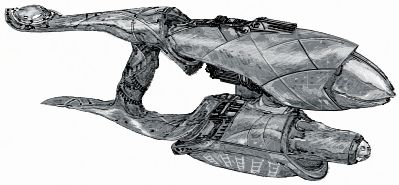


•Transporter Rings

This teleportation device functions by summoning five stacked rings (approximately 3m in diameter) which teleport living creatures in a similar manner to the Stargate. However, the range of the transport is limited to roughly planetary distances. Transporter rings can send a matter stream anywhere on the same planet, or to ships in orbit, but it cannot reach distant worlds.

•Transphase Eradication Rod

Used by the Goa'uld to detect and destroy cloaked creatures (such as the Reetou), this weapon can force invisible (out of phase) creatures to become visible. When activated the weapon emits a 20m cone each turn. Any invisible creature becomes visible while within the cone.



•Za'tarc Ring

First introduced to the SGC by the To'kra, the Za'tarc ring is employed by the mentally programmed Za'tarc assassins used by the Goa'uld. It is very hard to spot when concealed (DC 25) and can fire a powerful beam of energy capable of penetrating multiple foes at once. The weapon creates a 5m line that deals damage to all targets in its path (DC 20 Dexterity save for half). The Za'tarc ring can be set to self-destruct, killing the user and dealing 10 tension die of damage to everything within 3m (DC 25 Dexterity save for half).



GOA'ULD TECHNOLOGY

The various pieces of equipment employed by the Goa'uld are nearly limitless in their design and function. Many System Lords develop unique technology granting them unique powers, so the SGC recommends extreme caution when interacting with unknown Goa'uld technology.

From a GM's perspective, Goa'uld technology may function very similar to magic in other systems, allowing the Goa'uld to make use of strange and powerful abilities, from a narrative perspective.

Nanites and crystals feature heavily in Goa'uld tech, which can grant abilities such as short term mind-control, long term brainwashing, and almost any other powerful effect the GM might require.

UN-HOSTED GOA'ULD

The immature Goa'uld larvae are less of a direct threat and more of an environmental danger, especially on worlds where they live in the water. The tiny wormlike Goa'uld symbiote outside of a body has an AC of 12 due to its size and 5 HP. It can crawl along most surfaces at a rate of 1m per round. If it can come into contact with a target's neck, the target must succeed on a DC 15 Dexterity or Constitution save to avoid it implanting. If the Goa'uld is immature the implanted target gains the Jaffa symbiote ability. If the Goa'uld is mature, the host body is taken over completely by the creature and is no longer under the command of the character's mind.

GOA'ULD WEAPONS

Weapon	Tech Level	Damage	Type	Range	Capacity	Reload	Bulk	Special
Rod of Anguish	4	4d6	Psychic	—	—	—	1	—
TER	4	2d10	Force	5m/20m	—	—	1	See Text
Za'Tarc Ring	4	12d6	Radiant	See Text	—	—	—	See Text

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Jaffa Troops

Warriors from around the Milky-Way galaxy in service to the Goa'uld System Lords, the Jaffa frequently engage in combat with Stargate personnel. They are typically brave, even in the face of death. The Jaffa may be forced to retreat, but they are unlikely to flee in terror.

It is not uncommon for Jaffa soldiers to be deployed in groups ranging from a lone guard to a full army, and individuals range from raw recruits to those with decades or more of battlefield experience.

These attributes are designed to create rank and file Jaffa troops (which also make good extras). Jaffa scientists, diplomats, and elite soldiers should use the Class NPC attributes.

JAFFA TROOP EQUIPMENT

Even the lightest armored warrior carries the Ma'tok staff. It has a short range, which means Jaffa tend to rush forward when under fire. Additionally, they are equipped with light armor until they have proven themselves (around CR 13) at which time they are gifted heavier protection.

CUSTOMIZING JAFFA TROOPS

The attributes and statistics provided in the table represent the most common forms of Jaffa soldiers. The Jaffa attributes can be rearranged (for instance most pilots swap strength and dexterity). Once you've chosen a CR, you're ready to flesh the Jaffa Troop out with some choices.

•Feats

Each Jaffa has a number of Mission Points equal to twice its CR to spend on feats.

•Skills

Each Jaffa has 2 skill proficiencies, plus an additional skill proficiency at CR 3, CR 9, and CR 15.

•Symbiote

Each Jaffa has the Symbiote special ability, listed in a brief form here:

Symbiote: Jaffa may gain advantage on any physical (Strength, Dexterity, Constitution) save. A Jaffa may use this ability once per Strength modifier (minimum 1) per long rest.

JAFFA ATTRIBUTES

CR	Prof.	HD	Str	Dex	Con	Int	Wis	Cha	AC	HP	Speed	Special
1	2	3	14	12	14	8	10	14	14	20	6m	
2	2	4	14	12	15	8	10	14	14	25	6m	
3	2	5	15	12	15	8	10	14	14	30	6m	
4	2	6	15	12	15	8	10	14	14	35	6m	
5	3	7	15	13	16	8	10	14	14	45	6m	Attack Specialist
6	3	8	16	13	16	8	10	14	14	50	6m	
7	3	9	16	13	16	8	10	14	14	55	6m	
8	3	10	16	14	17	8	10	14	15	60	6m	
9	4	11	17	14	17	8	10	14	15	65	6m	
10	4	12	17	14	17	8	10	14	15	70	6m	
11	4	13	17	15	18	8	10	14	15	80	6m	Attack Veteran
12	4	14	18	15	18	8	10	14	15	85	6m	
13	5	15	18	15	18	8	10	14	22	90	6m	
14	5	16	18	16	19	8	10	14	22	95	6m	
15	5	17	19	16	19	8	10	14	22	100	6m	
16	5	18	19	16	19	8	10	14	22	105	6m	
17	6	19	19	17	20	8	10	14	22	110	6m	Attack Ace
18	6	20	20	17	20	8	10	14	22	115	6m	
19	6	20	20	17	20	8	10	14	22	120	6m	
20	6	20	20	17	20	8	10	14	22	125	6m	

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Jaffa Equipment

One of the most common types of alien equipment encountered by Phoenix Site teams are the weapons, armor, and other tools employed by the Jaffa soldiers of the System Lords. So ubiquitous is this equipment, that many Phoenix Site soldiers have learned to use the Staff Weapon and the Zat'nik'tel, and some even prefer such weaponry.

To routinely requisition Jaffa gear, a character must be a Jaffa (who likely arrived with his equipment) or have taken actions during the campaign series to add Jaffa equipment to the Phoenix Site's armory (as per GM discretion).

WEAPONS

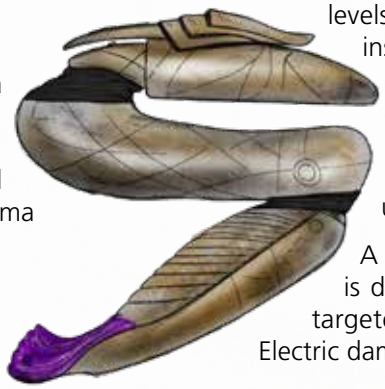
The weaponry of the Jaffa is built for causing terror in the subjects of the System Lords. While these weapons are potent on the battlefield, their true design is oppression, frequently of large groups. To this end, most Jaffa weaponry either effects large areas or causes intense suffering.

•Ma'tok Staff

Commonly called a Staff Weapon, the staff functions in both melee and at range. Because it is accurate only at relatively short range, the Ma'tok serves as a weapon for shock troops who close with their targets while using the weapons to break up clustered enemies for an assault.

•Staff Cannon

Effectively an oversize Ma'tok on a stabilizer, the staff cannon is used to established defensive firing points that can cover a wide field with the weapon's powerful plasma discharge.



•Tacluchnatagamuntoron



The Tacluchnatagamuntoron or "Tac" is a Goa'uld grenade/mine that discharges remotely, firing a shock of energy at living targets. Every target within 5m of the Tac' suffers 10d6 electric damage (DC 18 Reflex for half).

•Shock Grenade

This suppression grenade is used to disorient, blind, and confuse targets. While relatively non-lethal on their own, the effects are incredibly unpleasant, which can be a source of mass fear among primitive technology cultures.

Targets damaged by the Tok'Kal must pass a DC 15 Constitution save or be made blind and deaf for 1 hour. If the target fails by more than 5, they are rendered unconscious for 1d4 hours and are then blind for 1 hour after waking.

•Zat'nik'tel

The "Zat" is a common sidearm among Jaffa, especially those commanding soldiers in the field. Typically, the first shot inflicts a severe wave of pain, incapacitating the target. The second shot, however, kills most targets, and a third will disintegrate the corpse.

Targets struck by a Zat'nik'tel attack suffer 3 levels of Exhaustion (see page 123) instead of hit point damage. Note that whenever a creature reaches 3 levels of exhaustion (and every time it takes exhaustion damage after that) it must save vs. falling unconscious.

A corpse struck by a Zat'nik'tel is disintegrated. Electronic systems targeted by a Zat'nik'tel suffer 1d12 Electric damage.

JAFFA WEAPONS

Weapon	Tech Level	Damage	Type	Range	Capacity	Reload	Bulk	Special
Ma'tok - Plasma Blast	3	3d6	Fire	5m/60m	—	—	2	Recharge 1, Shockwave 1m
Ma'tok - Melee	1	1d10	Bludgeoning	—	—	—	2	—
Staff Cannon	3	8d6	Fire	20m/100m	—	—	3	Blast 3m, Shockwave 5m
Shock Grenade	3	Special	Radiant & Sonic	20m	—	—	1	Grenade, Blast 5m
Zat'nik'tel	3	Special	Electric	10m/30m	—	—	1	Recharge 1

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JAFFA ARMOR

The recognizable armor of the Jaffa serves both as protection and uniform. The Goa'uld prefer their shock troops lightly armored to cover more ground. They rarely see value in protecting their Jaffa for longer than the span of a charge or short conflict, but those Jaffa who distinguish themselves might be granted heavier armor, especially if a Phoenix team is their known target.

•Light Armor

Guard Armor: The standard issue armor and uniform of a Jaffa soldier is comprised of light tempered metals that can protect reasonably well against bullets and simple weapons.

•Heavy Armor

Guard Helm: A stylized helm worn by Jaffa and Goa'uld. It can be retracted and deployed as a bonus action. While the helmet is active the user gains advantage on Intimidation checks.

OTHER JAFFA SHIPS & EQUIPMENT

In addition to their weaponry and armor, the Jaffa are often issued equipment their masters deem useful to the pursuit of their duties.

•Death Glider

The Death Glider is not in use by the Tau'ri, but is frequently commandeered by SG personnel. Its systems and design are well known to the Tau'ri and it was used as the basis for the F-302's early prototypes the X-301/302. The crescent design isn't just intimidating, it's also practical, protecting the ship's vital systems and pilots in both aerial combat and from ground attacks.

The Death Glider is equipped with two detachable linked staff cannons that can operate with an increased range and rate of fire when attached. When mounted on the Death Glider these weapons use the attributes provided under Death Glider Staff Cannon. When detached they use the standard Staff Cannon attributes. Note that the shockwave special ability has no effect on vehicles.

Due to the Death Glider's ability to exit and enter a planet's atmosphere with relative ease, its cruising speed is based more on a planet's size rather than its actual velocity. A Death Glider appears to be able to reach the opposite side of an Earth-sized planet in approximately 2 hours, with inter-hemisphere travel requiring less than an hour of travel.

•In'tar crystal

These red crystals take the form of any weapon the user is proficient with and are designed to be non-lethal. Originally used by the Goa'uld to train their Jaffa, agents of the SGC find the weapons useful due to their non-lethal nature and because they do not require Naquadah to be in the user's blood. Often the crystal takes the form of a standard issue firearm when used by a member of the Phoenix Site.

•Tel'tak

The Tel'Tak are a transport vessel employed by both Goa'uld and Tok'ra forces. It is lightly armed with a single staff cannon but contains enough space for 25 passengers. The Tel'tak is also equipped with a hyperdrive and transportation rings.

JAFFA ARMOR

Armor	Tech Level	Type	AC	Strength	Stealth	Bulk	Special
Guard Armor	2	Light	13+Dex	—	—	4+Str	
Guard Helm	3	Heavy	22	—	Disadvantage	—	

DEATH GLIDER ATTRIBUTES

Vehicle	Tech Level	Handling	Type	Cruising Speed	Passengers	HP	AC	Size
Death Glider	4	12	Space	—	2	200	22	Huge

WEAPONS

Weapon	Tech Level	Damage	Type	Range	Capacity	Special
Death Glider Staff Cannon	4	8d6	Fire	5km/200km	—	Shockwave 2m

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Example Jaffa Troops

Recruit [CR 1]

Medium Humanoid (Jaffa)

Armor Class: 14

Hit Points: 20

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	14(+2)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +2

Skills: Athletics +4, Intimidation +4

Saves: Strength +4, Constitution +4

Feats & Abilities (0MP): Symbiote

Ma'tok Melee +4 to hit, reach 1m, one target, Hit: 6 (1d8+2) bludgeoning damage.

Ma'tok Plasma Blast +3 to hit, range 5m/60m, one target, Hit: 10 (3d6) fire damage, Recharge 1, Shockwave 1m

Rookie Pilot [CR 3]

Medium Humanoid (Jaffa)

Armor Class: 14

Hit Points: 30

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	14(+2)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +2

Skills: Athletics +3, Intimidate +4, Pilot +4

Saves: Strength +3, Constitution +4

Feats & Abilities (5MP): Fighter Ace, Symbiote

Ma'tok Melee +3 to hit, reach 1m, one target, Hit: 5 (1d8+1) bludgeoning damage.

Ma'tok Plasma Blast +4 to hit, range 5m/60m, one target, Hit: 10 (3d6) fire damage, Recharge 1, Shockwave 1m

Guard [CR 4]

Medium Humanoid (Jaffa)

Armor Class: 14

Hit Points: 35

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	12(+1)	15(+2)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +2

Skills: Athletics +4, Intimidation +4, Perception +2

Saves: Strength +4, Constitution +4

Feats & Abilities (5MP): Brawler, Symbiote

Ma'tok Melee +4 to hit, reach 1m, one target, Hit: 6 (1d8+2) bludgeoning damage.

Ma'tok Plasma Blast +3 to hit, range 5m/60m, one target, Hit: 10 (3d6) fire damage, Recharge 1, Shockwave 1m

Shock Troop [CR 5]

Medium Humanoid (Jaffa)

Armor Class: 15

Hit Points: 45

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	13(+1)	16(+3)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +3

Skills: Animal Handling + 3, Stealth +4, Survival +3

Saves: Strength +4, Constitution +4

Feats & Abilities (10MP): Dodge, Vanguard, Symbiote

Ma'tok Melee +5 to hit, reach 1m, one target, Hit: 11 (2d8+2) bludgeoning damage.

Ma'tok Plasma Blast +4 to hit, range 5m/60m, one target, Hit: 20 (6d6) fire damage, +1d6 dmg within 5m, Recharge 1, Shockwave 1m

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VETERAN [CR 7]

Medium Humanoid (Jaffa)

Armor Class: 14

Hit Points: 55

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	16(+3)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +3

Skills: Athletics +6, Intimidation +5, Perception +3

Saves: Strength +6, Constitution +6

Feats & Abilities (12MP): Brawler, Deadly Shot, Symbiote

Ma'tok Melee +6 to hit, reach 1m, one target, Hit: 12 (2d8+3) bludgeoning damage.

Ma'tok Plasma Blast +4 to hit, range 5m/60m, one target, Hit: 20 (6d6) fire damage, Recharge 1, Shockwave 1m

JAFFA NINJA [CR 9]

Medium Humanoid (Jaffa)

Armor Class: 16

Hit Points: 65

Speed: 7m

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	17(+3)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +4

Skills: Animal Handling +4, Perception +4, Stealth +6, Survival +4

Saves: Strength +7, Constitution +7

Feats & Abilities (18MP): Dodge, Swift, Vanguard x2, Symbiote

Ma'tok Melee +7 to hit, reach 1m, one target, Hit: 12 (2d8+3) bludgeoning damage.

Ma'tok Plasma Blast +6 to hit, range 5m/60m, one target, Hit: 20 (6d6) fire damage, +2d6 dmg within 5m, Recharge 1, Shockwave 1m

VANGUARD [CR 10]

Medium Humanoid (Jaffa)

Armor Class: 15

Hit Points: 70

Speed: 7m

STR	DEX	CON	INT	WIS	CHA
17(+3)	14(+2)	17(+3)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +4

Skills: Athletics +7, Intimidation +6, Insight +4, Perception +4

Saves: Strength +7, Constitution +7

Feats & Abilities (20MP): Brawler, Deadly Shot, Hip Fire, Swift, Symbiote

Ma'tok Melee +7 to hit, reach 1m, one target, Hit: 12 (2d8+3) bludgeoning damage.

Ma'tok Plasma Blast +6 to hit, range 5m/60m, one target, Hit: 20 (6d6) fire damage, Recharge 1, Shockwave 1m

VETERAN PILOT [CR 11]

Medium Humanoid (Jaffa)

Armor Class: 15

Hit Points: 80

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	17(+3)	18(+4)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +4

Skills: Athletics +6, Intimidate +6, Perception +4. Pilot +7

Saves: Strength +6, Constitution +8

Feats & Abilities (19MP): Attack Specialist & Veteran (Staff Cannon), Critical Focus (Staff Cannon), Improved Critical (Staff Cannon), Fighter Ace, Symbiote

Ma'tok Melee +6 to hit, reach 1m, one target, Hit: 6 (1d8+2) bludgeoning damage.

Ma'tok Plasma Blast +7 to hit, range 5m/60m, one target, Hit: 10 (3d6) fire damage, Recharge 1, Shockwave 1m

Note This NPC selected Staff Cannon for its Attack Specialist & Veteran feats.

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CHOSEN [CR 13]

Medium Humanoid (Jaffa)

Armor Class: 22 (24 vs melee)

Hit Points: 90

Speed: 7m

STR	DEX	CON	INT	WIS	CHA
18(+4)	15(+2)	18(+4)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +5

Skills: Athletics +9, Intimidation +7, Insight +5, Perception +5

Saves: Strength +9, Constitution +9

Feats & Abilities (25MP): Brawler, Deadly Shot, Hip Fire, Mastaba Master, Swift, Symbiote

Ma'tok Melee +9 to hit, reach 1m, one target, Hit: 17 (3d8+4) bludgeoning damage.

Ma'tok Plasma Blast +7 to hit, range 5m/60m, one target, Hit:30 (9d6) fire damage, Recharge 1, Shockwave 1m

EXALTED [CR 16]

Medium Humanoid (Jaffa)

Armor Class: 22 (24 vs melee)

Hit Points: 105

Speed: 8m

STR	DEX	CON	INT	WIS	CHA
19(+4)	16(+3)	19(+4)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +5

Skills: Athletics +9, Intimidation +7, Insight +5, Perception +5

Saves: Strength +9, Constitution +9

Feats & Abilities (31MP): Brawler, Deadly Shot, Hip Fire, Mastaba Master, Swift x2, Symbiote

Ma'tok Melee +9 to hit, reach 1m, one target, Hit: 17 (3d8+4) bludgeoning damage.

Ma'tok Plasma Blast +8 to hit, range 5m/60m, one target, Hit:30 (9d6) fire damage, Recharge 1, Shockwave 1m

ACE PILOT [CR 15]

Medium Humanoid (Jaffa)

Armor Class: 16 (Light Armor)

Hit Points: 100

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	19(+4)	19(+4)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +5

Skills: Athletics +8, Engineering, +4, Intimidate +7, Perception +5. Pilot +9

Saves: Strength +8, Constitution +9

Feats & Abilities (29MP): Attack Specialist & Veteran (Staff Cannon), Critical Focus (Staff Cannon), Improved Critical (Staff Cannon), Fighter Ace x3, Symbiote

Ma'tok Melee +8 to hit, reach 1m, one target, Hit: 7 (1d8+3) bludgeoning damage.

Ma'tok Plasma Blast +9 to hit, range 5m/60m, one target, Hit: 10 (3d6) fire damage, Recharge 1, Shockwave 1m

Note This NPC selected Staff Cannon for its Attack Specialist & Veteran feats.

FAILED PRIME [CR 20]

Medium Humanoid (Jaffa)

Armor Class: 22 (24 vs melee)

Hit Points: 125

Speed: 7m

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	20(+5)	8(-1)	10(+0)	14(+2)

Proficiency Modifier: +6

Skills: Athletics +11, Intimidation +8, Insight +6, Investigation +6, Perception +6,

Saves: Strength +11, Constitution +11

Feats & Abilities (39MP): Brawler, Deadly Shot, Hip Fire, Lok'Nel Master, Mastaba Master, Swift, Surge, Symbiote

Ma'tok Melee +11 to hit, reach 1m, one target, Hit: 31 (4d12+5) bludgeoning damage.

Ma'tok Plasma Blast +9 to hit, range 5m/60m, one target, Hit:40 (12d6) fire damage, Recharge 1, Shockwave 1m

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Ashrak

The chief assassins of the Goa'uld, the Ashrak are crafty infiltrators that can pass undetected through even the most secure areas of a society. A surgical tool, compared to the typical intimidation tactics employed by the System Lords, the Ashrak have also been called upon to destroy entire facilities or to disrupt entire armies, a task they are more than capable of completing.

The Ashrak are adult Goa'uld, possessing all the physical and technological prowess of any member of the species, including an assumed proficiency in all skills and saves.

ASHRAK [CR 11]

Medium Humanoid

Armor Class: 21 (in Ashrak armor)

Hit Points: 110

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	24(+7)	16(+3)	14(+2)	18(+4)

Proficiency Modifier: +4

Skills & Saves: (Proficient in all) Strength +7, Dexterity +7. Constitution +11, Intelligence +7, Wisdom +6, Charisma +8

Special Abilities

Ambush: The Ashrak gains advantage on all Initiative checks when its presence is unknown (either invisible or masquerading).

Assassin: Against targets that have not yet acted during a combat encounter, the Ashrak's attacks deal +4TD damage.

Mature Symbiote: The Goa'uld has advantage on all Strength, Dexterity, and Constitution saves.

Regeneration: The Goa'uld causes its host to heal 1TD of HP at the beginning of its turn.

Blade +7 to hit, reach 1m, one target, Hit: 22 (3d12+3) slashing damage.

Hara'kesh Beam +7 to hit, range 5m/-, one target, Hit: 45 (12d6+3) psychic damage.

ASHRAK EQUIPMENT

The primary weapons of the Ashrak are the Hara'kesh and the A'tar blade. They are also frequently equipped with a personal cloaking device and Ashrak armor.

•Ashrak Armor

Similar in appearance to Jaffa Guard armor, the Ashrak Armor is significantly more developed (AC 18+ Dex). It provides greatly enhanced protection and is worn with a helmet that provides the user with Darkvision as well as the ability to see through clouds of smoke or even thin walls. If a creature has a physical (rather than mental) form of invisibility, the helmet may also allow the Ashrak to see invisible creatures (notably the Aturen/Nox form of invisibility is not countered by the helmet).

•Blade

This TL 4 blade is sharpened by a high tech process that makes dense armor nearly useless against its edge. Attacks with this weapon gain advantage against targets in heavy armor. In addition, it deals 1d12 damage to all targets instead of 1d6.

•Hara'kesh

Created for the Ashrak, the Hara'kesh is a smaller version of the Kara'kesh that fits on the center two fingers. Its compact size limits its range, but it is otherwise capable of duplicating many of the abilities of the Ribbon Device. Within the Goa'uld culture, death by the Hara'kesh is considered particularly humiliating.

In addition to a beam that causes intense suffering (Range 5m, 4d6 psychic damage) Hara'kesh have the blast and scan ability of the Ribbon Device, although the range of the blast ability is reduced to 2m. Some Hara'kesh have the additional ability to act as a healing device or may possess other Kara'Kesh abilities per GM discretion.

The Hara'kesh can be easily hidden, either palmed or in a pocket (DC 25 Perception) or in the user's mouth (DC 30 Perception).

The Ashrak guard the secret of the Hara'kesh zealously, and SG command has no evidence it has been employed outside their ranks. This item requires Naquadah in the user's veins.



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Beasts

Beasts are the most common type of wildlife that the PCs will face in combat encounters. Across the Milky Way galaxy there exist countless dangerous fauna that react violently to interlopers such as a Phoenix Site team. Beasts make for good physical encounters because they, for the most part, eliminate diplomacy as a course of action. After all, the giant alien pachyderm isn't going to understand reason, let alone discuss safe travel through her territory while her children are in danger.

A HORSE OF A DIFFERENT COLOR

The animals created by this system are not intended to represent every animal of their kind. After all, there are horses with fewer or more hit dice than the draft horse, and this is true for all animal breeds. If your team comes into possession of riding horses, for instance, they might only be CR 5 creatures.

BUILDING A BEAST

Creating a beast is a fairly simple affair broken down into three steps.

•Step 1- Concept

Begin by imagining the beast you want to create. Alien beasts can easily be based on real life creatures, like a tiger or venomous snake.

•Step 2- Select CR

A beast's CR is based on its size, with smaller creatures being a lower CR by default. If you wish your creature's size to be different than that of the listed CR, you will need to give it the Larger ability to make it larger at a lower CR, or choose additional abilities to raise a smaller creature's CR.

•Step 3- Select Abilities

A beast may have a number of abilities equal to half its CR (rounding down, minimum 1) without adjusting its CR. Every option selected beyond that raises the creatures CR by 1.

BEAST ATTRIBUTES

CR	Prof.	Size	Str	Dex	Con	Int	Wis	Cha	AC	HP	Speed	Dmg
0	0	Tiny	2	16	6	1	10	2	12	1	4m	1d2
1/8	1	Tiny	3	16	6	1	10	2	12	3	4m	1d2
1/4	1	Tiny	4	16	6	1	10	2	12	7	4m	1d3
1/2	1	Tiny	5	16	6	1	10	2	12	10	4m	1d3
1	2	Small	6	14	8	1	10	2	12	15	6m	1d4
2	2	Small	7	14	8	1	10	2	12	20	6m	1d4
3	2	Small	8	14	8	1	10	2	13	25	6m	1d6
4	2	Small	9	14	8	1	10	2	13	30	6m	1d6
5	3	Medium	10	12	10	1	10	2	14	37	6m	1d6
6	3	Medium	10	12	10	1	10	2	14	44	6m	1d6
7	3	Medium	11	12	10	1	10	2	15	51	6m	1d8
8	3	Medium	12	12	11	1	10	2	15	58	6m	1d8
9	4	Medium	13	12	11	1	10	2	16	65	6m	1d8
10	4	Medium	14	12	12	1	10	2	16	74	6m	1d8
11	4	Medium	15	10	13	1	10	2	16	83	6m	1d10
12	4	Medium	16	10	14	1	10	2	17	92	6m	1d10
13	5	Large	17	10	14	1	10	2	17	101	6m	2d6
14	5	Large	18	10	14	1	10	2	18	110	6m	2d6
15	5	Large	18	10	14	1	10	2	18	121	6m	2d6
16	5	Large	18	8	15	1	10	2	19	132	6m	2d8
17	6	Large	19	8	15	1	10	2	19	143	6m	2d8
18	6	Huge	20	8	15	1	10	2	20	154	6m	3d6
19	6	Huge	21	8	15	1	10	2	21	165	6m	3d6
20	6	Huge	22	8	15	1	10	2	22	176	6m	4d6

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TYPE

A beast may have only one of the following types, but selecting one does not adjust the creature's CR:

Amphibious: The creature can breathe both air and water. The creature has one bite attack. In addition it has a swim speed of 6m and is proficient in the Athletics and Stealth skills.

Aquatic: The creature can breathe water but not air, gains a swim speed of 6m, and loses its land speed. The creature has one bite attack. In addition, it is proficient in the Athletics and Perception skills.

Avian: The creature gains a flight speed of 6m and lowers its land speed to 1m. The creature has one beak or two claw attacks. In addition, it is proficient in the Acrobatics and Perception skills.

Biped: The creature gains a climb speed of 3m. It has one slam or bite attack (or 2 claws if appropriate). In addition, it is proficient in the Athletics, Perception, and Survival skills.

Crustacean: The creature boasts external armor, increasing its AC by +4. The creature has two claw attacks. In addition, it is proficient in the Stealth skill.

Insect: The creature gains a climb speed of 6m. The creature has one bite attack or one sting attack (your choice). In addition, it is proficient in the Acrobatics and Stealth skills.

Quadruped: The creature's base move speed increases to 9m. It has either two hoof attacks, 2 claw attacks, or 1 bite attack, depending on the beast's anatomy. In addition, it is proficient in the Athletics (or Acrobatics if appropriate) and Survival skills.

Serpentine: The creature gains a climb and swim speed of 3m. It has one bite attack. In addition, it is proficient in the Stealth and Survival skills.

SAVING THROWS

Animals are always proficient in Dexterity and Constitution saving throws.

NATURAL ATTACKS

A beast's natural attacks deal damage based on their starting CR (before abilities are added). Note, a creature with multiple natural attacks may only make one attack as an action unless it has the multi-attack ability.

When a creature calculates its natural attack's damage it always uses its final CR rating after any additional abilities have been purchased.

While not all creatures are listed with a Bite or Beak attack, it is reasonable to assume that almost any animal is capable of attacking with its mouth. If the GM wishes to have a beast bite or peck a target but the creature is not listed with a bite attack, simply lower the damage die by one stage. For instance, a cow with a hoof attack of 1d8 would have a 1d6 bite attack, should the GM wish. A creature may not use multi-attack to make an additional bite in this way (it must have a bite attack to multi-attack with it).

- Beak: This attack deals slashing damage.
- Bite: This attack deals piercing damage.
- Claw: This attack deals slashing damage and has the finesse quality.
- Hoof: This attack deals bludgeoning damage.
- Horn: This attack deals piercing damage.
- Slam: This attack deals bludgeoning damage.
- Sting: This attack deals piercing damage and has the finesse quality.
- Tail: This attack deals bludgeoning damage.
- Tusk: This attack deals slashing damage.
- Wing: this attack deals bludgeoning damage.

All natural attacks are tech level 0, unless the creature has the superior natural attacks ability.

•Natural Attack Improvements

As a beast increases in Challenge Rating it automatically deals additional damage with its attacks, as if it had the appropriate attack specialist/veteran/ace feats. A CR 6 or higher creature deals an additional damage die of damage (as per specialist), a CR 11 deals two additional damage dice (as per veteran), and a CR 16 deals three additional damage dice (as per Ace). For example, a CR 13 beast deals 2d6 damage normally, so it would deal 6d6 damage with its natural attack.

Creatures with a powerful natural attack do not gain this benefit unless their CR is high enough.

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ABILITIES

Amphibious Breath: The creature may breathe both air and water.

Apex Predator: This creature hunts alone, and is intended to be a direct combat threat to an entire team as a solo beast. Double the creature's base HP, but it may not benefit from any other effect that increases its HP. Selecting this ability increases the creature's CR by an additional +1.

Armored: The creature's AC is increased by +2. This ability may be taken multiple times and the effects stack. Despite its name, this AC bonus might also represent skilled dodging.

Beast of Burden: The beast doubles its strength for determining how much it can push, pull, lift, or carry.

Bioluminescent: The beast sheds bright light in a 2m radius and sheds dim light for an additional 2m.

Blindsight: The beast gains blindsight 3m. This ability may be taken a second time, increasing the blindsight to 6m.

Blood Frenzy: The beast has advantage on melee attack rolls against any target that is injured (half or fewer HP).

Camouflage: Choose a natural environment (such as Forest, Plains, or Underwater). The beast has advantage on Stealth checks made while within the environment.

Charge: If the beast moves at least 4m straight toward a target and then hits it with an attack on the same turn, the target takes additional bludgeoning damage equal to the creature's natural attack damage die (per final CR). The target must succeed on a DC 10 Strength saving throw or be knocked prone.

Climb: The beast gains a climb speed of 3m. This ability may be taken a second time, increasing the climb speed to 6m.

Constrict: This creature is an expert grappler capable of squeezing its foes. When this creature makes a successful grapple attack, it deals its natural attack damage. Any target that does not escape this creature's grapple by the end of its turn suffers this creature's natural attack damage.

Crystalline: The beast is made of inorganic material, but is nevertheless a beast in all other regards. It gains resistance to slashing and piercing damage and vulnerability to bludgeoning damage.

Darkvision: The beast gains Darkvision 6m. This ability may be taken a second time, increasing the darkvision to 12m.

Echolocation: The beast gains blindsight 6m or doubles its existing blindsight. It can't use its blindsight while deafened.

Extra Legs: The beast's land speed is increased by 1m and the beast gains advantage on any check to resist being knocked prone.

Fast: The beast improves one movement speed of your choice by +3m.

Feat: The beast gains a feat from Chapter 7. Note that many feats will not be appropriate for specific creatures, so GM discretion is advised.

Flight: The beast gains a fly speed of 6m.

Flightless: The beast loses its fly speed (and regains its land speed) but takes half damage from falling. This ability can only be taken by creatures with a fly speed.

Hold Breath: The beast can hold its breath for 30 minutes.

Improved Ability: Choose one other ability that causes a saving throw. The DC of the saving throw increases by +2. This ability may be chosen multiple times and its effects stack.

Improved Attribute: Choose one attribute to gain a +2 bonus. This ability may be chosen multiple times, and its effects stack.

Keen Sense: Choose one sense. The beast gains advantage on Perception checks that rely on the chosen sense. This ability may be chosen multiple times, selecting a different sense each time.

Larger: The beast is one size larger than normal. Its natural attacks deal damage as if the creature were a CR 2 higher than the starting CR, and it gains +2 Strength. It suffers a -2 to Dexterity, and its AC is lowered by 1. This ability may be chosen multiple times, and its effects stack.

Lumbering: The beast move speeds are reduced by 3m, but it gains bonus HP equal to twice the creature's CR.

Mimicry: The beast can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Insight check.

Move By: The beast doesn't provoke opportunity attacks when it moves out of an enemy's reach.

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Multiattack: The beast can make an attack with each of its natural weapons when it attacks. A beast must have multiple natural attacks to take this ability.

Natural Weapon: The beast gains an additional natural attack of your choice. This ability may be taken multiple times.

Pack Tactics: The beast has advantage on an attack roll against a creature if at least one ally is within 5 feet of the creature and the ally isn't incapacitated.

Pounce: If the beast moves at least 20 feet straight toward a creature and then hits it with its first attack on the same turn, that target must succeed on a Strength saving throw (DC 5 + creature CR) or be knocked prone.

Powerful Attack: Choose one of the beast's attacks. The attack's damage increases to the next highest damage value on the beast attributes table. For instance, a CR 11 creature would have a die type of 2d6 (instead of 1d10). This ability may be taken multiple times and its effects stack.

Proficient: Increase the creature's Proficiency bonus by +1. This ability may be taken multiple times, but it may not improve the beast's Proficiency bonus above the listed bonus of the creature's final CR.

Relentless: If this beast takes damage that would reduce it to 0 hit points, it is reduced to 1 hit point instead. This ability may only be used once per short or long rest.

Skilled: The creature is proficient in one of the following skills: Acrobatics, Athletics, Intimidation, Perception, Stealth, or Survival. This ability may be taken multiple times.

Spider Climb: The beast can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Standing Leap: The beast is always treated as having moved 2m when making a leap.

Superior Natural Attacks: The beast's natural attacks have a tech level equal to one fourth of the creature's CR (rounded down, minimum 1), instead of being TL 0.

Sure-Footed: The beast has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Swarm: The creature represents a group of smaller creatures, such as a swarm of spiders or a school of fish. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a single member of its swarm. The swarm can't regain hit points or gain temporary hit points. The creature's size is increased one step (do not adjust its attributes).

Swimmer: The beast gains a swim speed of 3m. This ability may be taken a second time, increasing the swim speed to 6m.

Tough: The beast gains additional HP equal to its final CR. The beast may take this ability multiple times.

Venomous: Choose one of the beast's bite, claw, or sting attacks to also apply the poison condition to the target. At the beginning of each of the poisoned character's turns, they must pass a Constitution save (DC 10 + the creature's CR) to remove the condition. If they fail, they suffer TD poison damage. This damage is increased to 2 TD damage at CR 6, 3 TD damage at CR 11, and 4 TD damage at CR 17.

Webbing: The beast may entangle its targets in a web as a ranged or melee attack. If the attack hits, the target must pass a DC 10 Dexterity save or become restrained for 1d4 rounds. While in contact with a web, the beast knows the exact location of any other creature in contact with the same web. The beast ignores movement restrictions caused by webbing.



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Example Beasts

SURLY KITTEN [CR 1/8]

Tiny Beast (Quadruped)

Armor Class: 12

Hit Points: 1

Speed: 4m

STR	DEX	CON	INT	WIS	CHA
3(-4)	16(+3)	6{-2)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +1

Skills: Acrobatics +4, Survival +1

Saves: Dexterity +4, Constitution -1

Abilities: Multi-attack

2 Claws +4 to hit, reach 1m, one target, Hit: 1 (1d2-3) slashing damage.

A common trait among sentient life, and especially common among humans, is the keeping of pets. This animal may be tiny, but it does not appreciate being picked up or petted by strangers.

This beast was built by selecting a CR 1/8 Quadruped (2 claw attacks) and the multi-attack ability to use both attacks.

TRASH PANDA [CR 1/4]

Tiny Beast (Quadruped)

Armor Class: 12

Hit Points: 7

Speed: 4m, Climb (3m)

STR	DEX	CON	INT	WIS	CHA
4(-3)	16(+3)	6{-2)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +1

Skills: Acrobatics +4, Survival +1

Saves: Dexterity +4, Constitution -1

Abilities: Climb

Bite -2 to hit, reach 1m, one target, Hit: 1 (1d3-2) piercing damage.

This creature occupies a vague space between ursine and rodent. There are many common scavengers that have adapted to live on the refuse of civilization. Rarely dangerous, they may even be considered cute by locals.

This beast was built by selecting a CR 1/4 Quadruped (bite attack) and the climb ability so it can maneuver through trees easily.

GRASS SNAKE [CR 1/2]

Tiny Beast (Serpentine)

Armor Class: 12

Hit Points: 3

Speed: 4m, Climb (3m), Swim (3m)

STR	DEX	CON	INT	WIS	CHA
5(-3)	16(+3)	6{-2)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +1

Skills: Stealth +4, Survival +1

Saves: Dexterity +4, Constitution -1

Abilities: Venomous (DC 10)

Bite -2 to hit, reach 1m, one target, Hit: 1 (1d3-2) piercing damage.

While not usually threatening to an adult, small animals and children can be in great danger when bitten by a venomous snake. If encountered in numbers, these verdant serpents can threaten even the hardiest of folk.

This beast was built by selecting a CR 1/2 Serpentine and the Venomous ability, to make its bite more dangerous.

HUNGRY VULTURE [CR 1]

Small Beast (Avian)

Armor Class: 12

Hit Points: 10

Speed: 1m, Fly (6m)

STR	DEX	CON	INT	WIS	CHA
6(-2)	14(+2)	8{-1)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +2

Skills: Acrobatics +4, Perception +2

Saves: Dexterity +4, Constitution +1

Abilities: Relentless

Beak +0 to hit, reach 1m, one target, Hit: 1 (1d4-2) piercing damage.

Almost every planet with a thriving biome has avian scavengers. These creatures can often be found circling above carrion or the prey of larger animals, waiting for an opportunity to feast on the leftovers.

This beast was built by selecting a CR 1 Avian (beak attack) and the Relentless ability so that it won't die to a single attack.

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NOPE-NOPE SPIDER [CR 2]

Tiny Beast (Insect)

Armor Class: 12

Hit Points: 10

Speed: 6m, Climb (6m)

STR	DEX	CON	INT	WIS	CHA
5(-3)	16(+3)	6(-2)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +1

Skills: Acrobatics +4, Stealth +2

Saves: Dexterity +4, Constitution +1

Abilities: Venomous (DC 10), Spider Climb, Standing Leap

Bite -2 to hit, reach 1m, one target, Hit: 1 (1d4-3) piercing damage.

This massive arachnid is about the size of a human hand and capable of leaping from the ground, wall, or ceiling onto a victim. They are incredibly aggressive hunters that tend to ambush anyone that comes near.

This beast was built by selecting a CR 1 Insect (bite attack), the venomous and spider climb abilities to create an arachnid. Then the standing leap ability was chosen to make sudden attacks and to make the creature CR 2.

RAVENOUS PIRANHAS [CR 4]

Medium Beast Swarm (Aquatic)

Armor Class: 13

Hit Points: 30

Speed: 0m, Swim (6m)

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	8(-1)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +2

Skills: Athletics +1, Perception +2

Saves: Dexterity +4, Constitution +1

Abilities: Blood Frenzy, Swarm

Bite +1 to hit, reach 1m, one target, Hit: 3 (1d6-1) piercing damage.

Found in rivers and shallow waters, carnivorous fish aren't typically a threat on their own, but when several dozen, or more, congregate they can quickly strip the flesh from bone in a matter of minutes.

This beast was built by selecting a CR 4 Aquatic (bite attack) and giving it the blood frenzy and swarm abilities to create a murderous school of ravenous fish.

JUNK YARD DOG [CR 3]

Small Beast (Quadruped)

Armor Class: 13

Hit Points: 25

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	8(-1)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +2

Skills: Athletics +1, Survival +2

Saves: Dexterity +4, Constitution +1

Abilities: Keen Sense (Smell)

Bite +1to hit, reach 1m, one target, Hit: 2 (1d6-1) piercing damage.

Canines or similar creatures have been domesticated on many worlds. They serve in many capacities including companionship, aiding the blind, guard duty, labor, hunting, and even aiding local law enforcement.

This beast was built by selecting a CR 3 Quadruped (bite attack) and giving it the scent ability to track quarry and sense intruders.

ABYDONIAN LIZARD [CR 4]

Small Beast (Quadruped)

Armor Class: 15

Hit Points: 30

Speed: 6m, Climb 3m

STR	DEX	CON	INT	WIS	CHA
8(-1)	14(+2)	8(-1)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +2

Skills: Athletics +1, Perception +2, Survival +2

Saves: Dexterity +4, Constitution +1

Abilities: Armored, Climb

Bite +1to hit, reach 1m, one target, Hit: 2 (1d6-1) piercing damage.

Despite its thick hide which offers protections from predators, the Abydonian lizard is commonly eaten on Abydos, especially during feasts and special occasions.

This beast was built by selecting a CR 4 Quadruped (bite attack) and giving it climb (because of its strange hind legs) and armored because of its thick hide.

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FLANGED ORANGUTAN [CR 5]

Medium Beast (Biped)

Armor Class: 14

Hit Points: 37

Speed: 6m, Climb (3m)

STR	DEX	CON	INT	WIS	CHA
12(+1)	12(+1)	10{+0)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +3

Skills: Athletics +4, Perception +3, Survival +3

Saves: Dexterity +4, Constitution +3

Abilities: Charge, Improved Attribute (Strength)

Slam +4 to hit, reach 1m, one target, Hit: 4 (1d6+1) bludgeoning damage.

These primates are often found in jungles and other heavily forested areas. Some live in the low branches of the trees while others prefer to dwell on the ground. Typically non-violent unless provoked, they can still pose a threat.

This beast was built by selecting a CR 5 Biped (slam attack) and giving it the charge ability and improving its strength to simulate a shocking simian assault.

DAIRY COW [CR 7]

Large Beast (Quadruped)

Armor Class: 15

Hit Points: 51

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	12(+1)	12{+1)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +3

Skills: Athletics +4, Survival +3

Saves: Dexterity +4, Constitution +4

Abilities: Larger, Improved Attribute (Strength), Improved Attribute (Constitution)

Hoof +4 to hit, reach 1m, one target, Hit: 10 (2d8+1) bludgeoning damage.

Despite their docile nature, domesticated bovine can be dangerous if provoked. They are found in many societies as a source of both dairy and meat. Some breeds can also be used for manual labor, but this is fairly rare.

This beast was built by selecting a CR 7 Quadruped (2 hoof attacks) and giving it the Larger ability as well as improving its strength and constitution to create a large bovine. It does not have multi-attack, so it only gets one hoof attack.

JUNGLE ANACONDA [CR 6]

Medium Beast (Serpentine)

Armor Class: 14

Hit Points: 44

Speed: 6m, Climb (3m), Swim (3m)

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10{+0)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +3

Skills: Stealth +4, Survival +3

Saves: Dexterity +4, Constitution +3

Abilities: Constrict, Camouflage (Forest), Hold Breath

Bite +3 to hit, reach 1m, one target, Hit: 7 (2d6) bludgeoning damage.

This enormous serpent is capable of squeezing a soldier to death and then swallowing the body whole to be digested slowly. It prefers to hunt by lurking below the surface of water or in tree branches, ready to entangle a meal.

This beast was built by selecting a CR 6 Serpentine and giving it the constrict, camouflage, and hold breath abilities so that it can lay in wait for prey.

MASTADGE [CR 8]

Large Beast (Quadruped)

Armor Class: 15

Hit Points: 58

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	10(+0)	11{+0)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +3

Skills: Athletics +5, Survival +3

Saves: Dexterity +4, Constitution +3

Abilities: Beast of Burden, Larger Size, Lumbering, Improved Strength

Bite +5 to hit, reach 1m, one target, Hit: 11 (2d8+2) piercing damage.

This shaggy domesticated beast is used on Abydos for labor, food, and fur.

This beast was built by selecting a CR 8 Quadruped (bite attack) and choosing feats in line with other bovine-adjacent farm animals, such as larger size and beast of burden.

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REEF SHARK [CR 9]

Medium Beast (Aquatic)

Armor Class: 14

Hit Points: 44

Speed: 0m, Swim 9m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10{+0)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +3

Skills: Athletics +3, Perception +3, Survival +3

Saves: Dexterity +4, Constitution +3

Abilities: Fast, Powerful Attack (Bite) x3, Keen Sense (Smell), Skilled (Survival)

Bite +5 to hit, reach 1m, one target, Hit: 14 (4d6) piercing damage.

These hunters of the sea have been known to eat almost anything. One was even found to have an entire suit of armor in its gut.

This beast was built by selecting a CR 6 Aquatic (bite attack) and giving it a more powerful bite with all three abilities. It was then given the fast, keen sense, and skilled abilities to make it a CR 9.

BIRD OF PREY [CR 11]

Small Beast (Avian)

Armor Class: 13

Hit Points: 52

Speed: 1m, Fly (15m)

STR	DEX	CON	INT	WIS	CHA
9(-1)	14(+2)	8{-1)	5(-3)	14(+2)	2(-4)

Proficiency Modifier: +4

Skills: Acrobatics +6, Perception +6

Saves: Dexterity +5, Constitution +5

Abilities: Fast x3, Proficient, Improved Attribute (Wisdom) x2, Keen Sense (Sight), Tough x2

2 Claws +6 to hit, reach 1m, one target, Hit: 12 (3d6+2) slashing damage.

Long extinct on Earth, these hunting lizards often move in small packs and use their survival instincts to lay traps or track food. Those that evolve on other planets tend to have bright plumage that stands out from the environs.

This beast was built by selecting a CR 7 Avian (2 claw attacks), fast three times and improved wisdom twice. It was then given keen sense, proficient, and tough twice to make it a CR 11.

VELOCIRAPTOR [CR 10]

Medium Beast (Biped)

Armor Class: 16

Hit Points: 74

Speed: 9m

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	12{+1)	5(-3)	14(+2)	2(-4)

Proficiency Modifier: +4

Skills: Athletics +6, Perception +6, Survival +6

Saves: Dexterity +5, Constitution +5

Abilities: Fast, Multi-attack, Natural Weapon (Bite), Improved Attribute (Wisdom) x2

Bite +6 to hit, reach 1m, one target, Hit: 11 (2d8+2) piercing damage.

2 Claws +6 to hit, reach 1m, one target, Hit: 11 (2d8+2) slashing damage.

These wily hunting lizards move in small packs and use their keen instincts to outmaneuver victims, lay traps, and track food.

This beast was built by selecting a CR 10 Biped (2 claw attacks) and giving it a bite and multi-attack. It was also given improved wisdom for tracking, and fast to make it too swift to flee.

DRAFT HORSE [CR 12]

Large Beast (Quadruped)

Armor Class: 16

Hit Points: 114

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
18(+4)	8(-1)	18{+4)	1(-5)	10(+0)	2(-4)

Proficiency Modifier: +4

Skills: Athletics +8, Survival +4

Saves: Dexterity +3, Constitution +8

Abilities: Beast of Burden, Larger, Improved Attribute (Constitution) x2, Tough x2

Hoof +8 to hit, reach 1m, one target, Hit: 20 (3d10+4) slashing damage.

The standard beast of burden in most human and Jaffa settlements, the draft horse is large, strong, and relatively easy to train. While not violent by nature, a kick or trampling from a horse can easily split a skull.

This beast was built by selecting a CR 12 Quadruped (2 hoof attacks) and choosing its abilities to make it big, strong, and hardy.

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Replicators

John von Neumann, a Tau'ri mathematician of some renown, once warned Earth about the potential devastation of nanotechnology, where self-replicating machines would consume the entire mass of the Earth, turning it into a sphere of silvery-gray goo. His fears were grounded in reality, as unchecked machine overpopulation is just as big a threat, if not bigger, than biological overpopulation. No species drives this point home more accurately than the Replicators.

While most Replicator forms are significantly larger than the pieces of their whole, they are just as capable of consuming the resources of entire planets. Replicators are comprised of "blocks" of pathways, a particle that makes these blocks highly adaptive. They can be used to make a staggering variety of structures and entities from roaming insectoid hordes to planet-wide structures. Some theorize they may even be capable of assembling a Dyson sphere or other solar system scale machines.

The Replicators don't simply consume matter indiscriminately, although they are capable of doing so. They seek out new technologies to study and integrate into themselves. If unleashed aboard a starship they can quickly take control of systems if not dealt with rapidly and decisively.

Most replicators are, surprisingly, non-violent towards biologicals unless they are attacked or otherwise "threatened" (even if the threat is only to disrupt their current operations). This doesn't make them any less dangerous, but it does grant an advantage to Phoenix teams, who can safely retreat to re-arm and re-engage.

Despite their sophisticated design, most individual replicator patterns aren't considered sentient, although as a whole they represent a great intelligence. Their single-minded purpose (replicate themselves) is shared by all their forms, and many are capable of strategic thinking towards that goal, despite their apparent lack of self-awareness.

Standard Tau'ri firearms have proven capable of injuring a replicator, or even dealing enough damage to destroy an individual construct. Energy based weapons are largely ineffective against the Replicators. GM Note: In later seasons a Replicator Disruptor is developed, but none exists at this time.

Note: Due to their common swarming tactics, the Replicators frequently appear as groups of extras (see page 298).

SPIDER [CR 3]

Tiny Mechanical (Replicator)

Armor Class: 15

Hit Points: 30

Speed: 6m, Climb 6m

STR	DEX	CON	INT	WIS	CHA
5(-3)	20(+5)	10(+0)	14(+2)	14(+2)	1(-5)

Proficiency Modifier: +3

Saves: Dexterity +8, Wisdom +5

Adaptive: Replicators always apply their Proficiency bonus to any skill check.

Machine Immunities: Replicators are immune to the following types of damage: Cold, Fire, Electricity, Necrotic, Poison, Psychic, & Radiant.

Programmed: This non-sentient Replicator cannot be manipulated with Charisma based skills like Deception, Intimidate, or Persuasion.

Acid Spray +8 to hit, reach 2m/5m, one target, Hit: 7 (2d6) acid damage.



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BEETLE [CR 8]

Small Mechanical (Replicator)

Armor Class: 16

Hit Points: 70

Speed: 6m, Climb 6m

STR	DEX	CON	INT	WIS	CHA
8(-1)	20(+5)	10{+0)	14(+2)	14(+2)	1(-5)

Proficiency Modifier: +4

Saves: Dexterity +9, Wisdom +6

Adaptive: Replicators always apply their Proficiency bonus to any skill check.

Machine Immunities: Replicators are immune to the following types of damage: Cold, Fire, Electricity, Necrotic, Poison, Psychic, & Radiant.

Programmed: This non-sentient Replicator cannot be manipulated with Charisma based skills like Deception, Intimidate, or Persuasion.

Standing Leap: The creature is always treated as having moved 2m when making a leap.

Acid Spray +9 to hit, reach 2m/5m, three targets in a 45° cone, Hit: 14 (4d6) acid damage.

REPLICATOR SWARM [CR 10]

Large Mechanical (Replicator)

Armor Class: 14

Hit Points: 90

Speed: 6m, Climb 6m

STR	DEX	CON	INT	WIS	CHA
7(-2)	20(+5)	10{+0)	14(+2)	14(+2)	1(-5)

Proficiency Modifier: +2

Saves: Dexterity +7, Wisdom +4

Adaptive: Replicators always apply their Proficiency bonus to any skill check.

Machine Immunities: Replicators are immune to the following types of damage: Cold, Fire, Electricity, Necrotic, Poison, Psychic, & Radiant.

Programmed: This non-sentient Replicator cannot be manipulated with Charisma based skills like Deception, Intimidate, or Persuasion.

Swarm: A Replicator Swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature.

Acid Spray: At the end of its turn all enemies in the same space as the swarm suffer 21 (6d6) acid damage.

GIANT BEETLE [CR 13]

Large Mechanical (Replicator)

Armor Class: 23

Hit Points: 200

Speed: 6m, Climb 3m

STR	DEX	CON	INT	WIS	CHA
20(+5)	14(+2)	10{+0)	14(+2)	14(+2)	1(-5)

Proficiency Modifier: +5

Saves: Dexterity +9, Wisdom +7

Adaptive: Replicators always apply their Proficiency bonus to any skill check.

Machine Immunities: Replicators are immune to the following types of damage: Cold, Fire, Electricity, Necrotic, Poison, Psychic, & Radiant.

Programmed: This non-sentient Replicator cannot be manipulated with Charisma based skills like Deception, Intimidate, or Persuasion.

Swarm Carrier: As an action, this creature can disgorge a Replicator swarm by spending up to half its HP (the new swarm has HP equal to the spent amount).

Acid Spray +7 to hit, reach 2m/5m, all targets in a 45° cone, Hit: 35 (10d6) acid damage.

QUEEN [CR 17]

Large Mechanical (Replicator)

Armor Class: 23

Hit Points: 300

Speed: 6m, Climb 3m

STR	DEX	CON	INT	WIS	CHA
20(+5)	14(+2)	10{+0)	14(+2)	14(+2)	1(-5)

Proficiency Modifier: +5

Saves: Dexterity +9, Wisdom +7

Adaptive: Replicators always apply their Proficiency bonus to any skill check.

Machine Immunities: Replicators are immune to the following types of damage: Cold, Fire, Electricity, Necrotic, Poison, Psychic, & Radiant.

Programmed: This non-sentient Replicator cannot be manipulated with Charisma based skills like Deception, Intimidate, or Persuasion.

Rapid Creation: At the end of its turn, the Queen automatically creates TD Spider replicators adjacent to her.

Acid Spray +7 to hit, reach 2m/5m, all targets in a 45° cone, Hit: 35 (10d6) acid damage.

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Reetou

An insect species native to the planet Reetalia, the Reetou are peaceful people who nevertheless represent a threat to the Goa'uld. A threat they responded to with nearly complete genocide.

The Reetou exist in a phased state outside the human and Goa'uld range of perception and reach. This struck fear into the Goa'uld, who realized the devastation an invisible species could cause to their rule. They in turn brought this destruction preemptively upon Reetalia, nearly wiping out the entire species. This splintered the surviving Reetou into two main camps, those who fight the Goa'uld with traditional military force and those who wage a war of attrition that involved killing the potential hosts for Goa'uld larva (which includes most humans).

The TER is a weapon designed to expose the Reetou, making them visible and subject to attack. In addition, the Goa'uld and Jaffa can sense when Reetou are nearby, typically agitating the symbiote.

REETOU REBEL [CR 4]

Large Sentient (Insect)

Armor Class: 17

Hit Points: 35

Speed: 6m, Climb 6m

STR	DEX	CON	INT	WIS	CHA
18(+4)	14(+2)	19{+4)	10(+0)	12(+1)	10(+0)

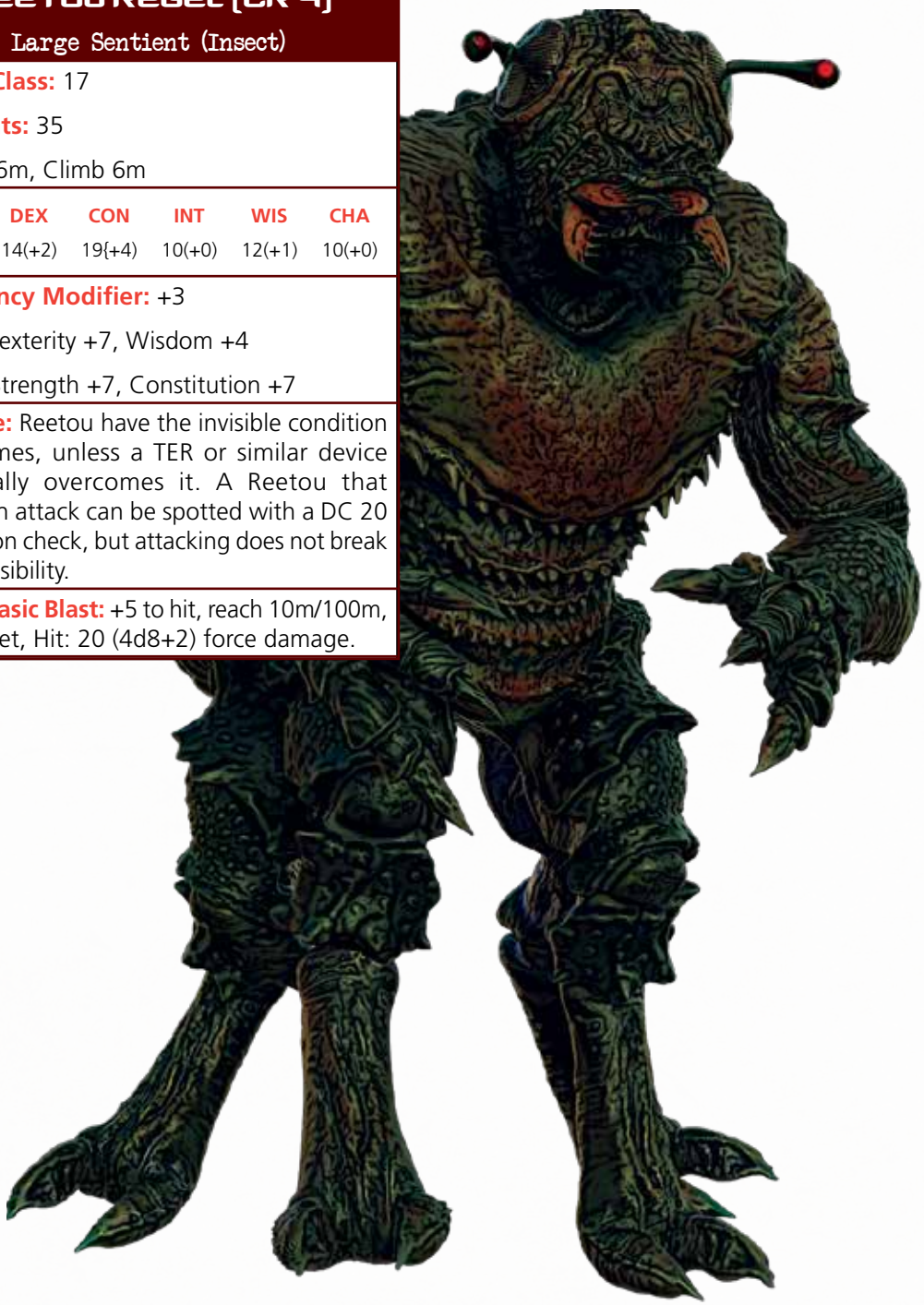
Proficiency Modifier: +3

Skills: Dexterity +7, Wisdom +4

Saves: Strength +7, Constitution +7

Invisible: Reetou have the invisible condition at all times, unless a TER or similar device temporally overcomes it. A Reetou that makes an attack can be spotted with a DC 20 Perception check, but attacking does not break their invisibility.

Multiphasic Blast: +5 to hit, reach 10m/100m, one target, Hit: 20 (4d8+2) force damage.



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NPCs by Class

The supporting cast of characters at a GM's disposal is only as limited as the imagination, including people from every potential walk of life from countless possible cultures and worlds. To easily create these NPCs on the fly, the GM can use class NPCs. Many of the NPCs your players will encounter can be created with class NPCs and the addition of a few options the GM deems necessary.

Note: To save space, Attribute Increases are not listed in the NPC statblocks MP calculations for ease of use. The MP values shown before feats and abilities are the totals spent after level 5, to aid in customization should the GM require it. These feats appear in the entry after the "|".

CHOOSING A RACE

In addition to the core PC races, there are abilities listed for NPC races (see page 322), so you can quickly build NPCs by adding the racial abilities of a PC or NPC race (without adjusting attributes).

CUSTOMIZING CLASS NPCS

Each of the pre-generated class NPC stat tables lists the attributes, proficiencies, special abilities and attacks for an average character of a specific class and level.

To complete each statblock apply a race's abilities (do not adjust the attributes), and then select up to two additional proficiencies (if desired).

NPCS BY CLASS

Lvl	Diplomat.	Engineer	Medic	Scientist	Scout	Soldier
1	Functionary	Maintenance	Quack	Student	Escort	Cadet
2	Solicitor	Repairman	Hedge Healer	Graduate	Trapper	Recruit
3	Yes Man	Builder	Intern	Lab-Tech	Lookout	Grunt
4	Mediator	Surveyor	Forensic Tech	Instructor	Explorer	Infantry
5	Bureaucrat	Tinkerer	Shrink	Expert	Tracker	Warrior
6	Advocate	Dabbler	Therapist	Field-Tech	Pioneer	Trooper
7	Minister	Architect	Doctor	Aeronauticist	Burglar	Guard
8	Village Mayor	Tech-wiz	Biologist	Analyst	Runner	Veteran
9	Counselor	Designer	Practitioner	Geneticist	Warden	Guerrilla
10	Military Attache	Security Specialist	Clinician	Chemist	Outrider	Marine
11	Negotiator	Bomb Builder	Forensic	Botanist	Patrol	Mercenary
12	Barrister	Experimenter	Zoologist	Physicist	Spotter	Point Man
13	Government Ambassador	Arms Dealer	Physician	Ecologist	Ranger	Pilot
14	Envoy	Tech-pioneer	Psychiatrist	Archaeologist	Guide	Man-At-Arms
15	Judge	Inventor	Veterinarian	Astro-Physicist	Sleuth	Officer
16	Ruler	Reverser	Marine Biologist	Geologist	Spy	Elite Guard
17	Hostage Negotiator	Innovator	Surgeon	Nuclear Physicist	Pathfinder	Commando
18	Legal Eagle	Mad Inventor	Psychotherapist	Paleontologist	Fixer	Field Commander
19	Politician	Xeno-techer	Shaman	Quantum Physicist	Assassin	Honor Guard
20	Planetary Ambassador	Tech-Genius	Forensic Wonderkind	Field Genius	Operative	High Commander

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NPC Races

The following races appear in Stargate SG-1 in season 1 through season 6. These races are not designed to be used by Players, and no known members of these species have joined the Phoenix program.

These races are presented with all the information necessary to make characters using the process for PCs, so that GMs may create NPCs from scratch, but they are not balanced or designed for PC use.

When applying one of these races to a pre-generated NPC template do not adjust any of the NPC attributes, HP, or other values. Simply add the race's special abilities to the character.

ANDROIDS

Sentient or semi-sentient machines, an android can appear as a unique individual, or as a duplicate of a living person. Androids that appear as humanoid races are typically impossible to discern as machines without close examination (Insight DC 20, Medicine DC 15, or Perception DC 25). Even then, it's most common to detect anomalies rather than to jump to a conclusion of "Android!"

An Android has the racial abilities of the race it mimics in addition to Android racial abilities.

Hit Points: Same as mimic race.

Ability Score Increase: Same as mimic race.

Proficiencies: Same as mimic race.

Resistant: Androids are resistant to bludgeoning, piercing, and slashing damage.

Immune: Androids are immune to psychic and necrotic damage, disease, poison, exhaustion, unconsciousness (they can choose to simulate it) and any other effect that only affects living targets.

ASGARDIANS

These gray skinned humanoids have bulbous black eyes and are recognizable by most Tau'ri as the pop culture "Grays" from many Earth stories. Their species breeds through cloning, which is threatening to cause a slow extinction of their people.

Hit Points: You gain +6 additional HP.

Ability Score Increase: Choose either Intelligence or Wisdom to improve by +2.

Proficiencies: All Intelligence skills.

Near-Ancient Tech: Asgardians have a wide variety of fantastical technology based on neutronium. An Asgardian is likely to possess almost any technological device the GM wishes, including starships and resurrection technologies.

ARIS BOCH'S PEOPLE

Human in appearance, this unknown species were granted a powerful gift by the Ancient's genetic tinkering: they cannot serve as Goa'uld hosts. The Goa'uld responded by subjugating them with Roshna, a powerful drug.

They have the following abilities in addition to those possessed by Human characters:

Hit Points: You gain +10 additional HP.

Ability Score Increase: Choose either Constitution or Intelligence to improve by +2.

Proficiencies: Choose any two skill proficiencies.

Goa'uld Resistant: Ilempiri cannot become Goa'uld hosts. In addition, they reduce the exhaustion dealt by the Zat'nik'tel or other Goa'uld weapons that deal exhaustion damage by 2 levels (minimum 1 level).

Roshna Addiction: Every day without a dose of Roshna they suffer 1d4 constitution damage that cannot be healed until they take a dose of Roshna. When reduced to 0 constitution they die.

REOL

These peaceful humanoids have skeletal faces and tendril-like hair. Brought near extinction by the Goa'uld, they survive due to a secretion that causes hallucinations and false memories in subjects.

Hit Points: You gain +10 additional HP.

Ability Score Increase: Choose either Dexterity or Wisdom to improve by +2.

Proficiencies: Deception and Persuasion.

Hallucinatory Secretion: By touching a target (which may require an attack) the Reol can cause the subject to view them as a trusted member of the target's species, which may include inception into the victim's memories. A DC 20 Will save prevents the initial effect, and another save may be made whenever the Reol makes an aggressive action towards the victim or otherwise acts in a way incongruous with the illusion created.

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NOX

The enigmatic Nox are a society whose mental and technological advancement is far greater than their appearance and conduct might present. This is due both to their highly secretive nature as well as their symbiotic approach to co-existence with all life. At the Phoenix Site, the teams learn that the Nox have taken a group of Aturen under their wing, and taught them some of the ways of their pacifist philosophy, but the Aturen are a young race and have not yet mastered the abilities this grants the Nox, who are capable of rendering entire cities invisible or returning the dead to life.

Hit Points: You gain +6 additional HP.

Ability Score Increase: Choose either Intelligence or Wisdom to improve by +2.

Proficiencies: Choose any two skill proficiencies.

Pure Pacifism: A Nox will not take any action that could, in their estimation, lead to the physical harm of any living creature. They never have the Soldier or Scout classes, nor do they ever equip themselves with weapons of any kind. All known Nox would rather die themselves than harm a living being (even non-sentient beings).

Noxian Invisibility: A Nox can turn a number of targets within 10m equal to their Proficiency bonus invisible. This invisibility lasts until the target wishes it to end or takes an aggressive action of any kind. (GM's discretion).

Greater Ritual of Life: Nox can lead a ritual during a short rest that restores the dead to life. This requires a natural environment and a body that is relatively intact. All hit point damage, afflictions, and ability damage are healed through this ritual, and the subject may have been dead for quite some time, as long as the body is still reasonably whole (GM's discretion).

DESIGNER'S NOTE: NEW RACES

It should come as no surprise that the Phoenix Site is likely to encounter new races on a frequent basis, either as part of a one-off story or as a recurring ally or villain. One of the easiest ways to create a new race is to use the abilities found in the Beasts entry as special racial abilities for a species.

Alternatively, the GM might mix and match established racial abilities, modify them to the specific new alien, or create entirely new abilities. When creating new abilities, it is advisable to keep them simple, as complex rules for an NPC alien tend to muddle the story more than bring the species to life.

SERRAKIN

This Reptilian race lives peacefully alongside the human Hebridians, even entering into relationships and having children successfully despite the species barrier. Half-Serrakin's are identical to their Serrakin parents, save for a skin-tone in line with their human parent.

Hit Points: You gain +10 additional HP.

Ability Score Increase: Choose either Intelligence or Charisma to improve by +2.

Proficiencies: Perception and Pilot.

Reptilian: Serrakins gain a +2 AC bonus and resistance to any damage or exhaustion caused by hot environments.

MIMETIC ALIENS

This fearless race of humanoids first encountered In the only known contact with the species, they infiltrated the SG-1 using a mimetic imaging device which granted them a human appearance.

Hit Points: You gain +10 additional HP.

Ability Score Increase: Choose either Constitution or Charisma to improve by +2.

Proficiencies: Deception and Insight.

Carapace: The Stragoth gain a +2 bonus to AC. In addition, their AC has a minimum of 16, even when wearing no armor.

Mimetic Imaging: The aliens are in possession of a TL 4 device that renders a target unconscious, duplicates their physical form, and grants the aliens access to the victim's memories. This duplication is nearly perfect, requiring a DC 25 Insight or Perception check to notice subtle inconsistencies within the illusion. Exposure to specific sound frequencies can cause the illusion to glitch.

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Diplomats

FUNCTIONARY [CR 1/2]

Medium Humanoid (Diplomat 1)

Armor Class: 10

Hit Points: 18

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
9(-1)	10(+0)	10(+0)	13(+1)	14(+2)	16(+3)

Proficiency Modifier: +2

Skills: Culture +4, Deception +5, Insight +4, Persuasion +5

Saves: Wisdom +4, Charisma +5

Feats (0MP): Inspire

Inspirations (0MP): Calm & Collected

Gear: Sidearm, Dress Uniform

Sidearm +2 to hit, range 50m/100m, one target, Hit: 4 (1d8) piercing damage

SOLICITOR [CR 1]

Medium Humanoid (Diplomat 2)

Armor Class: 10

Hit Points: 22

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
9(-1)	10(+0)	10(+0)	13(+1)	14(+2)	16(+3)

Proficiency Modifier: +2

Skills: Culture +4, Deception +5, Insight +4, Persuasion +5

Saves: Wisdom +4, Charisma +5

Feats (0MP): Inspire, Pep Talk, A Word in an Ear

Inspirations (0MP): Skillful Explanations

Gear: Pocket Knife, Cheap Suit

Shortblade +1 to hit, range 1m, one target, Hit: 1 (1d4-1) slashing damage

YES MAN [CR 2]

Medium Humanoid (Diplomat 3)

Armor Class: 10

Hit Points: 26

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
9(-1)	10(+0)	10(+0)	13(+1)	14(+2)	16(+3)

Proficiency Modifier: +2

Skills: Culture +4, Deception +5, Insight +4, Persuasion +5

Saves: Wisdom +4, Charisma +5

Feats (0MP): Inspire, Pep Talk, A Word in an Ear, Force of Will

Inspirations (0MP): Clear Focus, Defensive Motivation

Gear: Sidearm, Dress Uniform

Sidearm +2 to hit, range 200m/1800m, one target, Hit: 4 (1d8) piercing damage

MEDIATOR [CR 3]

Medium Humanoid (Diplomat 4)

Armor Class: 10

Hit Points: 30

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
9(-1)	10(+0)	10(+0)	13(+1)	14(+2)	17(+3)

Proficiency Modifier: +2

Skills: Culture +4, Deception +5, Insight +4, Persuasion +7

Saves: Wisdom +4, Charisma +5

Feats (0MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Persuasion)

Inspirations (0MP): Clear Focus, Enduring Inspirations

Gear: Sidearm, Dress Uniform

Sidearm +2 to hit, range 50m/100m, one target, Hit: 4 (1d8) piercing damage

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BUREAUCRAT [CR 4]

Medium Humanoid (Diplomat 5)

Armor Class: 10

Hit Points: 34

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
9(-1)	10(+0)	10(+0)	13(+1)	14(+2)	17(+3)

Proficiency Modifier: +3

Skills: Culture +5, Deception +6, Insight +8, Persuasion +6

Saves: Wisdom +4, Charisma +5

Feats (0MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Insight), Strong Personality (1d8)

Inspirations (0MP): Calm & Collected, Clear Focus, Skillful Explanations

Gear: Sidearm, Dress Uniform

Sidearm +3 to hit, range 50m/100m, one target, Hit: 9 (2d8) piercing damage

MINISTER [CR 6]

Medium Humanoid (Diplomat 7)

Armor Class: 10

Hit Points: 42

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
9(-1)	10(+0)	10(+0)	13(+1)	14(+2)	17(+3)

Proficiency Modifier: +3

Skills: Culture +5, Deception +6, Insight +8, Medicine +5, Persuasion +6

Saves: Wisdom +4, Charisma +5

Feats (17MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Insight), Strong Personality (1d8) | Proficiency (Medicine), Advanced Training: Medic, First Aid, Martial Arts Proficiency

Inspirations (0MP): Clear Focus, Grim Resolve, Hard Day's Night

Procedures (5MP): Improvised Medicine

Gear: Holy Text, Clergy Uniform

Haymaker +2 to hit, range 1m, one target, Hit: 6 (2d6-1) bludgeoning damage

ADVOCATE [CR 5]

Medium Humanoid (Diplomat 6)

Armor Class: 13

Hit Points: 44

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
9(-1)	10(+0)	10(+0)	13(+1)	14(+2)	17(+3)

Proficiency Modifier: +3

Skills: Culture +5, Deception +6, Insight +8, Persuasion +6

Saves: Wisdom +4, Charisma +5

Feats (8MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Insight), Strong Personality (1d8) | Proficiency (Shotgun), Hardy

Inspirations (5MP): Calm & Collected, Defensive Motivation, Hard Day's Night, Skillful Explanations

Gear: Shotgun, Leather Armor

Shotgun +3 to hit, range 10m/30m, scatter targets, Hit: 11 (2d10) piercing damage

VILLAGE MAYOR [CR 7]

Medium Humanoid (Diplomat 8)

Armor Class: 11

Hit Points: 54

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
9(-1)	10(+0)	10(+0)	13(+1)	14(+2)	17(+3)

Proficiency Modifier: +3

Skills: Culture +8, Deception +6, Insight +5, Intimidation +6, Persuasion +6.

Saves: Wisdom +4, Charisma +5

Feats (22MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Culture), Strong Personality (1d8) | Resonate Words, Proficiency (Intimidation), Hardy, Advanced Training: Soldier, Tactical Flexibility

Inspirations (0MP): Calm & Collected, Clear Focus, Skillful Explanations
Tactics (10MP): Coordinated Response, Defensive Posture

Gear: Spear, Furs

Polearm +3 to hit, range 2m, one target, Hit: 8 (2d8-1) piercing damage

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COUNSELOR [CR 8]

Medium Humanoid (Diplomat 9)

Armor Class: 11

Hit Points: 50

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10(+0)	13(+1)	14(+2)	18(+4)

Proficiency Modifier: +4

Skills: Culture +6, Deception +8, Insight +10, Persuasion +8

Saves: Wisdom +6, Charisma +8

Feats (16MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Insight), Strong Personality (1d8) | Force of Will, Improved Moxie, Linguist

Inspirations (0MP): Calm & Collected, Clear Focus, Skillful Explanations

Gear: Baton, Formal Attire

Baton +4 to hit, range 1m, one target, Hit: 5 (2d4) bludgeoning damage

NEGOTIATOR [CR 10]

Medium Humanoid (Diplomat 11)

Armor Class: 17

Hit Points: 65

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10(+0)	13(+1)	14(+2)	18(+4)

Proficiency Modifier: +4

Skills: Culture +6, Deception +8, Insight +6, Intimidate +8, Investigation +5, Perception +6, Persuasion +12

Saves: Wisdom +6, Charisma +8

Feats (38MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Persuasion), Strong Personality (1d8) | Convincing, Hardy, Improved Moxie, Proficiency (Intimidate), Proficiency (Investigation), Proficiency (Perception)

Inspirations (0MP): Calm & Collected, Grim Resolve, Hard Day's Night

Gear: Sidearm, Tactical Vest

Sidearm +5 to hit, range 50m/100m, one target, Hit: 14 (3d8+1) piercing damage

ATTACHE [CR 9]

Medium Humanoid (Diplomat 10)

Armor Class: 15

Hit Points: 54

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10(+0)	13(+1)	14(+2)	18(+4)

Proficiency Modifier: +4

Skills: Culture +10, Deception +8, Insight +6, Persuasion +8

Saves: Wisdom +6, Charisma +8

Feats (27MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Culture), Strong Personality (1d8) | Force of Will, Improved Initiative, Proficiency (Longarm), Rapid Reload, Improved Critical (Longarm)

Inspirations (0MP): Defensive Motivation, Clear Focus, Skillful Explanations

Gear: Longarm, Bullet Resistant Vest

Longarm +5 to hit, range 200m/1800m, one target, Hit: 15 (4d6+1) piercing damage

BARRISTER [CR 11]

Medium Humanoid (Diplomat 12)

Armor Class: 15

Hit Points: 86

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10(+0)	13(+1)	14(+2)	18(+4)

Proficiency Modifier: +4

Skills: Culture +6, Deception +8, Insight +6, Intimidate +8, Investigation +5, Persuasion +12

Saves: Wisdom +6, Charisma +8

Feats (41MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Persuasion), Strong Personality (1d8) | Cross Discipline Study, Dodge, Hardy x2, Force of Will, Proficiency (Shotgun), Proficiency (Intimidate), Proficiency (Investigation)

Inspirations (5MP): Calm & Collected, Defensive Motivation, Hard Day's Night, Skillful Explanations

Gear: Shotgun, Leather Armor

Shotgun +5 to hit, range 10m/30m, scatter targets, Hit: 17 (3d10+1) piercing damage

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ENVOY [CR 12]

Medium Humanoid (Diplomat 13)

Armor Class: 12

Hit Points: 66

Speed: 8m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	11(+0)	14(+2)	16(+3)	19(+4)

Proficiency Modifier: +5

Skills: Athletics +5, Culture +13, Deception +9, Insight +8, Persuasion +9, Survival +8

Saves: Wisdom +8, Charisma +9

Feats (18MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Culture), Strong Personality (1d8) | Swift x2, Proficiency (Athletics), Proficiency (Survival)

Inspirations (0MP): Clear Focus, Defensive Motivation, Grim Resolve

Gear: Spear, Furs

Polearm +5 to hit, range 2m, one target, Hit: 13 (3d8) piercing damage

JUDGE [CR 14]

Medium Humanoid (Diplomat 15)

Armor Class: 13

Hit Points: 74

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	11(+0)	14(+2)	16(+3)	19(+4)

Proficiency Modifier: +5

Skills: Culture +8, Deception +9, Insight +13, Investigation +9, Perception +8, Persuasion +9

Saves: Wisdom +8, Charisma +9

Feats (28MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Insight), Strong Personality (1d8) | Convincing, Die Hard, Proficiency (Investigation), Proficiency (Perception), Unusual Approach (CHA Investigation)

Inspirations (10MP): Calm & Collected, Clear Focus, Defensive Motivation, Grim Resolve, Skillful Explanations

Gear: Gavel, Leather Reinforced Robes

Bludgeon +5 to hit, range 1m, one target, Hit: 7 (3d4) bludgeoning damage

SKALD [CR 13]

Medium Humanoid (Diplomat 14)

Armor Class: 18

Hit Points: 70

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	11(+0)	14(+2)	16(+3)	19(+4)

Proficiency Modifier: +5

Skills: Athletics +5, Culture +8, Deception +9, Insight +8, Persuasion +14, Survival +8

Saves: Wisdom +8, Charisma +9

Feats (30MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Persuasion), Strong Personality (1d8) | Power Attack, Surge, Proficiency (Athletics), Proficiency (Survival), Heavy Armor Training,

Inspirations (0MP): Coordinated Fire, Defensive Motivation, Grim Resolve

Gear: Handaxe, Chainmail, Shield

Shortblade +6 to hit, range 1m, one target, Hit: 8 (3d4+1) slashing damage

RULER [CR 15]

Medium Humanoid (Diplomat 16)

Armor Class: 11

Hit Points: 110

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	11(+0)	14(+2)	16(+3)	19(+4)

Proficiency Modifier: +5

Skills: Culture +8, Deception +9, Insight +13, Intimidation +9, Perception +8, Persuasion +9

Saves: Wisdom +8, Charisma +9

Feats (45MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Insight), Strong Personality (1d8) | Convincing, Force of Will, Hardy x2, Proficiency (Intimidation), Proficiency (Perception), Strong Personality x2 (1d12)

Inspirations (5MP): Calm & Collected, Coordinated Fire, Grim Resolve, Skillful Explanations

Gear: Scepter, Jeweled Crown, Fancy Robes

Bludgeon +5 to hit, range 1m, one target, Hit: 7 (3d4) bludgeoning damage

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FAMOUS ACTOR [CR 16]

Medium Humanoid (Diplomat 17)

Armor Class: 12

Hit Points: 82

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	13(+1)	16(+3)	17(+3)	20(+5)

Proficiency Modifier: +6

Skills: Culture +9, Deception +11, Insight +15, Performance +11. Persuasion +11

Saves: Wisdom +9, Charisma +11

Feats (3MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Insight), Strong Personality (1d8) | Proficiency (Performance)

Inspirations (0MP): Calm & Collected, Enduring Inspirations, Skillful Explanations

Gear: Gold-plated Sidearm, Stylish Suit

Sidearm +8 to hit, range 50m/100m, one target, Hit: 20 (4d8+2) piercing damage

LEGAL EAGLE [CR 17]

Medium Humanoid (Diplomat 18)

Armor Class: 12

Hit Points: 86

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	13(+1)	16(+3)	17(+3)	20(+5)

Proficiency Modifier: +6

Skills: Culture +9, Deception +11, Insight +9, Investigation +9. Persuasion +17

Saves: Wisdom +9, Charisma +11

Feats (13MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Persuasion), Strong Personality (1d8) | Linguist, Martial Arts Proficiency, Proficiency (Investigation),

Inspirations (0MP): Calm & Collected, Quippy Comebacks, Skillful Explanations

Gear: Briefcase, Stylish Suit

Sweet Chin Music +7 to hit, range 1m, one target, Hit: 15 (4d6+1) bludgeoning damage

POLITICIAN [CR 18]

Medium Humanoid (Diplomat 19)

Armor Class: 12

Hit Points: 90

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	13(+1)	16(+3)	17(+3)	20(+5)

Proficiency Modifier: +6

Skills: Culture +9, Deception +17, Insight +9, Investigation +9. Persuasion +17

Saves: Wisdom +9, Charisma +11

Feats (23MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Persuasion), Strong Personality (1d8) | Exceptional Expertise (Deception), Improved Moxie, Strong Personality (1d10)

Inspirations (0MP): Defensive Motivation, Enduring Inspirations, Skillful Explanations

Gear: Modest-looking Expensive Suit, Revolver

Sidearm +8 to hit, range 50m/100m, one target, Hit: 20 (4d8+2) piercing damage

AMBASSADOR [CR 19]

Medium Humanoid (Diplomat 20)

Armor Class: 12

Hit Points: 114

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	13(+1)	16(+3)	17(+3)	20(+5)

Proficiency Modifier: +6

Skills: Culture +15, Deception +11, Insight +15, Investigation +9. Persuasion +11

Saves: Wisdom +9, Charisma +11

Feats (37MP): Inspire, Pep Talk, A Word in an Ear, Force of Will, Diplomatic Expertise (Culture), Strong Personality (1d8) | Exceptional Expertise (Insight), Improved Moxie, Hardy, Linguist, Strong Personality x2 (1d12)

Inspirations (0MP): Calm & Collected, Enduring Inspirations, Hard Day's Night

Gear: Ornate Staff of Office, Formal Attire

Greathammer +7 to hit, range 1m, one target, Hit: 15 (4d6+1) bludgeoning damage, knockdown

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Engineers

MAINTENANCE [CR 1/2]

Medium Humanoid (Engineer 1)

Armor Class: 16

Hit Points: 18

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	10(+0)	16(+3)	10(+0)	9(-1)

Proficiency Modifier: +2

Skills: Engineering +5, Pilot +4, Perception +2

Saves: Dexterity +4, Intelligence +5

Feats (0MP): Jury Rig

Modifications (0MP): Armorer

Gear: Longarm, Bullet Resistant Vest

Longarm +4 to hit, range 200m/1800m, one target, Hit: 9 (2d6+2) piercing damage

REPAIRMAN [CR 1]

Medium Humanoid (Engineer 2)

Armor Class: 15

Hit Points: 22

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	10(+0)	16(+3)	10(+0)	9(-1)

Proficiency Modifier: +2

Skills: Engineering +5, Pilot +4, Perception +2

Saves: Dexterity +4, Intelligence +5

Feats (0MP): Jury Rig, Hold Together, Whack It

Modifications (0MP): Percussive Maintenance

Gear: Longarm, Bullet Resistant Vest

Longarm +4 to hit, range 200m/1800m, one target, Hit: 9 (2d6+2) piercing damage

BUILDER [CR 2]

Medium Humanoid (Engineer 3)

Armor Class: 15

Hit Points: 26

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	10(+0)	16(+3)	10(+0)	9(-1)

Proficiency Modifier: +2

Skills: Engineering +5, Pilot +4, Perception +2

Saves: Dexterity +4, Intelligence +5

Feats (0MP): Jury Rig, Hold Together, Whack It, Tune-Up

Modifications (0MP): Comms Tech, Montage

Gear: Sidearm, Bullet Resistant Vest

Sidearm +4 to hit, range 50m/100m, one target, Hit: 6 (1d8+2) piercing damage

SURVEYOR [CR 3]

Medium Humanoid (Engineer 4)

Armor Class: 15

Hit Points: 30

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	10(+0)	18(+4)	10(+0)	9(-1)

Proficiency Modifier: +2

Skills: Engineering +6, Pilot +4, Perception +6

Saves: Dexterity +4, Intelligence +6

Feats (0MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners

Modifications (0MP): Comms Tech, Minefield Expert

Gear: Blade, Bullet Resistant Vest

Blade +4 to hit, range 1m, one target, Hit: 5 (1d6+2) slashing & piercing damage

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TINKERER [CR 4]

Medium Humanoid (Engineer 5)

Armor Class: 16

Hit Points: 34

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	10(+0)	18(+4)	10(+0)	9(-1)

Proficiency Modifier: +3

Skills: Engineering +7, Pilot +5, Perception +7

Saves: Dexterity +5, Intelligence +7

Feats (0MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence

Modifications (0MP): Armorer, Longarm Calibrations, Sidearm Calibrations

Gear: Longarm, Bullet Resistant Vest

Longarm +5 to hit, range 200m/1800m, one target, Hit: 18 (4d6+2+1d4) piercing damage

ARCHITECT [CR 6]

Medium Humanoid (Engineer 7)

Armor Class: 18

Hit Points: 56

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	10(+0)	18(+4)	10(+0)	9(-1)

Proficiency Modifier: +3

Skills: Engineering +7, Pilot +5, Perception +7

Saves: Dexterity +5, Intelligence +7

Feats (21MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Blind-Fighter, Hardy x2, Night Owl, Party Animal

Modifications (0MP): Comms Tech, Longarms Calibrations, Montage

Gear: Longarm, Tactical Vest

Longarm +5 to hit, range 200m/1800m, one target, Hit: 18 (4d6+2+1d4) piercing damage

DABBLER [CR 5]

Medium Humanoid (Engineer 6)

Armor Class: 19

Hit Points: 38

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	10(+0)	18(+4)	10(+0)	9(-1)

Proficiency Modifier: +3

Skills: Engineering +7, Pilot +5, Perception +7

Saves: Dexterity +5, Intelligence +7

Feats (12MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Deadly Shot, Fighter Ace

Modifications (0MP): Armorer, Comms Tech, Sidearm Calibrations

Gear: Sidearm, Tactical Vest

Sidearm +5 to hit, range 50m/100m, one target, Hit: 13 (2d8+2+1d4) piercing damage

TECH-WIZ [CR 7]

Medium Humanoid (Engineer 8)

Armor Class: 17

Hit Points: 46

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	10(+0)	18(+4)	10(+0)	9(-1)

Proficiency Modifier: +3

Skills: Athletics +4, Engineering +7, Investigation +7, Perception +7, Pilot +5, Science +7

Saves: Dexterity +5, Intelligence +7

Feats (27MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Advanced Training: Scientist, Eureka, Skill Proficiency x3,

Modifications (0MP): Armorer, Longarm Calibrations, Minefield Expert

Discovery (5MP): Hyper-Focus

Gear: Longarm, Bullet Resistant Vest

Longarm +5 to hit, range 200m/1800m, one target, Hit: 18 (4d6+2+1d4) piercing damage

DESIGNER'S NOTE:

XENO-NOT-SO-SPECIAL

These NPC Engineers have been given Pre-Planned Obsolescence at level 5 in place of Xeno-Tech specialist, as these Engineers may come from non-Phoenix Site walks of life where the feat isn't appropriate.

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DESIGNER [CR 8]

Medium Humanoid (Engineer 9)

Armor Class: 16

Hit Points: 50

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	11(+0)	19(+4)	10(+0)	10(+0)

Proficiency Modifier: +4

Skills: Engineering +8, Pilot +6, Perception +8

Saves: Dexterity +6, Intelligence +8

Feats (0MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence

Modifications (5MP): Armorer, Longarm Calibrations, Sidearm Calibrations, Montage

Gear: Longarm, Bullet Resistant Vest

Longarm +6 to hit, range 200m/1800m, one target, Hit: 18 (4d6+2+1d4) piercing damage

SEC. SPECIALIST [CR 9]

Medium Humanoid (Engineer 10)

Armor Class: 19

Hit Points: 54

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	11(+0)	19(+4)	10(+0)	10(+0)

Proficiency Modifier: +4

Skills: Engineering +8, Pilot +6, Perception +8

Saves: Dexterity +6, Intelligence +8

Feats (11MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Deadly Shot, Weapon Specialization (Sidearm)

Modifications (5MP): Armorer, Comms Tech, Sidearm Calibrations, Minefield Expert

Gear: Sidearm, Tactical Vest

Sidearm +7 to hit, range 50m/100m, one target, Hit: 14 (2d8+3+1d4) piercing damage

BOMB BUILDER [CR 10]

Medium Humanoid (Engineer 11)

Armor Class: 18

Hit Points: 80

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	11(+0)	19(+4)	10(+0)	10(+0)

Proficiency Modifier: +4

Skills: Engineering +8, Pilot +6, Perception +8

Saves: Dexterity +6, Intelligence +8

Feats (22MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Evasion, Hardy x2, Night Owl

Modifications (5MP): Chem Thrower, Grenadier, Longarms Maintenance, Minefield Expert

Gear: Longarm, Tactical Vest

Longarm +6 to hit, range 200m/1800m, one target, Hit: 25 (6d6+2+1d4) piercing damage

EXPERIMENTER [CR 11]

Medium Humanoid (Engineer 12)

Armor Class: 17

Hit Points: 62

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	15(+2)	11(+0)	19(+4)	10(+0)	10(+0)

Proficiency Modifier: +4

Skills: Engineering +8, Investigation +8, Perception +8, Persuasion +4, Pilot +6, Science +8

Saves: Dexterity +6, Intelligence +8

Feats (27MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Advanced Training: Scientist, Eureka, Skill Proficiency x3

Modifications (5MP): Comms Tech, Montage, Sidearm Calibrations

Discovery (10MP): Hyper-Focus, Physicist

Gear: Sidearm, Bullet Resistant Vest

Sidearm +6 to hit, range 50m/100m, one target, Hit: 17 (3d8+2+1d4) piercing damage

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ARMS DEALER [CR 12]

Medium Humanoid (Engineer 13)

Armor Class: 21

Hit Points: 66

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	11(+0)	20(+5)	11(+0)	10(+0)

Proficiency Modifier: +5

Skills: Engineering +10, Pilot +8, Perception +10

Saves: Dexterity +8, Intelligence +10

Feats (12MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Heavy Armor Proficiency, Improved Moxie, Team Player

Modifications (5MP): Armorer, Longarm Calibrations, Sidearm Calibrations, Montage

Gear: Longarm, Tactical Armor

Longarm +8 to hit, range 200m/1800m, one target, Hit: 26 (6d6+3+1d4) piercing damage

TECH-PIONEER [CR 13]

Medium Humanoid (Engineer 14)

Armor Class: 21

Hit Points: 70

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	11(+0)	20(+5)	11(+0)	10(+0)

Proficiency Modifier: +5

Skills: Engineering +10, Pilot +8, Perception +10, Persuasion +10, Science +10

Saves: Dexterity +8, Intelligence +10

Feats (28MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Heavy Armor Proficiency, Improved Initiative, Team Player, Skill Proficiency x2, Unusual Approach (INT w/ Persuasion)

Modifications (5MP): Armorer, Comms Tech, Sidearm Calibrations, Minefield Expert

Gear: Sidearm, Tactical Armor

Sidearm +8 to hit, range 50m/100m, one target, Hit: 18 (3d8+3+1d4) piercing damage

INVENTOR [CR 14]

Medium Humanoid (Engineer 15)

Armor Class: 20

Hit Points: 74

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	11(+0)	20(+5)	11(+0)	10(+0)

Proficiency Modifier: +5

Skills: Engineering +10, Investigation +10, Pilot +8, Perception +10, Science +10

Saves: Dexterity +8, Intelligence +10

Feats (33MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Evasion, Heavy Armor Proficiency, Improved Moxie, Night Owl, Skill Proficiency x2, Team Player

Modifications (5MP): Chem Thrower, Grenadier, Longarms Maintenance, Minefield Expert

Gear: Longarm, Tactical Armor

Longarm +8 to hit, range 200m/1800m, one target, Hit: 26 (6d6+3+1d4) piercing damage

REVERSER [CR 15]

Medium Humanoid (Engineer 16)

Armor Class: 20

Hit Points: 78

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	11(+0)	20(+5)	11(+0)	10(+0)

Proficiency Modifier: +5

Skills: Engineering +10, Investigation +10, Perception +10, Persuasion +5, Pilot +6, Science +10

Saves: Dexterity +8, Intelligence +10

Feats (39MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Advanced Training: Scientist, Eureka, Heavy Armor Proficiency, Improved Initiative, Skill Proficiency x3, Team Player

Modifications (5MP): Comms Tech, Montage, Sidearm Calibrations

Discovery (10MP): Hyper-Focus, Physicist

Gear: Sidearm, Tactical Armor

Sidearm +8 to hit, range 50m/100m, one target, Hit: 18 (3d8+3+1d4) piercing damage

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INNOVATOR [CR 16]

Medium Humanoid (Engineer 17)

Armor Class: 23

Hit Points: 99

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	18(+4)	12(+1)	20(+5)	12(+1)	12(+1)

Proficiency Modifier: +6

Skills: Engineering +11, Pilot +10, Perception +11

Saves: Dexterity +10, Intelligence +11

Feats (12MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Heavy Armor Proficiency, Improved Moxie, Team Player

Modifications (5MP): Armorer, Longarm Calibrations, Sidearm Calibrations, Montage

Gear: Sidearm, Blast Shield, Tactical Armor

Sidearm +10 to hit, range 50m/100m, one target, Hit: 24 (4d8+4+1d4) piercing damage

MAD INVENTOR [CR 17]

Medium Humanoid (Engineer 18)

Armor Class: 22

Hit Points: 104

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	18(+4)	12(+1)	20(+5)	12(+1)	12(+1)

Proficiency Modifier: +6

Skills: Engineering +10, Intimidate +10, Pilot +8, Perception +10, Science +10

Saves: Dexterity +10, Intelligence +11

Feats (25MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Heavy Armor Proficiency, Improved Initiative, Skill Proficiency x2, Unusual Approach (INT w/Intimidate)

Modifications (5MP): Armorer, Longarm Calibrations, Minefield Expert, Montage

Gear: Sidearm, Tactical Armor, Tactical Helmet

Longarm +10 to hit, range 200m/1800m, one target, Hit: 34 (8d6+4+1d4) piercing damage

XENO-TECHER [CR 18]

Medium Humanoid (Engineer 19)

Armor Class: 21

Hit Points: 128

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	18(+4)	12(+1)	20(+5)	12(+1)	12(+1)

Proficiency Modifier: +6

Skills: Engineering +10, Investigation +10, Pilot +8, Perception +10, Science +10

Saves: Dexterity +10, Intelligence +11

Feats (30MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Evasion, Hardy, Heavy Armor Proficiency, Skill Proficiency x2, Xeno-Tech Specialist

Modifications (5MP): Chem Thrower, Grenadier, Longarms Maintenance, Minefield Expert

Gear: Longarm, Tactical Armor, Tactical Helmet

Longarm +10 to hit, range 200m/1800m, one target, Hit: 34 (8d6+4+1d4) piercing damage

TECH-GENIUS [CR 19]

Medium Humanoid (Engineer 20)

Armor Class: 20

Hit Points: 114

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	18(+4)	12(+1)	20(+5)	12(+1)	12(+1)

Proficiency Modifier: +6

Skills: Engineering +10, Investigation +10, Perception +10, Persuasion +5, Pilot +6, Science +10

Saves: Dexterity +10, Intelligence +11

Feats (39MP): Jury Rig, Hold Together, Whack It, Tune-Up, Board-Spectrum Scanners, Pre-Planned Obsolescence | Advanced Training: Scientist, Casual Genius, Eureka, Improved Initiative, Skill Proficiency x3

Modifications (5MP): Comms Tech, Montage, Sidearm Calibrations

Discovery (10MP): Hyper-Focus, Physicist

Gear: Sidearm, Tactical Vest

Sidearm +10 to hit, range 50m/100m, one target, Hit: 24 (4d8+4+1d4) piercing damage

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Medics

QUACK [CR 1/2]

Medium Humanoid (Medic 1)

Armor Class: 15

Hit Points: 18

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	10(+0)	10(+0)	16(+3)	10(+0)

Proficiency Modifier: +2

Skills: Athletics +2, Insight +5, Medicine +5, Science +2

Saves: Dexterity +3, Wisdom +5

Feats (0MP): First Aid

Procedures (0MP): Urgent Care

Gear: Shotgun, Bullet Resistant Vest

Shotgun +3 to hit, range 10m, all targets in 45° cone, Hit: 6 (1d10+1) piercing damage

HEDGE HEALER [CR 1]

Medium Humanoid (Medic 2)

Armor Class: 12

Hit Points: 22

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	10(+0)	10(+0)	16(+3)	10(+0)

Proficiency Modifier: +2

Skills: Athletics +2, Insight +5, Medicine +5, Science +2

Saves: Dexterity +3, Wisdom +5

Feats (0MP): First Aid, Triage, Organ Targeting

Procedures (0MP): Vital Organ Trauma

Gear: Bludgeon, Furs

Bludgeon +2 to hit, range 1m, one target, Hit: 2 (1d4) bludgeoning damage

INTERN [CR 2]

Medium Humanoid (Medic 3)

Armor Class: 15

Hit Points: 26

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	10(+0)	10(+0)	16(+3)	10(+0)

Proficiency Modifier: +2

Skills: Athletics +2, Insight +5, Medicine +5, Science +2

Saves: Dexterity +3, Wisdom +5

Feats (0MP): First Aid, Triage, Organ Targeting, Man Down

Procedures (0MP): Pharmaceuticals, Urgent Care

Gear: Sidearm, Bullet Resistant Vest

Sidearm +3 to hit, range 50m/100m, one target, Hit: 5 (1d8+1) piercing damage

FORENSIC TECH [CR 3]

Medium Humanoid (Medic 4)

Armor Class: 15

Hit Points: 30

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	10(+0)	10(+0)	18(+4)	10(+0)

Proficiency Modifier: +2

Skills: Athletics +2, Insight +6, Medicine +6, Science +2

Saves: Dexterity +3, Wisdom +6

Feats (0MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself

Procedures (0MP): Biohazard Disposal, Sedatives

Gear: Sidearm, Bullet Resistant Vest

Sidearm +3 to hit, range 50m/100m, one target, Hit: 5 (1d8+1) piercing damage

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SHRINK [CR 4]

Medium Humanoid (Medic 5)

Armor Class: 15

Hit Points: 34

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	10(+0)	10(+0)	18(+4)	10(+0)

Proficiency Modifier: +3

Skills: Athletics +3, Insight +7, Medicine +7, Science +3

Saves: Dexterity +4, Wisdom +7

Feats (0MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response

Procedures (0MP): Controlled Stimulants, Pharmaceuticals, Sedatives

Gear: Sidearm, Bullet Resistant Vest

Sidearm +4 to hit, range 50m/100m, one target, Hit: 10 (2d8+1) piercing damage

THERAPIST [CR 5]

Medium Humanoid (Medic 6)

Armor Class: 14

Hit Points: 38

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	10(+0)	18(+4)	13(+1)

Proficiency Modifier: +3

Skills: Athletics +3, Insight +7, Medicine +7, Persuasion +3, Science +3

Saves: Dexterity +3, Wisdom +7

Feats (12MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Advanced Training: Diplomat, Inspire, Skill Proficiency

Procedures (0MP): Controlled Stimulants, Pharmaceuticals, Sedatives

Gear: Bludgeon, Bullet Resistant Vest

Bludgeon +3 to hit, range 1m, one target, Hit: 5 (2d4) bludgeoning damage

DOCTOR [CR 6]

Medium Humanoid (Medic 7)

Armor Class: 15

Hit Points: 42

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	10(+0)	11(+0)	18(+4)	10(+0)

Proficiency Modifier: +3

Skills: Athletics +3, Insight +7, Investigation +3, Medicine +7, Nature +4. Science +7

Saves: Dexterity +4, Wisdom +7

Feats (22MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Battlefield Medicine, Skill Proficiency x2, Unusual Approach (WIS w/Science)

Procedures (0MP): Controlled Stimulants, Pharmaceuticals, Urgent Care

Gear: Sidearm, Bullet Resistant Vest

Sidearm +4 to hit, range 50m/100m, one target, Hit: 10 (2d8+1) piercing damage

BIOLOGIST [CR 7]

Medium Humanoid (Medic 8)

Armor Class: 14

Hit Points: 46

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	10(+0)	14(+2)	18(+4)	10(+0)

Proficiency Modifier: +3

Skills: Athletics +3, Insight +7, Medicine +7, Nature +5, Science +5

Saves: Dexterity +3, Wisdom +7

Feats (19MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Advanced Training: Scientist, Bookworm, Eureka, Improved Moxie, Skill Proficiency

Procedures (0MP): Crash Training, Embolism, Vital Organ Trauma

Discovery (5MP): Biologist

Gear: Bludgeon, Bullet Resistant Vest

Bludgeon +3 to hit, range 1m, one target, Hit: 5 (2d4) bludgeoning damage

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PRACTITIONER [CR 8]

Medium Humanoid (Medic 9)

Armor Class: 17

Hit Points: 50

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	10(+0)	13(+1)	18(+4)	13(+1)

Proficiency Modifier: +4

Skills: Athletics +4, Insight +8, Medicine +8, Science +5

Saves: Dexterity +5, Wisdom +8

Feats (0MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response

Procedures (0MP): Controlled Stimulants, Pharmaceuticals, Urgent Care

Gear: Sidearm, Tactical Vest

Sidearm +5 to hit, range 50m/100m, one target, Hit: 10 (2d8+1) piercing damage

CLINICIAN [CR 9]

Medium Humanoid (Medic 10)

Armor Class: 17

Hit Points: 54

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	10(+0)	13(+1)	18(+4)	13(+1)

Proficiency Modifier: +4

Skills: Athletics +4, Insight +8, Medicine +8, Persuasion +5, Science +5

Saves: Dexterity +5, Wisdom +8

Feats (12MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Advanced Training: Diplomat, Inspire, Skill Proficiency

Procedures (0MP): Controlled Stimulants, Pharmaceuticals, Vital Organ Trauma

Gear: Bludgeon, Tactical Vest

Bludgeon +4 to hit, range 1m, one target, Hit: 5 (2d4) bludgeoning damage

FORENSIC [CR 10]

Medium Humanoid (Medic 11)

Armor Class: 17

Hit Points: 58

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	11(+0)	13(+1)	18(+4)	13(+1)

Proficiency Modifier: +4

Skills: Athletics +4, Insight +8, Investigation +8, Medicine +8, Science +5

Saves: Dexterity +5, Wisdom +8

Feats (16MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Improved Moxie, Skill Proficiency, Unusual Approach (WIS w/Investigation)

Procedures (0MP): Controlled Stimulants, Embolism, Improvised Medicine

Gear: Sidearm, Tactical Vest

Sidearm +5 to hit, range 50m/100m, one target, Hit: 14 (3d8+1) piercing damage

ZOOLOGIST [CR 11]

Medium Humanoid (Medic 12)

Armor Class: 17

Hit Points: 62

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	11(+0)	14(+2)	18(+4)	13(+1)

Proficiency Modifier: +4

Skills: Athletics +4, Insight +8, Medicine +8, Nature +6, Science +6

Saves: Dexterity +5, Wisdom +8

Feats (19MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Advanced Training: Scientist, Bookworm, Eureka, Skill Proficiency

Procedures (0MP): Crash Training, Embolism, Vital Organ Trauma

Discovery (10MP): A Moment's Thought, Biologist

Gear: Shotgun, Tactical Vest

Shotgun +5 to hit, range 10m, all targets in 45° cone, Hit: 17 (3d10+1) piercing damage

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PHYSICIAN [CR 12]

Medium Humanoid (Medic 13)

Armor Class: 19

Hit Points: 66

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	10(+0)	14(+2)	20(+5)	14(+2)

Proficiency Modifier: +5

Skills: Athletics +5, Insight +10, Medicine +10, Science +7

Saves: Dexterity +7, Wisdom +10

Feats (0MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response

Procedures (0MP): Pharmaceuticals, Sedatives, Urgent Care

Gear: Sidearm, Tactical Vest, Tactical Helmet

Sidearm +7 to hit, range 50m/100m, one target, Hit: 15 (3d8+2) piercing damage

VETERINARIAN [CR 14]

Medium Humanoid (Medic 15)

Armor Class: 19

Hit Points: 74

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	11(+0)	14(+2)	20(+5)	14(+2)

Proficiency Modifier: +5

Skills: Athletics +5, Insight +10, Medicine +10, Nature +10, Science +7

Saves: Dexterity +7, Wisdom +10

Feats (16MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Improved Moxie, Skill Proficiency, Unusual Approach (WIS w/Nature)

Procedures (0MP): Improvised Medicine, Sedatives, Urgent Care

Gear: Shotgun, Tactical Vest, Tactical Helmet

Shotgun +7 to hit, range 10m, all targets in 45° cone, Hit: 18 (3d10+2) piercing damage

PSYCHIATRIST [CR 13]

Medium Humanoid (Medic 14)

Armor Class: 19

Hit Points: 70

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	10(+0)	14(+2)	20(+5)	14(+2)

Proficiency Modifier: +5

Skills: Athletics +5, Insight +10, Medicine +10, Persuasion +7, Science +7

Saves: Dexterity +7, Wisdom +10

Feats (12MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Advanced Training: Diplomat, Inspire, Skill Proficiency

Procedures (0MP): Controlled Stimulants, Crash Training, Pharmaceuticals

Gear: Bludgeon, Tactical Vest, Tactical Helmet

Bludgeon +5 to hit, range 1m, one target, Hit: 7 (3d4) bludgeoning damage

MARINE BIOLOGIST [CR 15]

Medium Humanoid (Medic 16)

Armor Class: 19

Hit Points: 78

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	14(+2)	10(+0)	14(+2)	20(+5)	14(+2)

Proficiency Modifier: +5

Skills: Athletics +5, Insight +10, Medicine +10, Nature +7, Science +7

Saves: Dexterity +7, Wisdom +10

Feats (15MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Advanced Training: Scientist, Eureka, Skill Proficiency, Weapon Proficiency

Procedures (0MP): Improvised Medicine, Sedatives, Urgent Care

Discovery (15MP): Biologist, Chemist, Hyper-Focus

Gear: Longarm, Tactical Vest, Tactical Helmet

Longarm +7 to hit, range 200m/1800m, one target, Hit: 23 (6d6+2) piercing damage

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SURGEON [CR 16]

Medium Humanoid (Medic 17)

Armor Class: 19

Hit Points: 99

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	16(+3)	20(+5)	14(+2)

Proficiency Modifier: +6

Skills: Athletics +6, Insight +11, Medicine +11, Science +9

Saves: Dexterity +8, Wisdom +11

Feats (0MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response

Procedures (0MP): Improvised Medicine, Sedatives, Urgent Care

Gear: Sidearm, Tactical Vest, Tactical Helmet

Sidearm +8 to hit, range 50m/100m, one target, Hit: 20 (4d8+2) piercing damage

PSYCHOTHERAPIST [CR 17]

Medium Humanoid (Medic 18)

Armor Class: 19

Hit Points: 104

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	15(+2)	20(+5)	16(+3)

Proficiency Modifier: +6

Skills: Athletics +6, Deception +9, Insight +11, Medicine +11, Persuasion +9, Science +8

Saves: Dexterity +8, Wisdom +11

Feats (18MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Advanced Training: Diplomat, Inspire, Skill Proficiency x2

Procedures (0MP): Controlled Stimulants, Pharmaceuticals, Sedatives

Gear: Bludgeon, Tactical Vest, Tactical Helmet

Bludgeon +7 to hit, range 1m, one target, Hit: 11 (4d4+1) bludgeoning damage

SHAMAN [CR 18]

Medium Humanoid (Medic 19)

Armor Class: 15

Hit Points: 109

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	16(+3)	20(+5)	14(+2)

Proficiency Modifier: +6

Skills: Athletics +6, Insight +11, Intimidation +8, Medicine +11, Nature +11, Science +10

Saves: Dexterity +7, Wisdom +10

Feats (22MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Improved Initiative, Skill Proficiency x2, Unusual Approach (WIS w/Nature)

Procedures (5MP): Controlled Stimulants, Improvised Medicine, Sedatives, Vital Organ Trauma

Gear: Greathammer, Leather Armor

Greathammer +7 to hit, range 1m, one target, Hit: 15 (4d6+1) bludgeoning damage, knockdown

FORENSIC WONDERKIND [CR 19]

Medium Humanoid (Medic 20)

Armor Class: 19

Hit Points: 114

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	16(+3)	20(+5)	14(+2)

Proficiency Modifier: +6

Skills: Athletics +6, Insight +11, Medicine +11, Nature +9, Science +9

Saves: Dexterity +7, Wisdom +10

Feats (21MP): First Aid, Triage, Organ Targeting, Man Down, Physician Heal Thyself, First Response | Advanced Training: Scientist, Eureka, Great Mind, Skill Proficiency

Procedures (0MP): Biohazard Disposal, Controlled Stimulants, Embolism

Discovery (10MP): Chemist, Physicist

Gear: Shotgun, Tactical Vest, Tactical Helmet

Shotgun +8 to hit, range 10m, all targets in 45° cone, Hit: 24 (4d10+2) piercing damage

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Scientists

STUDENT [CR 1/2]

Medium Humanoid (Scientist 1)

Armor Class: 10

Hit Points: 17

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	9(-1)	16(+3)	14(+2)	13(+1)

Proficiency Modifier: +2

Skills: Culture +4, Investigation +5, Nature +5, Science +5

Saves: Intelligence +5, Wisdom +4

Feats (0MP): Eureka

Discoveries (0MP): Hyper-Focus

Gear: Shortblade, Common Local Attire

Shortblade +2 to hit, range 1m, one target, Hit: 2 (1d4) slashing damage

GRADUATE [CR 1]

Medium Humanoid (Scientist 2)

Armor Class: 10

Hit Points: 20

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	9(-1)	16(+3)	14(+2)	13(+1)

Proficiency Modifier: +2

Skills: Culture +4, Investigation +5, Nature +5, Science +5

Saves: Intelligence +5, Wisdom +4

Feats (0MP): Eureka, Apt Analogy, Great Mind

Discoveries (0MP): A Moment's Thought

Gear: Bludgeon, Common Local Attire

Bludgeon +2 to hit, range 1m, one target, Hit: 2 (1d4) bludgeoning damage

LAB-TECH [CR 2]

Medium Humanoid (Scientist 3)

Armor Class: 14

Hit Points: 23

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	9(-1)	16(+3)	14(+2)	13(+1)

Proficiency Modifier: +2

Skills: Culture +4, Investigation +5, Nature +5, Science +5

Saves: Intelligence +5, Wisdom +4

Feats (0MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study

Discoveries (0MP): Hyper-Focus, Chemist

Gear: Sidearm, Bullet Resistant Vest

Sidearm +2 to hit, range 50m/100m, one target, Hit: 4 (1d8) piercing damage

INSTRUCTOR [CR 3]

Medium Humanoid (Scientist 4)

Armor Class: 14

Hit Points: 26

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	9(-1)	18(+4)	14(+2)	13(+1)

Proficiency Modifier: +2

Skills: Culture +4, Investigation +6, Nature +6, Science +6

Saves: Intelligence +6, Wisdom +4

Feats (0MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind

Discoveries (0MP): A Moment's Thought, Social Sciences

Gear: Bludgeon, Bullet Resistant Vest

Bludgeon +2 to hit, range 1m, one target, Hit: 2 (1d4) bludgeoning damage

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EXPERT [CR 4]

Medium Humanoid (Scientist 5)

Armor Class: 14

Hit Points: 29

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	9(-1)	18(+4)	14(+2)	13(+1)

Proficiency Modifier: +3

Skills: Culture +5, Investigation +7, Nature +7, Science +7

Saves: Intelligence +7, Wisdom +5

Feats (0MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science!

Discoveries (0MP): Archaeologist, Astronomer, Geologist

Gear: Shortblade, Bullet Resistant Vest

Shortblade +3 to hit, range 1m, one target, Hit: 5 (2d4) slashing damage

FIELD-TECH [CR 5]

Medium Humanoid (Scientist 6)

Armor Class: 16

Hit Points: 32

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	9(-1)	18(+4)	14(+2)	13(+1)

Proficiency Modifier: +3

Skills: Culture +5, Investigation +7, Nature +7, Science +7

Saves: Intelligence +7, Wisdom +5

Feats (11MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Rapid Shot, Rapid Reload, Weapon Specialization

Discoveries (0MP): Biologist, Chemist, Hyper-Focus

Gear: Sidearm, Tactical Vest

Sidearm +4 to hit, range 50m/100m, one target, Hit: 10 (2d8+1) piercing damage

AERONAUTICIST [CR 6]

Medium Humanoid (Scientist 7)

Armor Class: 16

Hit Points: 42

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
9(+0)	10(+0)	10(-1)	18(+4)	14(+2)	13(+1)

Proficiency Modifier: +3

Skills: Culture +5, Investigation +7, Nature +7, Pilot +7. Science +7

Saves: Intelligence +7, Wisdom +5

Feats (20MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Fighter Ace x2, Skill Proficiency, Unusual Approach (INT w/ Pilot)

Discoveries (0MP): Astronomer, Physicist, Hyper-Focus

Gear: Sidearm, Tactical Vest

Sidearm +3 to hit, range 50m/100m, one target, Hit: 9 (2d8) piercing damage

ANALYST [CR 7]

Medium Humanoid (Scientist 8)

Armor Class: 16

Hit Points: 38

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	10(+0)	9(-1)	18(+4)	14(+2)	13(+1)

Proficiency Modifier: +3

Skills: Culture +5, Insight +5, Investigation +7, Nature +7, Persuasion +4, Science +7

Saves: Intelligence +7, Wisdom +5

Feats (23MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Advanced Training Diplomat, Inspiration, Good Cop/Bad Cop, Skill Proficiency x2

Discoveries (0MP): A Moment's Thought, Hyper-Focus, Social Sciences **Inspirations (10MP)**: Calm & Collected, Skillful Explanations

Gear: Sidearm, Tactical Vest

Sidearm +3 to hit, range 50m/100m, one target, Hit: 9 (2d8) piercing damage

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GENETICIST [CR 8]

Medium Humanoid (Scientist 9)

Armor Class: 17

Hit Points: 50

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10(+0)	19(+4)	15(+2)	14(+2)

Proficiency Modifier: +4

Skills: Culture +6, Investigation +9, Nature +8, Science +8

Saves: Intelligence +8, Wisdom +6

Feats (0MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science!

Discoveries (0MP): A Moment's Thought, Biologist, Social Sciences

Gear: Shortblade, Tactical Vest

Shortblade +4 to hit, range 1m, one target, Hit: 5 (2d4) slashing damage

CHEMIST [CR 9]

Medium Humanoid (Scientist 10)

Armor Class: 17

Hit Points: 54

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10(+0)	19(+4)	15(+2)	14(+2)

Proficiency Modifier: +4

Skills: Culture +6, Investigation +9, Nature +8, Science +12

Saves: Intelligence +8, Wisdom +6

Feats (9MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Exceptional Expertise (Science)

Discoveries (5MP): Biologist, Chemist, Hyper-Focus, Physicist

Gear: Sidearm, Tactical Vest

Sidearm +5 to hit, range 50m/100m, one target, Hit: 10 (2d8+1) piercing damage

BOTANIST [CR 10]

Medium Humanoid (Scientist 11)

Armor Class: 17

Hit Points: 69

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10(+0)	19(+4)	15(+2)	14(+2)

Proficiency Modifier: +4

Skills: Culture +6, Investigation +8, Nature +8, Science +8, Survival +6

Saves: Intelligence +8, Wisdom +6

Feats (18MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Cookie, Hardy, Skill Proficiency, Pathfinder

Discoveries (5MP): A Moment's Thought, Botanist, Chemist, Geologist

Gear: Blade, Tactical Vest

Blade +4 to hit, range 1m, one target, Hit: 10 (3d6) slashing damage

PHYSICIST [CR 11]

Medium Humanoid (Scientist 12)

Armor Class: 17

Hit Points: 62

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	10(+0)	19(+4)	15(+2)	14(+2)

Proficiency Modifier: +4

Skills: Culture +6, Engineering +8, Investigation +8, Nature +8, Pilot +5, Science +12

Saves: Intelligence +8, Wisdom +6

Feats (34MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Ballistics Expert, Exceptional Expertise (Science), Skill Proficiency x2, Xeno-tech Specialist

Discoveries (0MP): Astronomer, Physicist, Hyper-Focus

Gear: Sidearm, Tactical Vest

Sidearm +8 to hit, range 50m/100m, one target, Hit: 14 (3d8+1) piercing damage

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ECOLOGIST [CR 12]

Medium Humanoid (Scientist 13)

Armor Class: 17

Hit Points: 66

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	11(+0)	20(+5)	16(+3)	15(+2)

Proficiency Modifier: +5

Skills: Culture +8, Investigation +10, Nature +10, Science +10

Saves: Intelligence +10, Wisdom +8

Feats (0MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science!

Discoveries (0MP): Biologist, Chemist, Geologist

Gear: Blade, Tactical Vest

Blade +6 to hit, range 1m, one target, Hit: 11 (3d6+1) slashing damage

ARCHAEOLOGIST [CR 13]

Medium Humanoid (Scientist 14)

Armor Class: 17

Hit Points: 70

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	11(+0)	20(+5)	16(+3)	15(+2)

Proficiency Modifier: +5

Skills: Acrobatics +6, Culture +8, Investigation +10, Nature +10, Science +10, Stealth +6

Saves: Intelligence +10, Wisdom +8

Feats (9MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Skill Proficiency x2

Discoveries (5MP): A Moment's Thought, Archaeologist, Chemist, Social Sciences

Gear: Whip, Tactical Vest

Whip +6 to hit, range 2m, one target, Hit: 8 (3d4+1) slashing damage

ASTRO-PHYSICIST [CR 14]

Medium Humanoid (Scientist 15)

Armor Class: 17

Hit Points: 89

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	11(+0)	20(+5)	16(+3)	15(+2)

Proficiency Modifier: +5

Skills: Culture +8, Investigation +10, Nature +10, Pilot +6, Science +10

Saves: Intelligence +10, Wisdom +8

Feats (20MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Ballistics Expert, Fighter Ace, Hardy, Skill Proficiency

Discoveries (5MP): A Moment's Thought, Astronomer, Hyper-Focus, Physicist

Gear: Sidearm, Tactical Vest

Sidearm +9 to hit,range 50m/100m, one target, Hit: 14 (3d8+1) piercing damage

GEOLOGIST [CR 15]

Medium Humanoid (Scientist 16)

Armor Class: 18

Hit Points: 78

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
10(+0)	13(+1)	11(+0)	20(+5)	16(+3)	15(+2)

Proficiency Modifier: +5

Skills: Culture +8, Investigation +10, Nature +10, Science +15

Saves: Intelligence +10, Wisdom +8

Feats (32MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Dodge, Evasion, Exceptional Expertise (Science), Skill Proficiency x2

Discoveries (0MP): Archaeologist, Astronomer, Geologist

Gear: Sidearm, Tactical Vest

Sidearm +6 to hit, range 50m/100m, one target, Hit: 14 (3d8+1) piercing damage

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NUCLEAR PHYSICIST [CR 16]

Medium Humanoid (Scientist 17)

Armor Class: 17

Hit Points: 99

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	20(+5)	18(+4)	15(+2)

Proficiency Modifier: +6

Skills: Culture +10, Investigation +11, Nature +11, Science +11

Saves: Intelligence +11, Wisdom +10

Feats (0MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science!

Discoveries (0MP): A Moment's Thought, Chemist, Physicist

Gear: Shortblade, Tactical Vest

Shortblade +7 to hit, range 1m, one target, Hit: 12 (4d4+2) slashing damage

PALEONTOLOGIST [CR 17]

Medium Humanoid (Scientist 18)

Armor Class: 17

Hit Points: 104

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	20(+5)	18(+4)	15(+2)

Proficiency Modifier: +6

Skills: Culture +10, Investigation +11, Nature +11, Perception +10, Science +11, Survival +10

Saves: Intelligence +11, Wisdom +10

Feats (9MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Skill Proficiency x2

Discoveries (5MP): A Moment's Thought, Archaeologist, Biologist, Chemist

Gear: Greathammer, Tactical Vest

Excavating Hammer +7 to hit, range 1m, one target, Hit: 15 (4d6+1) bludgeoning damage, Knockdown

QUANTUM PHYSICIST [CR 18]

Medium Humanoid (Scientist 19)

Armor Class: 17

Hit Points: 109

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	20(+5)	18(+4)	15(+2)

Proficiency Modifier: +6

Skills: Culture +10, Investigation +11, Nature +11, Perception +10, Pilot +8, Science +17

Saves: Intelligence +11, Wisdom +10

Feats (18MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Exceptional Expertise (Science), Skill Proficiency x2

Discoveries (5MP): Astronomer, Chemist, Hyper-Focus, Physicist

Gear: Sidearm, Tactical Vest

Sidearm +8 to hit, range 50m/100m, one target, Hit: 20 (4d8+2) piercing damage

FIELD GENIUS [CR 19]

Medium Humanoid (Scientist 20)

Armor Class: 18

Hit Points: 114

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
12(+1)	14(+2)	12(+1)	20(+5)	18(+4)	15(+2)

Proficiency Modifier: +6

Skills: Culture +10, Insight +10, Investigation +11, Nature +11, Perception +10, Science +17

Saves: Intelligence +11, Wisdom +10

Feats (18MP): Eureka, Apt Analogy, Great Mind, Cross-Discipline Study, Resilient Mind, Casual Genius, For Science! | Exceptional Expertise (Science), Skill Proficiency x2

Discoveries (15MP): Archaeologist, Biologist, Chemist, Geologist, Physicist, Social Sciences

Gear: Sidearm, Tactical Vest

Sidearm +8 to hit, range 50m/100m, one target, Hit: 20 (4d8+2) piercing damage

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Scouts

ESCORT [CR 1/2]

Medium Humanoid (Scout 1)

Armor Class: 13

Hit Points: 21

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	12(+1)	10(+0)	12(+1)	10(+0)

Proficiency Modifier: +2

Skills: Perception +3, Stealth +4, Survival +3

Saves: Constitution +3, Dexterity +4

Feats (0MP): Survivalist

Field Hacks (0MP): Ranger Tricks

Gear: Bow, Furs

Bow +4 to hit, range 50m/200m, one target, Hit: 5 (1d6+2) piercing damage

Martial Arts +4 to hit, range 1m, one target, Hit: 5 (1d6+2) bludgeoning damage

TRAPPER [CR 1]

Medium Humanoid (Scout 2)

Armor Class: 13

Hit Points: 27

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	12(+1)	10(+0)	12(+1)	10(+0)

Proficiency Modifier: +2

Skills: Perception +3, Stealth +4, Survival +3

Saves: Constitution +3, Dexterity +4

Feats (0MP): Survivalist, Vanguard (1d6), Trap Rigging

Field Hacks (0MP): Tracking

Gear: Shotgun, Furs

Shotgun +4 to hit, range 10m, all targets in 45° cone, Hit: 7 (1d10+2) piercing damage

Martial Arts +4 to hit, range 1m, one target, Hit: 5 (1d6+2) bludgeoning damage

LOOKOUT [CR 2]

Medium Humanoid (Scout 3)

Armor Class: 13

Hit Points: 33

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	14(+2)	12(+1)	10(+0)	12(+1)	10(+0)

Proficiency Modifier: +2

Skills: Perception +3, Stealth +4, Survival +3

Saves: Constitution +3, Dexterity +4

Feats (0MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning

Field Hacks (0MP): Camp Security

Gear: Sidearm, Furs

Sidearm +4 to hit, range 50m/100m, one target, Hit: 6 (1d8+2) piercing damage

Martial Arts +4 to hit, range 1m, one target, Hit: 5 (1d6+2) bludgeoning damage

EXPLORER [CR 3]

Medium Humanoid (Scout 4)

Armor Class: 16

Hit Points: 39

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	10(+0)	12(+1)	10(+0)

Proficiency Modifier: +2

Skills: Perception +3, Stealth +5, Survival +3

Saves: Constitution +3, Dexterity +5

Feats (0MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning

Field Hacks (0MP): Foraging, Ranger Tricks

Gear: Shotgun, Leather

Shotgun +5 to hit, range 10m, all targets in 45° cone, Hit: 8 (1d10+3) piercing damage

Martial Arts +4 to hit, range 1m, one target, Hit: 5 (1d6+2) bludgeoning damage

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TRACKER [CR 4]

Medium Humanoid (Scout 5)

Armor Class: 16

Hit Points: 45

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	10(+0)	12(+1)	10(+0)

Proficiency Modifier: +3

Skills: Perception +4, Stealth +6, Survival +4

Saves: Constitution +4, Dexterity +6

Feats (0MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion

Field Hacks (0MP): Hide Tracks, Tracking

Gear: Bow, Leather

Bow +6 to hit, range 50m/200m, one target, Hit: 9 (2d6+2) piercing damage

Martial Arts +5 to hit, range 1m, one target, Hit: 9 (2d6+2) bludgeoning damage

PIONEER [CR 5]

Medium Humanoid (Scout 7)

Armor Class: 15

Hit Points: 51

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	10(+0)	12(+1)	10(+0)

Proficiency Modifier: +3

Skills: Animal Handling +4, Perception +4, Stealth +6, Survival +4

Saves: Constitution +4, Dexterity +6

Feats (11MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Dodge, Horse Lord, Skill Proficiency

Field Hacks (0MP): Ranger Tricks, Xenosurvival

Gear: Shotgun, Furs

Shotgun +6 to hit, range 10m, all targets in 45° cone, Hit: 14 (2d10+3) piercing damage

Martial Arts +5 to hit, range 1m, one target, Hit: 9 (2d6+2) bludgeoning damage

BURGLAR [CR 6]

Medium Humanoid (Scout 7)

Armor Class: 16

Hit Points: 57

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	12(+1)	10(+0)	12(+1)	10(+0)

Proficiency Modifier: +3

Skills: Acrobatics +6, Perception +4, Sleight of Hand +6, Stealth +6, Survival +4

Saves: Constitution +4, Dexterity +6

Feats (20MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Contortion, Skill Proficiency x2, Tool Proficiency (Lockpicks), Veil of Distractions

Field Hacks (0MP): Camouflage, Hide Tracks

Gear: Sidearm, Leather, Lockpicks

Sidearm +6 to hit, range 50m/100m, one target, Hit: 12 (2d8+3) piercing damage

Martial Arts +5 to hit, range 1m, one target, Hit: 9 (2d6+2) bludgeoning damage

RUNNER [CR 7]

Medium Humanoid (Scout 8)

Armor Class: 13

Hit Points: 63

Speed: 9m

STR	DEX	CON	INT	WIS	CHA
14(+2)	16(+3)	13(+1)	9(-1)	12(+1)	10(+0)

Proficiency Modifier: +3

Skills: Athletics +5, Perception +4, Stealth +6, Survival +4

Saves: Constitution +4, Dexterity +6

Feats (33MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Skill Proficiency, Surge, Swift x3, Unyielding

Field Hacks (0MP): Ranger Tricks, Hide Tracks

Gear: Sidearm

Sidearm +6 to hit, range 50m/100m, one target, Hit: 12 (2d8+3) piercing damage

Martial Arts +5 to hit, range 1m, one target, Hit: 9 (2d6+2) bludgeoning damage

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WARDEN [CR 8]

Medium Humanoid (Scout 9)

Armor Class: 16

Hit Points: 69

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	17(+3)	12(+1)	11(+0)	14(+2)	11(+0)

Proficiency Modifier: +4

Skills: Perception +6, Stealth +7, Survival +6

Saves: Constitution +5, Dexterity +7

Feats (0MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion

Field Hacks (0MP): Camp Security, Tracking

Gear: Sidearm, Leather

Sidearm +7 to hit, range 50m/100m, one target, Hit: 12 (2d8+3) piercing damage

Martial Arts +6 to hit, range 1m, one target, Hit: 9 (2d6+2) bludgeoning damage

OUTRIDER [CR 9]

Medium Humanoid (Scout 10)

Armor Class: 17

Hit Points: 75

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	17(+3)	12(+1)	11(+0)	14(+2)	11(+0)

Proficiency Modifier: +4

Skills: Animal Handling +6, Perception +6, Stealth +7, Survival +6

Saves: Constitution +5, Dexterity +7

Feats (11MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Dodge, Horse Lord, Skill Proficiency

Field Hacks (0MP): Ranger Tricks, Tracking

Gear: Bow, Leather

Bow +7 to hit, range 50m/200m, one target, Hit: 10 (2d6+3) piercing damage

Martial Arts +6 to hit, range 1m, one target, Hit: 9 (2d6+2) bludgeoning damage

PATROL [CR 10]

Medium Humanoid (Scout 11)

Armor Class: 17

Hit Points: 81

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	17(+3)	12(+1)	11(+0)	14(+2)	11(+0)

Proficiency Modifier: +4

Skills: Animal Handling +6, Nature +4, Perception +6, Stealth +7, Survival +6

Saves: Constitution +5, Dexterity +7

Feats (21MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Skill Proficiency x2, Rapid Reload, Rapid Shot, Vanguard (2d6)

Field Hacks (0MP): Camp Security, Hide Tracks

Gear: Shotgun, Bullet Resistant Vest

Shotgun +7 to hit, range 10m, all targets in 45° cone, Hit: 19 (3d10+3) piercing damage

Martial Arts +6 to hit, range 1m, one target, Hit: 12 (3d6+2) bludgeoning damage

SPOTTER [CR 11]

Medium Humanoid (Scout 12)

Armor Class: 17

Hit Points: 87

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	17(+3)	12(+1)	11(+0)	14(+2)	11(+0)

Proficiency Modifier: +4

Skills: Perception +6, Stealth +7, Survival +6

Saves: Constitution +5, Dexterity +7

Feats (24MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Quick Draw, Weapons Akimbo, Weapon Specialization x3, Martial Training

Field Hacks (5MP): Camp Security, Rope Tricks, Tracking

Gear: 2 Sidearm, Bullet Resistant Vest

Sidearms +10 to hit, range 50m/100m, one target, Hit: 19 (3d8+6) piercing damage

Martial Arts +6 to hit, range 1m, one target, Hit: 15 (3d8+2) bludgeoning damage

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RANGER [CR 12]

Medium Humanoid (Scout 13)

Armor Class: 20

Hit Points: 93

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	19(+4)	13(+1)	11(+0)	16(+3)	11(+0)

Proficiency Modifier: +5

Skills: Perception +8, Stealth +9, Survival +8

Saves: Constitution +6, Dexterity +9

Feats (0MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion

Field Hacks (0MP): Ration Optimization, Ranger Tricks

Gear: Shotgun, Tactical Vest

Shotgun +9 to hit, range 10m, all targets in 45° cone, Hit: 20 (3d10+4) piercing damage

Martial Arts +8 to hit, range 1m, one target, Hit: 13 (3d6+3) bludgeoning damage

GUIDE [CR 13]

Medium Humanoid (Scout 14)

Armor Class: 20

Hit Points: 99

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	19(+4)	13(+1)	11(+0)	16(+3)	11(+0)

Proficiency Modifier: +5

Skills: Animal Handling +8, Perception +8, Stealth +9, Survival +8

Saves: Constitution +6, Dexterity +9

Feats (3MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Skill Proficiency

Field Hacks (10MP): Foraging, Ranger Tricks, Tracking, Xenosurvival

Gear: Bow, Tactical Vest

Bow +9 to hit, range 50m/200m, one target, Hit: 14 (3d6+4) piercing damage

Martial Arts +8 to hit, range 1m, one target, Hit: 13 (3d6+3) bludgeoning damage

SLEUTH [CR 14]

Medium Humanoid (Scout 15)

Armor Class: 20

Hit Points: 105

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	19(+4)	13(+1)	11(+0)	16(+3)	11(+0)

Proficiency Modifier: +5

Skills: Insight + 8, Investigation +13, Perception +8, Stealth +9, Survival +8

Saves: Constitution +6, Dexterity +9

Feats (25MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Exceptional Expertise (Investigation), Skill Proficiency x2, Unusual Approach (WIS w/ Investigation)

Field Hacks (0MP): Camp Security, Tracking

Gear: Sidearm, Tactical Vest

Sidearms +9 to hit, range 50m/100m, one target, Hit: 17 (3d8+4) piercing damage

Martial Arts +8 to hit, range 1m, one target, Hit: 13 (3d6+3) bludgeoning damage

SPY [CR 15]

Medium Humanoid (Scout 16)

Armor Class: 20

Hit Points: 111

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	19(+4)	13(+1)	11(+0)	16(+3)	11(+0)

Proficiency Modifier: +5

Skills: Insight + 8, Perception +13, Stealth +9, Survival +8

Saves: Constitution +6, Dexterity +9

Feats (33MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Exceptional Expertise (Perception), Skill Proficiency, Weapon Specialization x4, Martial Training

Field Hacks (0MP): Camp Security, Tracking

Gear: Sidearm, Tactical Vest

Sidearm +13 to hit, range 50m/100m, one target, Hit: 21 (3d8+8) piercing damage

Martial Arts +8 to hit, range 1m, one target, Hit: 16 (3d8+3) bludgeoning damage

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PATHFINDER [CR 16]

Medium Humanoid (Scout 17)

Armor Class: 21

Hit Points: 117

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	13(+1)	12(+1)	18(+4)	12(+1)

Proficiency Modifier: +6

Skills: Perception +10, Stealth +11, Survival +10

Saves: Constitution +7, Dexterity +11

Feats (0MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion

Field Hacks (0MP): Ration Optimization, Ranger Tricks

Gear: Shotgun, Tactical Vest

Shotgun +11 to hit, range 10m, all targets in 45° cone, Hit: 27 (4d10+5) piercing damage

Martial Arts +9 to hit, range 1m, one target, Hit: 17 (4d6+3) bludgeoning damage

FIXER [CR 17]

Medium Humanoid (Scout 18)

Armor Class: 21

Hit Points: 123

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	13(+1)	12(+1)	18(+4)	12(+1)

Proficiency Modifier: +6

Skills: Perception +10, Stealth +11, Survival +10

Saves: Constitution +7, Dexterity +11

Feats (15MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Vanguard x3 (4d6)

Field Hacks (0MP): Camp Security, Tracking

Gear: Shotgun, Tactical Vest

Shotgun +11 to hit, range 10m, all targets in 45° cone, Hit: 27 (4d10+5) piercing damage

Martial Arts +9 to hit, range 1m, one target, Hit: 17 (4d6+3) bludgeoning damage

ASSASSIN [CR 18]

Medium Humanoid (Scout 19)

Armor Class: 21

Hit Points: 129

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	13(+1)	13(+1)	18(+4)	11(+0)

Proficiency Modifier: +6

Skills: Perception +10, Science +7, Stealth +11, Survival +10

Saves: Constitution +7, Dexterity +11

Feats (21MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Precise Shot, Skill Proficiency, Sniper Techniques, Sniper Trick Shots, Weapon Proficiency

Field Hacks (0MP): Camp Security, Hide Tracks

Gear: Longarm, Tactical Vest

Longarm +11 to hit, range 200m/1800m, one target, Hit: 33 (8d6+5) piercing damage

Martial Arts +9 to hit, range 1m, one target, Hit: 17 (4d6+3) bludgeoning damage

OPERATIVE [CR 19]

Medium Humanoid (Scout 20)

Armor Class: 21

Hit Points: 135

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	20(+5)	13(+1)	12(+1)	18(+4)	12(+1)

Proficiency Modifier: +6

Skills: Insight + 10, Investigation +7, Perception +10, Stealth +11, Survival +10

Saves: Constitution +7, Dexterity +11

Feats (34 MP): Survivalist, Vanguard (1d6), Trap Rigging, Uncanny Dodge, Scout's Cunning, Evasion | Skill Proficiency x2, Weapon Specialization x5, Martial Training

Field Hacks (0MP): Hide Tracks, Tracking

Gear: Shotgun, Tactical Vest

Shotgun +16 to hit, range 10m, all targets in 45° cone, Hit: 32 (4d10+10) piercing damage

Martial Arts +9 to hit, range 1m, one target, Hit: 21 (4d8+3) bludgeoning damage

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Soldiers

Town Guard [CR 1]

Medium Humanoid (Soldier 1)

Armor Class: 16

Hit Points: 22

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	14(+2)	9(-1)	10(+0)	10(+0)

Proficiency Modifier: +2

Skills: Athletics +5, Intimidation +2, Pilot +3

Saves: Strength +5, Constitution +4

Feats (0MP): Tactical Flexibility

Tactics (0MP): Defensive Posture

Gear: Bludgeon, Chainmail

Bludgeon +5 to hit, range 2m, one target, Hit: 5 (1d4+3) bludgeoning damage

Martial Arts +5 to hit, range 1m, one target, Hit: 6 (1d6+3) bludgeoning damage

Recruit [CR 2]

Medium Humanoid (Soldier 2)

Armor Class: 17

Hit Points: 29

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
13(+1)	16(+3)	14(+2)	9(-1)	10(+0)	10(+0)

Proficiency Modifier: +2

Skills: Athletics +3, Intimidation +2, Pilot +5

Saves: Strength +3, Constitution +4

Feats (0MP): Tactical Flexibility, Surge, Rally

Tactics (0MP): Coordinated Response

Gear: Sidearm, Bullet Resistant Vest

Sidearm +5 to hit, range 50m/100m, one target, Hit: 7 (1d8+3) piercing damage

Martial Arts +3 to hit, range 1m, one target, Hit: 4 (1d6+1) bludgeoning damage

Warrior [CR 3]

Medium Humanoid (Soldier 3)

Armor Class: 18

Hit Points: 36

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	13(+1)	14(+2)	9(-1)	10(+0)	10(+0)

Proficiency Modifier: +2

Skills: Athletics +5, Intimidation +2, Pilot +3

Saves: Strength +5, Constitution +4

Feats (0MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical

Tactics (0MP): Defensive Posture

Gear: Blade, Chainmail, Shield

Blade +5 to hit, range 1m, one target, Hit: 7 (1d8+3) slashing & piercing damage, critical (19-20)

Martial Arts +5 to hit, range 1m, one target, Hit: 7 (1d8+3) bludgeoning damage

Pikeman [CR 4]

Medium Humanoid (Soldier 4)

Armor Class: 16

Hit Points: 43

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	14(+2)	9(-1)	10(+0)	10(+0)

Proficiency Modifier: +2

Skills: Athletics +5, Intimidation +2, Pilot +3

Saves: Strength +5, Constitution +4

Feats (0MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical

Tactics (0MP): Assault Coordination, Hit & Run

Gear: Polearm, Chainmail

Polearm +5 to hit, range 2m, one target, Hit: 7 (1d8+3) piercing damage, critical (19-20)

Martial Arts +5 to hit, range 1m, one target, Hit: 7 (1d8+3) bludgeoning damage

Designer's Note: Bred for Battle

Soldiers are specifically capable of combat, and with tactic feats they can quickly overwhelm the PCs with numbers. The CR for soldiers is increased to reflect this, and GMs should use groups sparingly.

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GRUNT [CR 5]

Medium Humanoid (Soldier 5)

Armor Class: 17

Hit Points: 50

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	14(+2)	9(-1)	10(+0)	10(+0)

Proficiency Modifier: +3

Skills: Athletics +5, Intimidation +3, Pilot +6

Saves: Strength +5, Constitution +5

Feats (0MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority

Tactics (0MP): Assault Coordination, Overwatchers

Gear: Longarm, Bullet Resistant Vest

Longarm +6 to hit, range 100m/1800m, one target, Hit: 17 (4d6+3) piercing damage, critical (19-20)

Martial Arts +5 to hit, range 1m, one target, Hit: 11 (2d8+2) bludgeoning damage

BRUTE [CR 6]

Medium Humanoid (Soldier 6)

Armor Class: 16

Hit Points: 57

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	14(+2)	9(-1)	10(+0)	10(+0)

Proficiency Modifier: +3

Skills: Athletics +6, Intimidation +3, Pilot +5, Stealth +5, Survival +3

Saves: Strength +6, Constitution +5

Feats (14MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Skill Proficiency x2, Vanguard (1d6)

Tactics (0MP): Distracting Attacks, Rush

Gear: Greathammer, Chainmail

Greathammer +6 to hit, range 1m, one target, Hit: 12 (2d8+3) bludgeoning damage, knockdown, critical (19-20)

Martial Arts +6 to hit, range 1m, one target, Hit: 12 (2d8+3) bludgeoning damage

GUARD [CR 7]

Medium Humanoid (Soldier 7)

Armor Class: 18

Hit Points: 64

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
16(+3)	15(+2)	14(+2)	9(-1)	10(+0)	10(+0)

Proficiency Modifier: +3

Skills: Athletics +6, Intimidation +3, Pilot +5

Saves: Strength +6, Constitution +5

Feats (22MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Co-ordinated Attack, Lunge, Maneuvering Arts Master x2 (Grapple, & Trip/Shove)

Tactics (0MP): Coordinated Response, Defensive Posture

Gear: Blade, Chainmail, Shield

Blade +6 to hit, range 1m, one target, Hit: 12 (2d8+3) slashing & piercing damage, knockdown, critical (19-20)

Martial Arts +6 to hit, range 1m, one target, Hit: 12 (2d8+3) bludgeoning damage

VETERAN [CR 8]

Medium Humanoid (Soldier 8)

Armor Class: 20

Hit Points: 71

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
15(+2)	16(+3)	14(+2)	9(-1)	10(+0)	10(+0)

Proficiency Modifier: +3

Skills: Athletics +5, Intimidation +3, Pilot +6

Saves: Strength +5, Constitution +5

Feats (32MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Deadly Shot, Critical Focus (Longarm), Hip Fire, Rapid Shot, Rapid Reload, Weapon Specialization x2

Tactics (0MP): Overwatchers, Rush

Gear: Longarm, Tactical Armor

Longarm +8 to hit, range 100m/1800m, one target, Hit: 19 (4d6+5) piercing damage, critical (19-20)

Martial Arts +5 to hit, range 1m, one target, Hit: 11 (2d8+2) bludgeoning damage

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MERCENARY [CR 9]

Medium Humanoid (Soldier 9)

Armor Class: 20

Hit Points: 78

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
17(+3)	17(+3)	14(+2)	10(+0)	10(+0)	12(+1)

Proficiency Modifier: +4

Skills: Athletics +7, Intimidation +5, Pilot +7

Saves: Strength +7, Constitution +6

Feats (0MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority

Tactics (0MP): Assault Coordination, Defensive Posture

Gear: Blade, Platemail, Shield

Blade +7 to hit, range 1m, one target, Hit: 14 (2d8+3) slashing & piercing damage, critical (19-20)

Martial Arts +7 to hit, range 1m, one target, Hit: 12 (2d8+3) bludgeoning damage

GUERILLA [CR 10]

Medium Humanoid (Soldier 10)

Armor Class: 17

Hit Points: 85

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
17(+3)	17(+3)	14(+2)	10(+0)	12(+1)	10(+0)

Proficiency Modifier: +4

Skills: Athletics +7, Intimidation +4, Pilot +7, Stealth +7, Survival +5

Saves: Strength +7, Constitution +6

Feats (14MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Skill Proficiency x2, Vanguard (1d6)

Tactics (0MP): Ambush, Rush

Gear: Longarm, Bullet Resistant Vest

Longarm +7 to hit, range 200m/1800m, one target, Hit: 17 (4d6+3) piercing damage, critical (19-20)

Martial Arts +7 to hit, range 1m, one target, Hit: 12 (2d8+3) bludgeoning damage

POINT MAN [CR 11]

Medium Humanoid (Soldier 11)

Armor Class: 20

Hit Points: 92

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
17(+3)	17(+3)	14(+2)	10(+0)	10(+0)	12(+1)

Proficiency Modifier: +4

Skills: Athletics +7, Intimidation +5, Pilot +7

Saves: Strength +7, Constitution +6

Feats (23MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Brawler, Evasion, Uncanny Dodge, Weapon Proficiency

Tactics (0MP): Ambush, Assault Coordination

Gear: Shotgun, Tactical Armor

Shotgun +7 to hit, range 10m, all targets in 45° cone, Hit: 19 (3d10+3) piercing damage

Martial Arts +7 to hit, range 1m, one target, Hit: 16 (3d8+3) bludgeoning damage

MARINE [CR 12]

Medium Humanoid (Soldier 12)

Armor Class: 20

Hit Points: 99

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
17(+3)	17(+3)	14(+2)	10(+0)	10(+0)	12(+1)

Proficiency Modifier: +4

Skills: Athletics +7, Intimidation +5, Pilot +7

Saves: Strength +7, Constitution +6

Feats (31MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Deadly Shot, Hip Fire, Rapid Shot, Rapid Reload, Weapon Specialization x3

Tactics (0MP): Overwatchers, Rush

Gear: Longarm, Tactical Armor

Longarm +10 to hit, range 100m/1800m, one target, Hit: 27 (6d6+6) piercing damage, critical (19-20)

Martial Arts +7 to hit, range 1m, one target, Hit: 16 (3d8+3) bludgeoning damage

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MAN-AT-ARMS [CR 13]

Medium Humanoid (Soldier 13)

Armor Class: 20

Hit Points: 106

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
18(+4)	19(+4)	15(+2)	10(+0)	12(+1)	12(+1)

Proficiency Modifier: +5

Skills: Athletics +9, Intimidation +6, Pilot +9

Saves: Strength +9, Constitution +7

Feats (0MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority

Tactics (0MP): Coordinated Response, Defensive Posture

Gear: Blade, Platemail, Shield

Blade +9 to hit, range 1m, one target, Hit: 17 (3d8+4) slashing & piercing damage, critical (19-20)

Martial Arts +9 to hit, range 1m, one target, Hit: 17 (3d8+4) bludgeoning damage

ACE PILOT [CR 14]

Medium Humanoid (Soldier 14)

Armor Class: 18

Hit Points: 113

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
18(+4)	19(+4)	15(+2)	10(+0)	12(+1)	12(+1)

Proficiency Modifier: +5

Skills: Athletics +9, Intimidation +6, Pilot +9

Saves: Strength +9, Constitution +7

Feats (15MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Fighter Ace x3

Tactics (0MP): Distracting Attacks, Overwatchers

Gear: Sidearm, Bullet Resistant Vest

Sidearm +9 to hit, range 50m/100m, one target, Hit: 17 (3d8+4) piercing damage, critical (19-20)

Martial Arts +9 to hit, range 1m, one target, Hit: 17 (3d8+4) bludgeoning damage

OFFICER [CR 15]

Medium Humanoid (Soldier 15)

Armor Class: 18

Hit Points: 120

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
18(+4)	19(+4)	15(+2)	10(+0)	12(+1)	12(+1)

Proficiency Modifier: +5

Skills: Athletics +9, Intimidation +6, Pilot +9

Saves: Strength +9, Constitution +7

Feats (7MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Takedown

Tactics (20MP): Assault Coordination, Coordinated Response, Defensive Posture, Distracting Attacks, Overwatchers, Response Shot

Gear: Longarm, Tactical Armor

Longarm +9 to hit, range 200m/1800m, one target, Hit: 25 (6d6+4) piercing damage, critical (19-20)

Martial Arts +9 to hit, range 1m, one target, Hit: 17 (3d8+4) bludgeoning damage

COMMANDO [CR 16]

Medium Humanoid (Soldier 16)

Armor Class: 20

Hit Points: 127

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
18(+4)	19(+4)	15(+2)	10(+0)	12(+1)	12(+1)

Proficiency Modifier: +5

Skills: Athletics +9, Engineering +5, Intimidation +6, Pilot +9, Survival +6

Saves: Strength +9, Constitution +7

Feats (35MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Iron Grip, Skill Proficiency x2, Steady Aim, Spraying Fire, Weapon Proficiency

Tactics (0MP): Overwatchers, Response Shot

Gear: Chaingun, Tactical Armor

Chaingun +9 to hit, range 100m/1000m, one target, Hit: 67 (18d6+4) piercing damage, critical (19-20)

Martial Arts +9 to hit, range 1m, one target, Hit: 17 (3d8+4) bludgeoning damage

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HONOR GUARD [CR 17]

Medium Humanoid (Soldier 17)

Armor Class: 18

Hit Points: 134

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	15(+2)	12(+1)	13(+1)	13(+1)

Proficiency Modifier: +6

Skills: Athletics +11, Intimidation +7, Pilot +10

Saves: Strength +10, Constitution +8

Feats (0MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority

Tactics (0MP): Coordinated Response, Defensive Posture

Gear: Polearm, Platemail

Bludgeon +11 to hit, range 2m, one target, Hit: 23 (4d8+5) bludgeoning damage, critical (19-20)

Martial Arts +11 to hit, range 1m, one target, Hit: 23 (4d8+5) bludgeoning damage

COMMANDER [CR 18]

Medium Humanoid (Soldier 18)

Armor Class: 22

Hit Points: 141

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
18(+4)	20(+5)	14(+2)	12(+1)	12(+1)	16(+3)

Proficiency Modifier: +6

Skills: Athletics +10, Intimidation +9, Persuasion +9, Perception +7, Pilot +11

Saves: Strength +11, Constitution +8

Feats (9MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Skill Proficiency x2

Tactics (5MP): Ambush, Overwatchers, Rush

Gear: Sidearm, Tactical Vest, Tactical Helmet

Sidearm +11 to hit, range 50m/100m, one target, Hit: 23 (4d8+5) piercing damage, critical (19-20)

Martial Arts +10 to hit, range 1m, one target, Hit: 22 (4d8+4) bludgeoning damage

WILD BARBARIAN [CR 19]

Medium Humanoid (Soldier 19)

Armor Class: 15

Hit Points: 166

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	16(+3)	12(+1)	13(+1)	13(+1)

Proficiency Modifier: +6

Skills: Athletics +11, Intimidation +7, Pilot +10 Survival +7

Saves: Strength +10, Constitution +8

Feats (20MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Power Attack, Skill Proficiency, Hardy, Weapon Mastery (common)

Tactics (0MP): Assault Coordination, Rush

Gear: Greatblade, Furs

Greatblade +11 to hit, range 1m, one target, Hit: 27 (4d10+5) slashing damage, critical (19-20)

Martial Arts +11 to hit, range 1m, one target, Hit: 23 (4d8+5) bludgeoning damage

FIELD OFFICER [CR 20]

Medium Humanoid (Soldier 20)

Armor Class: 21

Hit Points: 155

Speed: 6m

STR	DEX	CON	INT	WIS	CHA
17(+3)	20(+5)	14(+2)	12(+1)	12(+1)	16(+3)

Proficiency Modifier: +6

Skills: Athletics +10, Intimidation +9, Persuasion +9, Pilot +11

Saves: Strength +11, Constitution +8

Feats (32MP): Tactical Flexibility, Surge, Rally, Martial Training, Improved Critical, Tactical Superiority | Advanced Training: Diplomat, Inspire, Skill Proficiency, Weapon Specialization x5

Tactics (5MP): Hit & Run, Overwatchers, Rush

Inspirations (5MP): Grim Resolve

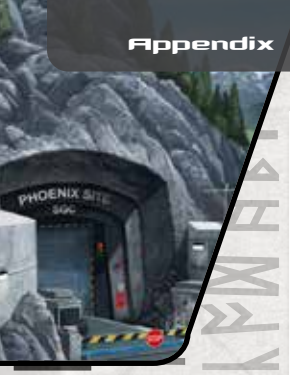
Gear: Longarm, Tactical Armor, Tactical Helmet

Longarm +16 to hit, range 200m/1800m, one target, Hit: 38 (8d6+10) piercing damage, critical (19-20)

Martial Arts +9 to hit, range 1m, one target, Hit: 21 (4d8+3) bludgeoning damage

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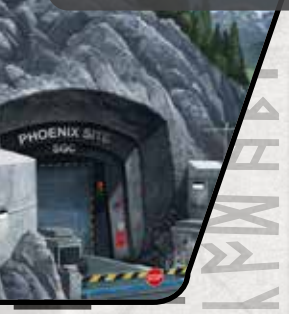
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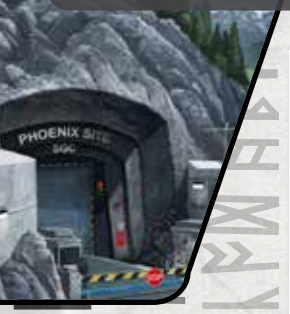
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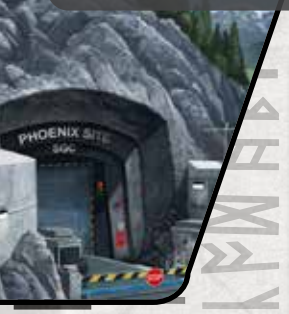
[HTG]BlackGuard
HaSe Lord_Domme
0zias Walters
A great universe, can't wait to play in it!
A million years into the sky is Ra...
A safe harbor is not what ships were made for.
A. Boorem
A. Rosholt
A.Hunt/IrataWRAITH My passion has been Stargate...
Aaron “Elite Anubis Guard” Percival
Aaron (GiftofChaos) Wallach
Aaron G Jones
Aaron Kennewell
Aaron L.
Aaron L'Heureux
Aaron Lyle
Abigail Rita
AbsentWizard
Ad Astra! - John Roberts
Adam 'Auro' Hillman
Adam "Dark Storm" Wynn
Adam “Ludo” Erwin
Adam and Hilary
Adam B.
Adam Bond
Adam Burchett
Adam Darrell (Aus)
Adam F Herold
Adam Herring
Adam Hickel
Adam Kothencz
Adam L Morris
Adam Manley
Adam Masishin
Adam Nelson
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Adam Robins
Adam Rogers
Adam Shale
Adam Shanks
Adam Sobczak
Adam Vraspir
Adrian Bill
Adrian Bytheway
Adrian Pescatore
Adrian Ray
Adrien Auzanneau
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Aindrea Bell
Aiskon Tyrwos Eigarion
AJ Brown
AJ Pickett
Ajay Pollarine
AJRaider
Ákos Tamás Nováki (Platschu)
Al McNevin
Al Trounson
Alain Atxa
Alaina Dawn Sharp
Alan Walkerdine
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Alberto Calsolaro
Alec Fowler
Alec Hayes
Alex Benz
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Alex Giardina
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Alex Xander "chalupa" Neutzman
Alexa Draconis
Alexander Brown
Alexander D. Mead
Alexander Graham
Alexander Hawkwinter
Alexander Horter
Alexander McBride
Alexander Ponton
Alexander Szenczy, Lover of Stargate.
Alexander Veshia
Alexander Wendler
Alexis Lejeune
Alexy
Alf007
Alison JeuDevine
Alistair Nimitz
All my best to the team! - rboester
Allan Bray
Alpharius
Alviss Tyrljos
Alyce Caswell
Alyse and David Dunavant
Amanda Delgado and Jason Lewis
Amanda Fisher
Amanda Myers
Amber & Joshua Mefford
Amon Elias Kilian
Amy E
Amzadi
Anastasia Allen
Andoni Ibarra Angulo,
Andre Michels
Andreas Broenner
Andreas Krauss
Andreas Nold
Andrew "Jaymach" Skinner
Andrew A Greeson
Andrew Au
Andrew Bacon
Andrew Beasley
Andrew Benoit Healbotx000
Andrew Bogue
Andrew Burridge
Andrew C
Andrew Chell
Andrew Faulkner
Andrew Filleul-Zama
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Andrew Martinez
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Andrew Nichols
Andrew Piazza
Andrew Reichers
Andrew Reid.
Andrew Riley Prest
Andrew Sahlberg
Andrew Scina - DHD Repairman
Andrew Steer
Andrew Wadlington
Andrew Wesley
Andy
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Andy Nelson
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Anony
Anonymous
Anthony Arcilla
Anthony Back
Anthony McLaughlin (Ireland)
Anthony Mincarelli
Anthony Nijssen
Anthony of Darksteel Arms
Anthony Richey
Anthony S. Donato
Antti K
Anzahra
Apostolis Dousias
Approved by Devilsjunkshop
April Cecilia Jones
Arcean of Ulric
Arclight Gaming
Ariel Nelson
Arielle Jones
Arik tree'ac te kek! Omaq and Hia.
ArionKikiro
Armando DiCianno
Arrate Blanco Kareaga
Artem N
Artemis Parrington
Arthur van Duynhoven
Aryeh Goretsky
As a stargate fan I am excited to play this-BSS
Ash West
AShinySword
Ashley Turner & Sam Scheit
Asier Cavia
Asta Munnukka
AT MS: Thanx 4 Sci 2 & Spirit matters! AvivaRut
Atastysnack
Aubrey & Jim Sweeney
Audr Fox
Audun Løvlie
Aurelia M
Austin "Wiivren" Watts
Austin Chandler
Austin Lamb
Autumn S. Hughes
Axel "Halbam" Dietze
B!
B. M. Mills
Ba'al did no wrong! - The Mighty Warrior BBR
Baddest Boy Joey Gianella
Bakshi Mushailov
BardMorgan
Barrett Razgriz
Barrie Stokes
Barry and Merita Smith
Barry C - Member since 1st trip through the gate
Barry Chapman
Barry Rovers
Bartosz "Stopeerssonn" Stopczyk
Bastien Saudemont
Beardy
Becky Galioto
Becky Smith
Ben Aarhus
Ben and Lindsay Konrad Family
Ben Hazeldine
Ben Higginbottom
Ben J. Lennon
Ben Kojis (ConOf7)
Ben Kuo
Ben McArthur
Ben Parslow
Ben Ratchford
Benjamin "bizzl" Kleiner
Benjamin C. Schrank
Benjamin Daniel Jackson
Benjámin Frész
Benjamin Kendrick Jr.
Benjamin L. Eastman, Esq.
Benjamin Last
Benjamin Lyon
Benjamin Murray
Benjamin Peter Greenwood
Benjamin Pik
Benjamin Shender
Bennett Hobson
Benoit Vogt
Betty Osthoff
Big Tyler
Bill and Kari Burchfield
Bill Johnson
Bill MacVicar
Bill Mundt, Ori Mundt, & Hayley Trickett
Bill P (chimericdream)
Billy Gradwell
BJ Handy (yes, really)
bjarne hansen
Bjorn Munson
BlackFoxHero and BlueSunset
Blake Henderson
Bob Ferry
Bob Kesler
Bob, Lindsay, Joseph, and Katherine Laughner
Boendalin Skjorsson

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Borja Prieto Pardo
Brace "Nordwulf" Melton
Brad 'Faun' Henderson
Brad "Ghola" Shadwick
Bradford Chatterjee
Bradley Clark
Bradley Winterton
Braeden Krulicki
Branden Earl Miller
Brandon & Grace Chen
Brandon Elms
Brandon Fair
Brandon Feder
Brandon Morrissy
Brandon Snyder and Joseph Williams
Brandt Cramer
Brendan Kelley
Brendon Carey
Brent L, for all the fans out there. Jaffa Kree!
Bressan Mathieu
Brett "Bear" Allen
Brett Chik
Brett Harris
Brett McGovern
Breunis
Brian and Denetra Clark
Brian Bosch
Brian Bower - Tombstone82
Brian Fruhwirth
Brian Hough
Brian Jones
Brian Labelle
Brian McCabe
Brian Misamore
Brian O'Connell
Brian Sebby
Brian Tudela
Brian V. Rowe
Brianna Salley
Brittany and Paul Burns
Brittany Solis
Brittany Watt
Bruce Ford
Bruce Nelson
Bruce Wiseman
Bruno H. D. Muller
Bryan & Mialee Harpel
Bryan Britt
Bryan D Lasher
Bryan Hoover
Bryan Lemieux
Bryan Scarrah
Bryan Vestey
Bryant Cable
Bryce Perry
Bryson and Kathryn Daniel Tidman
Byron M.
C A Jones
C. Tyler Masenten - Thanks for the memories, SG-1!
Caitlin Campbell
Caldari 5
Caleb Knoll
Caleb Stanfill
Cali Martin
Callie McCann-Eros
Callum W.G Hurst
Cameron "Baron Xot" Doyle
Cameron "CatHerderCam" Ogletree
Cameron J Devers
Cameron Johnson
Cameron Macleman
Cameron Wells
Camille Candresse
Can't wait to play the game! - Cirian Knight
Can't wait to play this w/Joey Pete Harry & Leila!
Candace & Josh Shanabarger
Capt. Thomas Wilkins, SGC
Captain Rob Van Tuinen of the USS Balthasar
Captain Shields reporting for duty, General.
Car
Carlos Barbosa Jr
Carlos Nunes-Ueno
Carlos Ovalle
Carlton Harrison
Caroline F. Varley
Carrie Hill
Carrik Rayajavikk
Cartoffel
Casey Cain "Warvigilent"
Casey Comisky
Casey Prociw
Casondra Latura
Cassandra and Anthony: true fans of the Stargate
Cassandra H. Littlejohn
Cassie
Cathey - "Gone Fishing"
Cavan Vannice
Cédric Pelvet
Celina Anthony
César Asencio de Proyecto Watashi
CG
Chad Averett - Stargate SG-1 was a fantastic world
Chad Brown
Chad D (Tau'Ri)
Chad Lynema
Chad M. Finkenbiner
Chad Steffl
Chad Underdonk
Chad Valdes
Chance Carter (QuantumPriest)
Chaos Mange
Charles Buege
Charles D Reppuhn
Charles Nairn. Hawkes Bay, New Zeal
Charles Plater
Charles Ragno
Charles, Helaina, and Lucas
Charles, Kelly, and Lucas Disney
Charlie Goemaere
Charlie Lloyd
Charlotte Taylor Robertson
Chase "Keyy" Hobbs
Chase "Reaver" Stillman
Chase Wayment
ChellR
Cherry Thrasher (Atelier Mae Cosplay
Chevron 20 locked! ~Matt Butler
Chevron 7 is locked. SG teams, you have a go!
Chewy Highley
Chingwe Padraig Sullivan
Chris
Chris "csmithere" Smith
Chris "Nox" Abram
Chris & Karen Gallagher (Neoico & Zanba).
Chris & Sheri Berger
Chris and Jessica Bates
Chris Andersen, now featuring the letter "E"
Chris Angelini
Chris Brewer
Chris Brind
Chris Brooks
Chris Collins
Chris Crossont
Chris Densley
Chris Doar
Chris Edstrom
Chris Ellorris
Chris Furness and Ros Furness
Chris Gardner
Chris Gerber
Chris Hall
Chris Harbin
Chris Iverach-Brereton
Chris Johnson
Chris Kuivenhoven
Chris Leadbetter
Chris Lesko
Chris Lowe
Chris Mata
Chris Niedt
Chris Oates To one of the best 'verses out there!
Chris Pack - Undomesticated equines could not...
Chris Rakowski
Chris Retterath
Chris Roberts, Amber Roberts and Yacob Wallace
Chris Rockwell
Chris Schmidt
Chris Sidwell
Chris Smith - Minneapolis MN
Chris Snyder
Chris Steele
Chris Teudt
Chris Thompson
Chris Vander Linden
Chris, Katy, and Ava Augustine
Chrissy Cooksey
Christiaan Champagne
Christian Hemker
Christian J. Lopez
Christian Lindke
Christian Micle
Christian Reed - For those who follow us...
Christian Thomas
Christina Sublett
Christoffer Olofsson, backer #631
Christopher "Ju Ju" Merrill - I love Stargate.
Christopher "Lumbermoose" Allen
Christopher A. Bell
Christopher A. Ramey
Christopher and Colleen Belford
Christopher Brion
Christopher Comer
Christopher D Lord "MadManInABox"
Christopher Dale Lawrence Francis Penny
Christopher Eggleston
Christopher Hadtrath
Christopher Hutchinson
Christopher J. King
Christopher James Haidt
Christopher L. Jones
Christopher Lee
Christopher Lipinski
Christopher Lloyd (not that one)
Christopher McDermott
Christopher Michael Smith & Jennifer Christine Kib
Christopher ONeal
Christopher Poulter
Christopher Ray Arndts
Christopher Rive
Christopher Sanders
Christopher Senior and From The Deep Games
Christopher Swales
Christopher Swiantkiewicz
Christopher T Meyer
Christopher Trezise
Christopher Tripet
Christopher Williams
Christopher. Taschuk. (Silvercrystal)
Christyn Gagne
Chuck Barbee
Ciao a Tutti dall'Italia! -Andrea Maltese
Claus Kutscher
Clayton Z Ziemer
Clémence Guillermic
Cliff Mayo
Clifton Carrol
Clint Gilley
Clint Johnson
Clint Roesbeke (MeWulf)
CMGriffin
Cody Nill
Cole Hiscock
Cole Nordin
Cole Tanner
Colin Ziraldo
Colleen "Gen Var" Burks
Collin 'Ridayah' O'Connor
Collin Gump
Colonel Robert Braatz, USMC retired
Colonel William E Wolff
Colton Bell
compuparker86
Comtraya and Tek'ma'te! Adam Canvas Giangregorio
Comtrya! - The Kings
Con Agni
Connor Bliss
Connor O'Neill
Connor Stelfox
Conor Degroot
Conri of Devil's Luck Gaming
Conway Luong
Cordula und Wolfgang Grau
Corentin "Samaed" Haidon
Corey McGee
Cori Hull
Cory "Kananesgi" Phillips
Cory Brown
Cory J. Herndon
Cory Powell
Cory Velazco
Courtney A. Ficker
Courtney and Michael Krause
Cpl Michael I. Fazekas - USMC
Craig Wills
Cris & Al 2020
CrisisSDK
Crohnic "Cro" Gamer.

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Crystal Lanzana
CtrlAltCrit
Cullen 'Towelman' Gilchrist
Cur
Curious Few Games - (R.S. Tilton)
Curtis R Rausch
Curtiss "Soma" Kuczkowski
CyberDiva
D. Andrew Ferguson
D. Mullins
D. Sky Massey
Daan Boer
Dad (RIP) thanks for sharing our love of SG-1 -NJG
Dakota Koerperich
Dallas
Dallas R Williams
damekage
Damien "Stalwart" Torrécillos
Damien Hansen
Damnit Phil!!!
Damon Gregory & Squamous Studios
Dan Foulds
Dan Nitsch
Dan Start
Dan Younker
Dana Nawolski Janik
Dana Sweeney Goddard
Dangerdad13 loves Stargate!
Daniel "Honcho" Kim
Daniel "Rejusu" Baxendale
Daniel "Rev. Sauce" Stevens
Daniel Argo
Daniel Artz
Daniel Attard
Daniel Banister
Daniel Barton
Daniel Berry
Daniel Bilotta
Daniel Boelling
Daniel Bradbrook
Daniel Draeger
Daniel Goodwin
Daniel Grzeskowiak
Daniel James
Daniel Jordan
Daniel Keegan
Daniel Loughmiller
Daniel Ørsted
Daniel Page
Daniel Short
Daniel Tyrakowski - Lutzbock will return, always!
Daniel Willmott
Daniel Yaws
Daniela Desira
DanielsWorlds
Danika Molnar
Dank Master Antti Tikkanen
Dante Aurelius
Darrell Amarasena
Darrell Sully
Darren Buckley
Darren Cairns
Darren Lee
Darrin Calvin Roenfanz
Darryn Robson
Darwin Schwartz
Daryl McLaurine, PhD.
Dave
Dave and Rose Fonville
Dave Asplund
Dave Cooke
Dave Montoya
Dave O'Neill
Dave Rockwell
Dave Schanno
Dave Schnur
Dave Stoeckel
David & Clarissa Light
David and Katrina
David and Sunny Levy
David Baxter - Chevron 7 is Locked, Godspeed!
David Bern
David Binder
David C Ridout
David C Williams
David D. Domanski
David Dwayne Hopper
David E Sanders
David F
David Francis
David Haigh
David Haslem
David Hatch and all my DAGZ friends
David Hetherington
David Jafkins
David Joyce
David L Majors
David M Wray
David Matranga
David Morris
David Mullens: hopeful 4 friends amongst the stars
David Müller
David Queen
David Restuccia
David Rossello
David Schwartz - Boomer Sooner
David Shively
David Smith
David Thomas
David Trudel
David William Morris Sanders
David Wilson
David Windhorst
Dawid "Salubrus" Wojcieszynski
De Winter Urbain
deadguydead
Dean Palmer
Dean Wilson - Once more into the Breach!
Deb "Defebwar" Ambroseno
Debbie Collington. For my Stargate LRP family.
Dedicated to Dylan, Matt, and Ross.
Dedicated to every MALP lost in service - Serbitar
Dedicated to the tradition of storytelling...
Dee
Delaina Donaho
DeltaEchoLove
Delusor
Demora Dessert
Denis Gaty, MSW
Dennis Groome
Dennis Schiavo
Derek Germain
Derek Lemery
Derek Murawsky
Derek Robertson
Derek Smith
Derek Streetman
Derek Wise
Derek Y
Deriachai
Derrick Huntington
Destroy Every Place They Touch Gang
Devan G.
Devin Anderson
Devon Courtney
Dex Osborne
DHS Officer John Ashley
Diana and Keegan Owsley
Dianne Sheaffer - travel the stars.
Dieter Rukser
Dion & Sherri Garcia a First Prime Jaffa family.
Dion J. Woods aka CaptainKiyoshi
Discboy
Dischi --- Col. O'Neill
DnDanX To Matt CR & Jester 4 the laughs Are u po..
DO NOT LIST
Doctor Geoffrey Hutinet
Doctor Sbaitso
Dodeedo351
Dominic A. Prunesti
Dominic Contreras(CinimodPhoto)
Dominic S Arthurs
DomivaitusLupus -Happy this project is happening
Don & DJ Cook "In the middle of my back swing?!"
Don Kiesling II
Donald "WookieeGunner" Gaither
Donald Geschke
Donald Haage
Donald Plummer
Donald Saareste
Donkeyninja
Donna "Adventure " Molsbee
Doomshotxl
Doug "Dhomal" Raas
Doug Bristow
Doug Jacobs II
Douglas Brod
Douglas Dickson
Douglas Dreier
Dr Ravenholm "Bonni... Bonniewae!"
Dr. Benton Tyler
Dr. Daniel Gerike
Dr. Gerd Hauser
Draggard Arcane (Sal Cazarez)
Dragon Reborn
Dragonpynk
DreaMr, dream well. l(ugh!)v, Me -Drea Morakinyo
Drew 'Cyrien' Down
Drew B.
Drew Hallenbeck
Drew Klinedinst
Drew Neilson
Dryer Family
Duff and Psycho Killer
Duncan Scott
Duncan Thompson
Durisiema Raishala
Dustin "Thee Leprechaun" Lawlor
Dustin Faulkner
Dustin Henson
Dustin Kanzlemar
Dustin Parks of Tabletop Loot
Dustin Tierney
Dustin, Shylia & Jarhett Hurley
Dyfnahk
Dylan G Dunn
Dylan Rosier
Dylan sargent
Dysphoria
E. K. Petersen, finally i can (pretend) be Ronan
Eagle033 (Michael)
Ed
Ed Obarowski
edchuk
Eddy Houser
EDL - PeekoPeeko
Edward Ghelardini
Edward Prescott
Edwin (Jed) Herman
Edwin Juan Santiago Rivera
Eike Titze
Eileen Murphy
Eleonora Lindlblom
Elias Thompson
Elijah Waid
Eliza Eaton
Elizabeth Rippeote-Scott & David Scott
Ellie & Derek Williams
Ellie O'Daire
Elliot Diebold
Eloi Herlemann
Elwood Burgess
Emil Rodriguez
Emilien Kobi
Emilio Plumey
Emily & Dameon Wolford
Emily Herndon
Emma Banin
Emma Naglitsch
Emrys Grady / Michael Gray
Enslavement is imprisonment of the soul. - Dace
EnterElysium
Eokai "Indeed!"
Eri Riot; point of origin: Abytheum.
Eric "Higg" Higgins
Eric A Diamond
Eric A. Lynch
Eric Finkenbiner
Eric Fischer
Eric Glandon
Eric Muehter
Eric Pett
Eric Reinicke
Eric Rex Petersen
Eric Royer
Eric Scott
Erich P, reporting for duty to GM a group of hobos
Erick Schneider
Erik Bell
Erik Enstad and Victor Iniquez
Erik Kesa
Erik Lind
Erik R. Austad
Erik Skaar the Main Mythic Misfit
Erik Tijssen
Erin McKee
Ermes Cellot

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Erwin Leijenhorst
Esben 'Schwumch' Jensen & Kevin 'Dalnoeh' Bejer
Ethan Chiang
Ethan Childers
Ethan Dean Moll
Ethan Kearney
Ethan Weatherby-Fell
Ethloc
Étienne Leplus
Etienne Maheu
Euan Janes
Eugene "Morgil" Ulrich
Evan Crites, Thanks for showing me SG-1 Lisa!
Evan Dixon
Evil monkey Boy
Excelsior!
Excited to support this project! -John Hickman
Explor, never assume, like Jack...Bad example.
Fabiano "Prof. Nerd" Silveira
Fabien BERINI (Rehvaro)
Fabien Montégut
Falessan (Fuh-lesson)
fatboyntn
faucheur
Felicity McKee
Fern Stewart
Fernando Machado Brum
Ferne Hebig & Deidre Hebig
Filip Bošanský - Bosso
Filip Sadovsky
Findley Boyd - SG7
Finest TTRPG, Tablestory on Twitch. megazoid2k
Finn Cardno
Fire Archon 009
FireManedViking
Fitzi
Fivel Disastro and Ocha Hoobahank
Florian Grabe
Florian Hartmann
FltLtEmi
For Alex "Hotrod" DeMichael, Love Your "Star"
For Alfie Lillywhite - Stargate Atlantis is real..
For all the explorers. John Clark
For Angela, who loves Stargate as much as me. -Jon
For Cassandra Bree Barnhouse with love, Dad
For Dalanar, Anoriss, Fireshan and ThePhatFatman
For Dara and Magnus. New worlds await you!
For Don & Sandy who fed my love of Sci-Fi.
For Elizabeth, Love Matt
For Gary - The Guys
For Jonas and Titus Hintze - thank you...
For Ken and Liz, and to traveling through the gate
For Liz love Karl
For Logan H. -Steven
For Marta - my amazing wife and biggest SG fan...
For Matt Hidding. May you watch and dream forever
For my AMAZING family Steve Becky Joseph Benjamin
For my beautiful wife Jana - love you Jakub
For my beloved J, galaxies of adventure await. -J
For my children's future gate travel ~Tracy Reeves
For my family, brought together by this show...
For my friend Blackthorn.
For my Grandpa, who showed me the Universe.
For my Mom, Dee ~Dustin
For my son Erik O who wins every roll "Indeed."
For Rachel. Let's get in the gate!
For Sergeant Lloyd Lantz: Noli Timere Messorem
For Stella Nuckels, from her loving husband.
For Teresa & the series that brought us together.
For the future adventures of SG27!
For Tomasz 'Radnon' Cybulski.
For Watson, who consumes bovine lactose - KiddThun
For Zora
Forrest Wambold
ForWeberDancing, with much love and thanks
Founder Maficitto
Fourth_Raven
Fox Carter
Francisco "Paco" Rodriguez
Francisco Javier Pérez Sabroso
Frank Hart
Frank T. Jarome
Frank W Patnaude Jr
Franklin Shea
Franti
Franz-Erich Griggs
Fred Fisher
Freddy C. Dixon
From this world and beyond! -Kim L.-
Für Anika, the one and only
Gareth Turner
Garret & Tricia Tamura, thanks for the memories!
Garrett J Moynihan III
Garrett Place
Garth Bauman
GARY Gapstargate Palmer
Gary Guy
Gary Marshall
Gary N. HAUGER
GateGabber, Gabby's Gaters & the students of GPA.
GateWorld.net
GearOverlord
Gen. David Maciaszek, Commander of Stargate Magus
Genevieve Markees
Geoff Burbidge
Geoff C. / Stephanie T.
George H
George Roehr & Haddi Bergstrom
George Sprague
George Thorpe
Georgina Mary Lumb
Gerald L. Wallner
Gershon Hartov
Gert Havlykke
GhostPhil
Gianluca Guazzo
Gin Corso is Indeed WACKO!
Glad I was able 2 support such a worthy enterprise
Glagroon
Glen Banyard
Glen Watkins
Glenn Baker
Godspeed, fellow gamers! ~Stephanie Loss
Godspeed, indeed -Ashley Yacoub-Hana
Gonzalo Bergalli
Gordon Duke
Gordon Milner
Gorlam - The Ancient Philosopher
Grace Milton
Grady Houston
Graham Horrobin
Graham WD Wallace - The TechWeaver
Grant Brosnan dedicates this entry to Tony Brosnan
Grant Chapman
Grayraven
GreenFreq
Greetings from the Helsing Brothers. Have fun...
Greg Ellinger
Greg Frank
Greg Probst
Greg Uebele
Gregory 'Grexxor' Flory
Gregory Ford
Gregory Jennings
Gregory M Block
Gregory T. Helding
Grey Hoyle
Griffin D. Morgan
Gritshank
Guild Master La Phyzz Of the Leofric Legends Guild
Guillaume Clerfeuille
Guillaume DARPIN
Guillaume REMOND
Gunnar Sverredal
Guppy G
Gus Ballard
Guy Jonathan Bish-Jones
H. Dean Hunter Jr.
Halacon - Larry Odom
Hannah Brown
Harri Berglund
Harrison Kebir
Harry Stewart
Hathor made me do it - R Eric VanNewkirk
HavokBlast
Haya
Hayley Birch
Hayley York
Heartfelt thanks to Wyvern Gaming ~ Stephania Papi
Heath Enterkin
Heath Woodson
Heather C Johnson
Heather Shay
Heather T.
Helen Naylor - here's to many more adventures!
Helene Neale
Hello worlds! Here we come! Love Evan
Helyx
Hendenicholas
Henning "Auglim" Elfwering
Henrik Sjödin
Henry "Aldermac" Beals
Here's to making good memories. Love, KDub
Here's to grand adventures together! <3 Stephanie
HermesSandals
HesitantPidgeon
Hi fellow skill monkeys.* Waves * Graeme
Hida Helen
High School Japheth Jones resembled Dr. Jackson.
Hold tight, pretend it's a plan! The Small Family
Holger Schlarb
Holly Riehle The Love of my life.
Honored to be part of the project!
Howard and Morgan Hagan
Howard, Nicholas, Adrianne, Kaleb, and Isa
Howy modell
Hugh Gallagher
Hundus
Hunter Mayer (Orionnoir)
I am BlckPanther, bringer of the canteen! - Eric R
I dedicate to everyone who has battled with Cancer
I hope there is playable furlings... Seb P.
I'm a leaf on the wind See how I (enters Stargate)
IagoWynne
Iain Moug
IAmAzathoth
IAmNotALibrarian
Ian Anderson
Ian Fielder AKA Uther Dracus
Ian Hamilton
Ian McConnell
Ian White
Ian Wynn (Toa Caldoric)
Iesha Dover
Ilkka Niemi
immoralwizard
Imunar
In like Fin
In loving memory of my father Gary Insko. Indeed..
In Memory of Carmen Argenziano
In Memory of Cliff Simon
In Memory of Harper - Ally Jackson, SG-5
In memory of Phil Loyer. Game on FORGE Memphis.
In memory of Rebecca Taylor
IN THE MIDDLE OF MY BACKSWING!?!?
In the middle of my BACKSWING?! Love you Juniper!
IN THE MIDDLE OF MY BACKSWING?!?!? - Sarif
Inbal Magnezi
IncompetendSeal
"Indeed." – Teal'c
Indeed - Gobbs
Indeed, by Danny Bavelaar
Indeed. - Andrew Oliva
Indeed. For Mickie Waddington
Inepu
Iria Sokoll
Irishrelief
Isaac Lee
Isaac Page
Isabelle Cyr
Ismael Gerena Jr.
It is finally time for gate travel. Keith Fowler
It's a new world. Go and explore! - Josh Pactor
J. Adam Fidler
J. Allan, of New Mexico
J. Reznak
J.K.Nielsen
J.M. Jonesy
Jack Jarman
Jack Kessler
Jacob "Starkey" L.
Jacob & Elizabeth Pawson
Jacob C Davis
Jacob Evans
Jacob Helwig
Jacob Kelly
Jacob Kriegisch
Jacob Mohr
Jacob Osgood
Jacob S Fite
Jacob Schwartz
Jacob W. McFarlane
Jacqueline G. Ortega
Jaison Alexander Boyd
Jake Donis
Jake Hutchings - shrunkenTERRA

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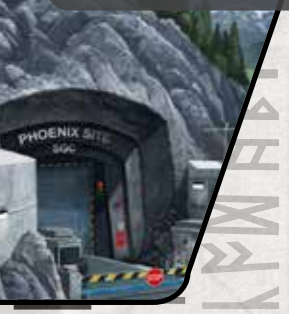
Jake Miller
Jake Perrin
Jake Samuels
Jake Tobak and Jamie Burnet
Jakob J. Ellinghaus
Jakub Drozda
Jalinar
James "JNP" Peralta
James "Red" House
James A. Glier "I helped too"
James Alden Packard
James and Chrissa Sandlin
James B
James Beagle
James Briggs
James Burchill
James Carkeek
James Carpio & Mary Lindholm (Grindhaus Media)
James Cox
James DesRochers
James E Ward
James Gibney
James H.
James Hayes "You blow up one planet then..."
James Kirk Sanders
James Leach
James Marshall
James Mathieson
James McFarland
James McInnch
James McLachlan
James Michael Ashley
James Milholen
James Miller-Marquez
James Norris
James Power
James Quaintance
James RePass
James Robinson
James Straight
James Winder
James Wood-Wheeler
Jamie "Xaandria" Blair
Jamie Corfield
Jan hier. Meine Widmung geht an Mirko und Fine.
Jan Petersen
Jan Tiedemann
Janice Kleinhenz
Janrith Shadowbloom
Janusz "Ivellios" Kamienski - Stargate Valhalla
Jared Adams
Jared Fattmann
Jared Herring (HornedTurtle1212)
Jared Hopkins
Jared Kinkade
Jared L Morris
Jared Levinson
Jared MJ Novotny CD
Jared Robinson-Kam
Jared Rose
Jarred Heath
Jarrett M. Hunt
Jarrick Honn - First of the Tau'ri.
Jason "Bifrost" Hawks
Jason Akehurst
Jason Artemis 'Termy' Winstanley
Jason Atkins
Jason Brown
Jason C Lund
Jason Corner of the Tau'ri
Jason Di Giulio - (With all my love, Kristoper).
Jason Doorn
Jason Duke
Jason E. Petrea
Jason Fuller
Jason G (Turlock)
Jason Greiner
Jason Hand Me The Ray Gun Bratley
Jason Jacobs
Jason Kunz
Jason Lee
Jason lindsey
Jason M. Baker
Jason M. Roll
Jason Melton
Jason N Abernethy.
Jason Phillipo
Jason Reome
Jason Schindler
Jason Templeton
Jason the Most Proudly Humble.
Jason Turnbull
Jason Yee
Javier GM (Paramedic)
Jay Baker
Jay R. Stilipec
Jay Reynolds
Jay S. Barber
Jay Watson
Jayson Moore
JDJustice50: A huge fan and proud supporter!
Jean-Francois Marchand "Daniel lives!"
Jean-Paul Reinhardt
Jean-Philippe Cardin
Jean-Pierre Bourbeau
Jeannette I. Speicher
Jeff Feakin
Jeff Gorski & Megan Bohm
Jeff Holt
Jeff Marshall
Jeff Robinson
Jeff Scifert
Jeff Taylor
Jeffrey & Megan Harlan
Jeffrey Fischer
Jeffrey Fuller
Jeffrey Hurd - When do I get to meet Jack O'Neill?
Jeffrey Pelletier
Jeffrey William Westerlund-Barnes "Errion"
Jen Hay
Jen- Time to dial into some new worlds!
Jennifer Carson
Jennifer Hunt
Jennifer Steinhurst
Jens Th. Marx, Mannheim, Germany
Jeramie Vens
Jeremiah Orlando
Jeremiah Schroth
Jeremy Coffey
Jeremy Cooney and the Ridiculous 6
Jeremy Green
Jeremy Hallum
Jeremy Hobson
Jeremy Hochhalter
Jeremy Hunt
Jeremy Kear
Jeremy Pollard
Jeremy Randall
JerichoJones
Jerico Gotte, to my fellow Tau'ri, Alex Fagan
Jerie L Wills
Jerry D'Antonio
Jerry Martin
Jesper BY
Jesper Deluxan Hinge
Jesse and Lana Olbrich
Jesse Glaspey
Jesse Grier
Jesse McGatha
Jesse Michael Sandbeck aka Tallon Westwing
Jesse Reisman
Jessi Bishop
Jessica "Starbuck" Lewis
Jessica Hatchard
Jessica Katheryne Davis-Let's TTRPG all day/night!
Jessica Lilith Darke: SG-13
Jessica Meismer
Jill Wong @TheMotleyGeek
Jim "The Nerdy Quail" Kolesar
Jim and Barb Crase
Jim Tetrick
Jimi Hendricks
Jimmy Nunns. The Gate will take us there!
Jiri "winring" Malina
Jiri Linhart & Sarka Malkova
Jiří Rác, proud member of SG-11
JL Clark
jo2y
Joakim "Sarodikus" Norén
Jocelyn THIERY
Joe "Polverized" Polinsky
Joe Brown (thunderw)
Joe Gianoni
Joe Hehle
Joe Hill
Joe Martin
Joe Perry
Joe Streeky
Joe Wasden
Joel "Wurgy" Wurgler
Joel and Ava Federspiel
Joel G, Josh W, Jimmy P and Philip J
Joel Handy
Joel Petrie
Joerg Mosthaf
Johannes Holmgrein
John "A1steaksa" Schneider
John "Waylander" blackthorn
John "Oz" Oswald
John & Alyson D'Alessandro
John ~Q~ McHugh
John and Hannah Weiand
John Bradshaw
John D. Head
John Derrenberger
John Dornette - Undomesticated equines couldn't...
John Doyle
John Eriksen
John H. Bookwalter Jr. and Russell A. Boggs
John Huth V
John J Dorch
John King
John M. Presseault
John Neal
John Prew (Chaplain Eik)
John Psinas
John R. -Undomesticated equines couldn't remove me
John Richard LeCieleci II
John Riley Beaird II
John S. Hovey
John Sefton
John Swanson
John Thomas Benjamin
John Vessels
John W Moody
John-Michael Terrell Sith Lord of the 7th Chevron
John, Michelle, and Morgan
Johnny Nguyen (Johnny-Kun/The1Master) (QLD/AUS)
Jole
Jon Andersen
Jon Basciano
Jon Bradley -To the TV franchise and this RPG, TY!
Jon Carroll
Jon L Harding
Jon Rushton
Jonas Lee of Bonsai
Jonathan "SteelSeraph" Steele
Jonathan Baldridge
Jonathan Brown for my Mum - miss you still
Jonathan Buchanan
Jonathan Chin
Jonathan Clements
Jonathan G. Fong
Jonathan H. Blanford
Jonathan Hamstead
Jonathan Hughes
Jonathan Lye
Jonathan M Webster
Jonathan Patterson (The White Knight)
Jonathan Presson
Jonathan Reedy
Jonathan Ricketts (GinjaFlame)
Jonathan Rigby
Jonathan Woods
Jonathon & Shawna Jehle
Jonathon S Bradley
Jone y Aritz SG-UIUC
Jordan Andrews
Jordan Fischer
Jordan Le Manach
Jordan Rinke
Jordan Santa Maria
Jose Angel Lop
Jose I Davila Jr
Jose Pérez and the Ladies of SG-13
Jose Placeres
Jose R Serrato
Josep Fernandez Jerez
Joseph A Rosario
Joseph Crase
Joseph Crescitelli
Joseph Goslin III
Joseph M Stuckey
Joseph Scammon
Josepo2000
Josh "Hubbear Extrodinaire" Tompkins
Josh Brunner

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Josh Dollen
Josh Gibson
Josh Shepherd
Josh Spyker-Elias, Jon Schellenberg & Chris Stanko
Josh Wood
Joshua "Aridhol" Cantrell
Joshua "Tsathoggua" Williams for Petra Havlickova
Joshua & Hannah Williams
Joshua and Holly Cobb
Joshua and Michele Brannon
Joshua Block
Joshua Boys - Patron of the Arts.
Joshua Easop
Joshua French
Joshua Hack
Joshua Helton
Joshua K. Martin
Joshua Kalmbach
Joshua King, Daniel King, Katja King
Joshua Parker
Joshua Parker -TY to my wonderful wife Angie
Joshua R. Fisher
Joshua Radcliffe
Joshua Rosen
Joshua Secraw
Joshua Turnblom - Be better than those before you
Joshua Wartluft
Joshua Willsher
Joshua Woodward-Clarke
Josiah Evans
Jouni Pitkänen
Joy King -Thank you for making my fav show a RPG!
Juan Francisco "Zeromegas" Gonzalez Garza
Juan Trillo
Julen Marcos Santamaria
Julia the Wraith
Julian Horvath
Juliette Capel
Juliette Hartel and Laird Popkin
JustDandi~Devon and Brandi
Justin and Jen Mauchmar
Justin Brown
Justin Collins
Justin Donnelly - AKA j_dizzle86
Justin Dunmire (In loving memory of Meghan)
Justin Elbel
Justin L Schnell
Justin Randy Hortin
Justin Taylor of Tabletop Arcanum
Justin Waterstraat
K. R. Biggs
Kai Hagenburg
Kai Ikonen
kaliesca
Kallin Leenhouts
Kane Smith of the Tau'ri
Karen DeStefano
Karen McCulley
Karissa K.
Karl David Brown
Karl M. Spindler
Karl Warlow
Karla Rae Farley
Kasey Smart
Kat Prentice
Katherine Dorland
Kathie Crozier and Scott McCutcheon
Katie Provance
Katie Simonsen
Katy Parker
Kausar Khan - For Rimor 1
Keenan Mock
Keep dreaming and exploring - love Katie Kahotea
Keira and Jordan Graham
Keith and Elizabeth Prater
Keith Apperson
Keith Catalano
Keith E. Hartman
Keith Homel
Keith Kerwin
Keith McKeever
Keith Piske
Keith R. Hayden
Keith Valin
Keith Woodsum
Keith Yager
Kelcey Calderon
Kelly A. Varner
Kelly Cassidy
Kelly Hudson
Kelly Naylor
Kelly Smith
Kelsey Duquette
Ken Ditto
Ken Gutermuth
Ken Mefford
Ken Shaffer Jr
Kenneth Blomqvist
Kenneth Roeder Jr.
Kennon J Pogue
Kenny Hudson
Kenson PeerSales
Kent and Jennifer Plumb
Kerri Miller
Kersten, Erin, and Wyatt Falk
Kevin "Chachi" Chachakis
Kevin & Michelle Damour
Kevin Beale
Kevin C Bibicoff
Kevin Cuichta Sr in memory of my son "Squid"
Kevin Dixon
Kevin Edwards
Kevin Foresman
Kevin LaCroix
Kevin Lindow
Kevin R. Smith
Kevin Rohde
Kieran Crawte
Kieran Walsh
Kim De Schrijver
Kim Grønvig Hansen
Kings_Rook
Kiril Welkow
Kirsten Forrest
Kit
Klima
Kree Jaffa!
Kreis Rutledge
Kris Fabris, who is ready for shenanigans!
Kris Fedder
Kris Russel
Kristakis
Kristen Siera
Kristen Tolmasoff
Kristin Bledsoe
Kristin Gentry
Kristine Korzow Richter
Kristoffer 'Phoenixkurai' Cross
Kristoffer Magelssen
Kristopher David & Crystal Morrison
Kristopher Pring
Kronthis A.K.A. Sam
Krystle Douglas
KURT R. BALLARD
Kyle "Fiddy" Pinches
Kyle Benz
Kyle DuRhone is the salt of the Earth.
Kyle Hobson
Kyle Mulvey
Kyle Spillane
Kyle Thorson
Kyle Urban
L'ange de la pluie est amoureux d'Acehilm!
Lachlan Cameron Myers
Lachlan Fergusson
Lachlan McKie
Lady Dena Laura Shea Hobbs and Billy Hobbs
Lady Nala Frost
Lambrechts Geert
Lana C. Bachynski
Lance Atkinson
Landon Beasley
Lane Edgington
Lara Meyer
Larekan/Chris/Walram
Larry Miller
Larry Stanton
Lau Cacau
Laura Bee & Anne Brennan
Laura Buschmann
Lauree Hinkle is the biggest SG-1 FanGirl. <3 You!
Laurent Thery (SLicTa)
Lawrence W. E. Shipway IV
Leah & Joel with their endless search 4 adventure!
Leah Duffett
LeAnn 'Ellyham' LaFollette
Leddez
Lee Fleming (GM of SG-15)
Lee Jamilkowski
Lee T Boswell
Legiondary Gaming
Leif-Erik Reslow
leifdaviking
Leon Bedwell
Leon C Glover III
Leon Towns-von Stauber
Leonard Helding
LeonPNK
Let the adventures begin! - SolitaryNerdette
Let's save the Galaxy! Tom Exner
Lewis Fitzy Fitzsimmons
Liam Larsen
Liam O'Donnell
Life is but a dream. It's what you make it...
Life without Stargate is not living-Sandra Rankin
Lily-Brianna Hostetter a.k.a. NARCON
Linc Green
Lincoln Ray Williams II
Linda Martelle I loved the show....
Lindsey Deanshaw. In loving memory, Evie & Lillith
LindyBomber
Lionel ROTA
Lisa Hilton
Lisa Marsh
Lisa, Wendy, Lily, and Murphy
Live Long and Prosper - Andrew R.
Llifon Owen
Lloyd Knott
Lohengrin Perez
Loïc
Loic Pilot et Angeline Berniard
Loïc Zimmermann
Loki experiments again! ST
Long Live Stargate! - Stuart Shulman
Longtime fan Howard B!!!
Looking forward to stepping through. Geoff
Lor Collin
Lord Aquis
Lord Lucas Garecht
Lord Ryan Nahlé
LordBaane
LordFuzzy - Dial it up...
Loremaster Roan
Lorence Olivo
Louis Poggioli
Louise D Smith
Loukas Daniel Farr
Lucas Amodio - Looking forward to visiting...
Lucas Crist
Lucas Lee Scheuerman
Lucas Patterson
Luciana Brown, lets explore!
Luis Miguel Rubio
Luis Rebelo
Lukas Pöck
Luke "Twang09" McLaughlin
Luke Green
Luke Lea
Luke Lewandowski
Luke Mayville
Luke Perrin
Luke Tater
Luke Wood
Luke Young
Lyellin
Lynn Holiman
Lyssa Jenkinson
M. Brian Adams
Mack Schmaltz
Mackenzie Salt
MadBeardMan
"Magnets."
Magnús Þór Einarsson, MórArt
Mailan and Remy Cooper
Maksim-Smelchak
Malmo
Mandavar the Seeker
Manny Almeida
Manuel Ritter
Marc Kulessa
Marc SOUNAC (for his son, Loulou Tealc)
Marc Vaughan
Marc-André Gauthier
Marc-André Robidoux
Marcel Köhler
Marcel Willgalis
Marcus and Brenda Badon

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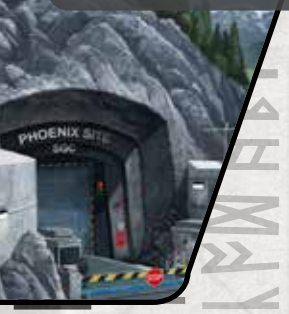
Marcus Arena
Marcus Hiller
Marcus Ward
María and Matthias Seyfferth
Mariano Bayón Moreno - Amrod Felagund
Mario E. Calleros
Marissa O.
Mark & Joseph Greentree
Mark Armstrong & Patty Rinaldi
Mark Bivens
Mark Braasch
Mark Chmi
Mark Di Sano
Mark Gledhill
Mark Grell the best father a girl could ask for.
Mark Griffon Gaming Eby
Mark H. - I'm taking this loop off.
Mark Knight
Mark Pascual
Mark Richardson
Mark Sundermeier
Mark Tresidder
Mark was found in Pegasus Galaxy Hunting Wraith.
Mark Woodson
Marlith Anastasia
Martin Helsdon
Martin Kirsipuu
Martin Lennartz
Martin Lessem
Martin Lex
Martin Müller & Marcel Schilling
Martin Passon
Martin the Wizard
Martin Towell & Jamie-Lee Wilcock
Martin V Ottesen
Martin-Pierre Frenette
Martyn Rackham - Let the herding of cats can...
Marusfox
Marvel Sewer and Drain
Mary Clark
Mary Garner
Mary Mass
Mary McMurtrey
Mason D. Williams
Mathew Le Brese
Mathias Noer Nielsen
Matt Bakeberg
Matt Bauer
Matt Bob Cook
Matt Brower
Matt Clark
Matt Freund
Matt Glotzbach
Matt Haywood-Evans
Matt Hudson
Matt Hufstetler
Matt Knowles
Matt McDougall
Matt Severe
Matt Soucy
Matteo Signorini
Matthew 'Senjak' Goldman
Matthew "Mattihase" Crane
Matthew (Ellwin) Carr
Matthew Demkey
Matthew Hirschfelt and Melissa Lyons
Matthew Hollinger
Matthew Hunt
Matthew I.K. Welch
Matthew Ipema
Matthew J. Blanchard - SG-7
Matthew J. Rogers
Matthew Kemp
Matthew Kenneth Pickett
Matthew Manser
Matthew Metcalf
Matthew Mitchell
Matthew Mulherin
Matthew Murchison, Double M Digital
Matthew Nelson
Matthew Okonski
Matthew Painter
Matthew Park
Matthew Pear
Matthew Pelkey
Matthew Planalp
Matthew R. Green
Matthew Start
Matthew stenson
Matthew Suker
Matthew Sulzinski
Matthew T Doherty
Matthew Van Wie
Matthew Vaveris
Matthew Ward
Matthew Watson
Matthew Zupka
Matthias Müller
Maureen Denton
Maurice "Travin"
Maxime MALLET
Maxwell Burlew
Maxwell Ziegler
May all of you go on amazing adventures! Parker A.
May Izzy continue his adventures... - Jason Sherry
May our MALPs always find a working DHD-Pat Smego
May the fun be shared by all - TheJayCZ
May we see all the stars... Michal Rudzki
McGregor! In the middle of my backswing!?
Megan Chaffin
Megan Colby
Meghan Douglas
Meghan you're my SG1, my Atlantis, and my Universe
Mehfoo
Melevorn
Melissa Mulcahy
Meredith Hensel
Merideth Conlin shadowfox2918
Merry Christmas Lloyd Calvin
MH
Michael Abbott
Michael Atalay
Michael Balzan
Michael Baswell
Michael Beckman
Michael Brightbill
Michael Brown
Michael C. Miller
Michael Charles Collins
Michael D McPheeters
Michael Delano
Michael Desecki
Michael G Braunstein
Michael Godley
Michael Grover Bartnik
Michael H. Torres
Michael Harris
Michael Henle & Quinn Henle of the Tau'ri
Michael Hottenstein - Many thanks to my parents.
Michael J Penzo
Michael J. Parry
Michael Jewett - My wife Kirsteen is awesome.
Michael Joseph Venezia III
Michael King
Michael Maritato
Michael McGie
Michael McSwiney
Michael Nemeth, www.neversaydice.co
Michael R. Johnston
Michael Russell
Michael S Bivens
Michael Sapp. Oh nice. This exists now.
Michael W Hill Sr
Michael Walker
Michael Wooddell - "Shel kek nem ron"
Michael, Jozlynn & Emmett Gray
Michaela and Cody Wilson
Micheal Barwegen
Michelle & Travis Reeves
Michelle Bird~because Stargate saved my life!
Michelle Fami Horvat
Michelle Reichartz
Michi "FlowerBite" Kaioh
Mika Koykka
Mikael Hansson
Mike 'Mykaeus' Rees
Mike "tipulsar85" Sherry
Mike "Kosh" Neimoyer
Mike "The Birdman" Ashkewe
Mike and Erin
Mike Bardsley
Mike Calarco
Mike Falls aka Quay
Mike Garlick
Mike Leach
Mike Lewis
Mike McComas
Mike McDaniel
Mike Mears
Mike Parker
Mike Reyes
Mike Schott
Mike Smith aka Lonewolf
Mike Trisevic
Miko Kivijärvi
Milan Tasevski
Miles Towgood
Minh Van Nguyen
Miningmark314
Miquel Echevarria March
Mirrari
Miss April Russo & Steven Strop
Mitchell "Haematite" Christov
Mitchell Franklin Gill
Moderob Sllik
Moe Gray - Have always enjoyed the possibilities..
Moisis Langley Missailidis - Polymetis
Morgan
Morgan Marbach
Mory Wayne Peterson
Movie, TV, RPG, adventure on!! Thad Schrader.
Mr. Huish
MrTorpor
Mum, Dad, Bec, Matt, and Mishy, I love you all-Ben
My name's not Kirk… It's Skywalker. -Chris Nickell
Mycroft Roske
Myk Lee
Myles Garratt
N. Wördenweber and K. Wurm
Nate Brayne
Nate Peeples
Nathan 'DireWolf505' Brewer
Nathan Carr
Nathan Crowe
Nathan Ford
Nathan Groon
Nathan K.
Nathan McDonald
Nathan Milfull
Nathan Riebeling
Nathan Schade
Nathan Zacharry Kirchner
Nathanael Robinson
Nathanial Lent
Nathaniel Beauchamp
Nathaniel George
Nathaniel Weidner
Nathon Clerke
Neal J Piskac
Neil and Robin Myler
Neil D.Petty
Neil Miles
Nemus
Neo
"Neoculture; stepping through..."
Neo Wee Teck
Neophenix
Never been more excited for a TTRPG in my life~Nix
NexxusLive
Niall Smith
Nibbech
Nichalus Mckin - TheLordRev
Nicholas "Bl4ckLocust" Miller
Nicholas Bouquet
Nicholas D Skrotzki
Nicholas E. Johansson
Nicholas J. Gochis
Nicholas Nathan Vito Giardina
Nicholas S McGough
Nicholas Tibbetts
Nick "dwhisper" Martin
Nick Carris family-We hope you all enjoy playing
Nick Costigan
Nick H. - Give him a double jaffa-jaffa kick.
Nick Kindsvatter
Nick Oswald
Nicky and Chris Kirkham
Nicky Robs
Nicola McBlane
Nicole LoMauro
Nicole Rodrigues Galdo
Nicole Saelzle
Nigel Chan
Nigel Wright
Nikki Jeske & Jake Morrison
Niko and stephanie Diaz
Nikolos Ryan

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Nila Elderon
Nils Colberg
Nitin Dahyabhai
Nixie & Grace -There's No Place Like Terra Podcast
NMI
No
No Listing Please
Noah PostMaster
Norbert Barát - HPoltergeist <(^u^)>
Norbert Schlüter
Norman Abegg
Not until I'm dead, And sometimes not... Patrick W
Nou ani Anquietas. Hic qua videum.
Now the adventures can continue!
obiwannab
Obsidien54
Obvious the Troll
"Oh look, everybody...he's got Coombs with him!"
Old Sock
Oliver Croft & Charlotte Staffer
Oliver Steckmeier
Olivia Goodwin, Australia
Omega32
Open the Iris - Neil Stewart
Orchideus
Oren Marcus
Oronar
Oscar Haikola - SGA 3:14 Tao of Rodney
Ovion (Oliver East), Morningstar (Heather Girling)
Pablo Ainsworth - Indeed
Pablo Rodriguez (Skelwar)
Padraig O'Keeffe
Pamela "Ividia" Beem-Willars
Panda Rushford
Pangur Bán
Parhelia Games
Pascal from Luxembourg
pascalthelizard
Pass
Patrice Lattion - Vivre et explorer l'univers!
Patrick "Hegetaga" Russell
Patrick Diss
Patrick Fow
Patrick Grunau
Patrick Haugh
Patrick Huval
Patrick McGrath
Patrick Mclaren
Patrick N. R. Julius
Patrick Smith
Patrick Theobald - my amazing nerd partner, Katie
Patrick W.E. Lynch
Patrick Wahl (Impact2k)
Patrick Williams (aka Primalpat)
Paul "Zulrand" Magee
Paul & Katelyn Gibbs
Paul & Lisa Norman
Paul & Rachel Adair - Lifetime Stargate Fans
Paul A. Catalano, Jr.
Paul and Sherry Short: Long live Thor!
Paul Borgmann
Paul Christian Hackspacher
Paul Edward "CraveMode" Ferry
Paul French Baltzell
Paul Gilbertson
Paul Leone
Paul Ogle
Paul Ray Reinar Coulter III - Reinar Jorgensen
Paul Reinerfelt
Paul W Moore III
Paul Ward
Paul Werewolf Howell
Paul Xendrenix Mesmer
Peff
Pete Brown
Peter "Hinairusu" Reynolds
Peter Allen
Peter Brink
Peter Engebos
Peter Foster & Ed Overend
Peter Garry
Peter Gilbert
Peter Porcaro, Jr.
Peter Simon
Peter Southworth
Petr Krejaí
Phil Barainyak
Phil Breckon
Phil Edwards
Phil Halliwell
Phil Harvey
Philip Bonzell
Philip Doody
Philip J. Ehrig
Philip James Gort
Philip Selesky
Philip Tosh (Dr Margaret "Maggie" McCoy SG-15)
Philip W Rogers Jr
Philippe Joulot
Phillip Bailey
Phillip Robinson
Phillip Vodicka
Phillip vogel
phillip wenninger
Port
Price Moody
Proud of my SIL, Lee Alley, one of the writers! LD
Pure Mongrel from Down Under!
Quentin Burny
R R Clark
R. "Osiris" Sepp
R. Alexander Spoerer - Now I can go through, too.
R. Eric Cotton
Rachael & Craig Thalhauser
Rachael A Martin
Rachel Dilger
Rachel Hansen
Rachel Lopez
Rachel Tippett
Rachel Wurster
Rachelle Louise
Raethe Ghar (Fernando G. Berry)
Rafael "The Goochman" Gutierrez
Rafael Llorente Caballero
Rafikisteve
Raimond Rogers
Raith Winters
Ranoch: "You will make a fine host..."
Raphaël Lambert
Raven F
Raymond Cox - John 3:17; Isaiah 53.
Raymond Devlin
Raymond Kirklin
Raymond Lam - SG Team IDC recieved, Open the Iris!
Reaper
Rebecca Alesech
Rebecca Mills (RJ Lewis)
Reese (REPieces) Elliott
Regnar Well, that never happened in any of the sim
Relanni + BamGrizzly <3
Remi Fayomi a.k.a. Negromaestro
Renalis
René Kristensen
Rene Serna Chris Johnson
Rev. Bob Matros & Distractovision.com
Rev. Dr. Troy Reeder
Rev. Matthew James Curley
Rex Loyer
Rhys J. Hamilton
Richard "KShots" Ostrow Jr
Richard "Vivadin" Anderson
Richard AJ Kevis
Richard Allen (EmoWolf93)
Richard Bateman
Richard Berry
Richard Charleston.....indeed.
Richard Coggle -"In the middle of my back-swing!?"
Richard Cutler
Richard from Scotland. Big Stargate and D&D fan.
Richard Knudson
Richard Leroy Skinner III
Richard Libera
Richard M
Richard N
Richard Paladino -
Richard Pitt
Richard R. Martin
Richard R. Titus III
Richard Schafer
Richard Steinfeldt
Richard, Jess, and Juniper Cosgrave
Rick Dekker
Rick Elli
Rick Gilchrist
Rick Osborne
Rick Sparrow
Rick Vinard
Rickard Feiff
Ricky Hibbert
Ricky John
Riverstone Underwood
Rix (R1X5.13)
RJ and Lexis VanKoevering
RK McBride
Rob & Mandy from Canada!
Rob Rivera
Robert "BobtheDM" Sherman
Robert Basiuk
Robert Bowman
Robert Cosplay
Robert Dixon
Robert Eichler
Robert Eliason - SGOS
Robert Farmer
Robert Fodstad
Robert Himberger
Robert Jenkins
Robert Knorr
Robert L Horner
Robert M. Sutton
Robert MacPherson
Robert Macy
Robert Morris
Robert Nansteel
Robert Odom
Robert Raque: In Memory Of, David Mehl
Robert Sanzone
Robert T. Elliott
Robert VanDuzer
Robert Verheus
Robert W Larson, Indiana
Robert White - Indeed - To all adventures...
Robert Wilson (user_4574)
Robert Z M Mearns
Roberto Rau Roma-Italia-
Robin Brail
Robin Wilkinson
Robinson "b0d3" Dugan
Roger Feed
Rogerio de Leon Pereira
Roll for the Stars! - Eric So & Melody Hsing
Roll the dice!-Sameer Chawla
Ron Arbizu
Ron Berard
Ron James
Ron McClung - Seek the Seawolf in Thyself!
Ron Sampson
Ronald Heathcott - GL, HF, blow stuff up
Ronald Norris
Rondiven Amup
Rory Ward
Ross Andrews
Ross Chow
Rowan Baans
Rowan Rudacille
Rowan Wilson
Roy Carl IV
Roy Folkker
Roy MacInnis
RPG Crunch
Rubén Martínez Mayo
Russell "Guplor" Auer
Russell Carter
Russell Hansen, aka theCollectorGeek
Russell Peake
Ryan Bell
Ryan Evans - Thanks for raising me on this, Pops!
Ryan G. Wilson
Ryan Hall
Ryan Hayden Moeller
Ryan Hewlett (Talking XP Podcast Co-Host)
Ryan I. Felsen
Ryan Potter
Ryan Studelska
Ryan Vela
Ryan Williams
Rylan Ingram - I thought it was always our fault.
Ryland Corsair
S J Jennings
S. Fisher
S. Mathis
Sabbar L. Sisko
Sally and Jason Hutson
Sam ali
Sam Mckenzie
Sam S
Sam Toon

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Sam WOng
Samantha (Sam) Loyer
Sami Heikkinen
Sammy & Hayley Hart
Samuel Bastable
Samuel KOHN
Samuli Hannuksela
Sandro Basta aka Dr. Galapagos
Sanjay Kwisatz Sharma
Saori Watanabe
Sarah Oglesby
Sasha Jarrett
Sasha Steele
sbushnall73uk
ScoobrDoo
Scott "Stark" Eversoll
Scott "TritonWolf" Andrews
Scott Allen- Chevron 7 also lit up!
Scott and Nicole Ward
Scott Anecito
Scott Balliet
Scott Braunius
Scott Dellinger
Scott Devaney
Scott E. Pond
Scott Forrest
Scott Giannone
Scott J. Dahlgren
Scott James McGowan
Scott Kunian
Scott Mohnkern
Scott Robert Turner
Scott Ryan
Scott T Harvey An American Pat
Scott Wiggins
Scott, Sonya, Logan and Jessica Anderson
SE Weaver
Sean "Archon" Sendlein
Sean "Ghostlight" H. - "The universe is infinite."
Sean "Kyosho" Brown - So glad this exists!
Sean & Sharis Gutman
Sean Allen-Tawes - for all the Tau'ri
Sean Barnhill
Sean Connor
Sean Foley
Sean Lukowski
Sean O'Callaghan
Sean P Herbert
Sean Selleck
Sean Sweany
Sean Turner
Sears Family
Seb Partlett
Sebastian and Jessica Everingham
Sebastian Oberrauner
Sebastian Suarez
Sébastien BARTHÉLEMY
Sébastien Boily, may we never stop exploring !
Sebastien Fumoleau
Sebastien Jacques
Sébastien Nadeau
Sebastien R.
Sebastien Rioux
See you on the other side of the gate! Jeff Greene
See you on the otherside, Nathan Hall
Selene O'Rourke
Sera Lalionne is the Ghost of the Gate
Serdian Knight
Sergey "biobotych" Mukhorin
Seth "KnightCat" Hoover
Seth Hopkinson
Seth Martinez
Severin T. Krammer
SG-17, because even SG-1 needs heros. MSG Nordman
SG-DR: Luke, Kirby, Benjamin and Kaylee Daldy-Rowe
SG1-ReactTeam Lee"Drakecoinus"Saddler
Shamus "Siythrun" Ford
Shane "Asharon" Sylvia
Shane and Nicola Barber (Kurt and Ada SG-15)
Shane Barnbrook
Shane Peterson
Shane Tatham
Shane Walden
Shannon Kelly
Shannon Kranich
Shari Vervates
Sharon Elizabeth Kitzmiller
Shaun McMahon
Shaun Parry
Shawn and Kelly McKnight
Shawn E. Foster
Shawn Lasseter and Alexandra Miles-Lasseter
Shawn P
Shawn Sines
Shawn Wunder
Shawna Jacques
Sherman Cordle
Siera Berg
SilviusAltus
Simon 'Grimm' Ridge. Offworld.
Simon 'The Flatliner' Jones
Simon Barnes
Simon Cotterill
Simon Cygan
Simon Kruidenier
Simon Priest
Simon Shak
Simon White
Sindrakis
Sir Robert Bombalier
Sir_Pans and family
Sky
Skyie Johnson
Skyler Hawley
Skyler Singleton
Slyder
So1ks
Sol Ferguson
SomeRando
Somewhere, something incredible... Carl Sagan
Sommer Roy (Superfan Furling) & Jean-Sébastien Roy
Sonia Melinkoff
Søren "AvaniDK" Jacobsen
sparkchaser
Sparky Showers
SparkyNomad / Georgie-May Stewart
Squeetee - Paul Schult
SrA Robert Bayliss USAF retired.
Stace Windu
Stargate has brought me. Jack & Sam SB
Stargate is the best series ever produced!
Stargate is why I love sci-fi as an adult -Alex R.
Stargate Phoenix
Staringsquid
Starship Awesome 3000
Statement Gaming
Stef George:without shadow, there can be no light.
Stefan "GermanNightmare" Droege STARGATE
Stefan Anundi
Step through the Gate, find adventure.
Stephan Huth
Stephanie Clark
Stephanie L Turner
Stephanie Timmons & Chris Corbett
Stephanie Williams
Stephen "Fieryone" Demeter
Stephen and Amanda Peck
Stephen Brewer
Stephen Dawson
Stephen Glew.
Stephen Grote
Stephen hopkinson
Stephen Howell, aka ShadowconGaming
Stephen J Fisk
Stephen Jennings
Stephen Knizek, Squire from the Earldom of Orange.
Stephen Marsh
Stephen McCarthy
Stephen McElvaney
Stephen Reuille
Stephen Rogers
Steve "Taz" Cansdale
Steve A Pontious
Steve Addeo
Steve Becker
Steve Davis-Burden
Steve Ellison
Steve Mackenzie - Things are about to calm up!
Steve Sanders
Steve Wolfy Scott
Steven "Feral" Starr
Steven Arnowitt
Steven C Swan
Steven Chevalley
Steven Eldridge
Steven Gordon, Scotland
Steven K. Watkins
Steven Kleszewski
Steven P. Tabor
Steven Telepchak - for Ripley & Laika
Steven Threlfall of the Tau'ri
Steven Trustrum
Steven W. Collins
Steven Wyman
Stew Thurlow
Stewart Allgor
Stewart James Edmonds
Still going strong! D Wooden
streamdragon
Stryse von Radcliffe - Hallowed are the Ori
Stu "Drabbacs" Miller
Stuart I Blackbourn
Stuart Lange
Suave' D. Shore
sue
Supreme Commander Branden Turcotte.
Susana ML & Jacobo SM.
Susarian - "My name's not Kirk..." - Jack O'Neill
Susie Dickerson
Sven G.
SynthEagle136
Syrreth
System Lord Jake Conhale / Andrew Shouse
T. Ceascevoi and A. Suvorova - Stargate forever!
T.C.
T.N.M. Leto 2
Tadas Rimkus-Masaitis
Tammy Dake
Tanner Gray
Tanzier
Tartalacame
Taru Hunter
Tasha MacKinley
Taught me to bend my cozars - Commentaholic
Taylor "Drac" Kothe
Taylor B Nunnelee "Tok'ra!!!"
Taylor McAdams
Taylor Smart-Excited to see it transcend as an RPG
Ted Leaman
Teddy Harman
Teighlor "I've been impaled" Bloyd
Tek'ma'tek Bra'tec - AQC
TenbatsuZ
Teresa Smetana
Teri Johnson
Teriyuki Narimatsu, Richard Hickman
Terra is what we all have in common.
Terrance Nelson
Terry Belles
Terry McKelvey
Terry Mixon
Thaddeus Ryker
Thank you Amanda, my love and life. - Kyle.
Thank you for letting us live in this - WolfeShade
Thank you for making this game! John Grove
Thank you from David and the Price Family.
Thankful 4 Jessica 4 showing me Stargate, Mark
Thanks for keeping Stargate alive! - M.A.C.H.
Thanks Lanz for sharing this show with me! – Blake
Thanks team! - Kirnkaterre
Thanks Wyvern for bringing SG home! Luc Millette
Tharathip Opaskornkul
The 7th chevron is locked! We did it! - Kalshinra
The dice is on an angle, roll again! ODs ODS
The Excell Clan
The Family Billingsley
The future belongs to those who dream. -Lucid Monk
The Game Store - Warrenton, VA
The Gate connects to all stories- David Gipe
The Gillette Family
The GM Tim
The greatest SG team: The VD4
The Guru, Baron von Jim Berrier
The Hill Brothers
The La Rue Family
The Lowells
The One & Only Jackson...
The Ronarks: Andrew, Janelle, Orion, Theia, Apollo
The Sterago family fans
The stories we tell, echo from our souls. -Koix
The Wooldridge Family (Russell, Eve & Julia).
the_yodanesss
theaudioLOVER
TheInfinaty (Infinite Monkey Tales)
TheLegendShammy
Theo Florea

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Theodore M. Barnett
This fantasy world always make me think of u G. -E
Thom Shartle
Thomas & Jessica Neal
Thomas Askew
Thomas B and Ryan B
Thomas Babb
Thomas Brown
Thomas Clarke ~ Indeed
Thomas Craig
Thomas H. Cox
Thomas Lee
Thomas M. Colwell
Thomas Malchodi
Thomas Maund
Thomas Reese
Thomas Welch
Thomas Zetelski
ThorgeirBjorn
Through a friend
Tia Troy
Tiana Castillo
Tiffany Taylor & Robert Day
Tim "Kemba" Jürgens
Tim "Telshin" Aldridge
Tim "Thoth" Cooke
Tim & Jeanette Krause
Tim Bailey dedicates to my Stargate wife Bonnie
Tim Dickerson
Tim Keaton
Tim Osburn
Tim Rudolph
Tim Rumpel
Tim Williams II
Tim, Megan & the Entire Ott Family
Timm aka Neruas
Timo Gemmal Stroehler
Timothy Bergstrom IATSE #13
Timothy Britton
Timothy Huddleston Founding Member Stargate RPG
Timothy Mushel
To all my friends - Manuel Molinier
To all Stargate fans – We did it! James Hargrave
To All the Poor USAF SF members stuck at a Gate
To all who find peace around a table in hard times
To Dena, best SG member one could ask for. - Kelly
To Elsie-who won't end sentences in prepositions
To Emily Wagner, may you always gate home!
To Felicia-this was your favorite TV Show-Tristrim
To J. Cortese
To Kelsey, your my Sha're.
To Lucy and Tom, see you on the other side - John
To Michele for putting up with my geeking out -Rob
To more time spent with family and friends...
To my best Stargate buddy. Love you Dad - Andy
To my champions of the galaxy, may your victory...
To my dad, Grant. Jaffa Kree!
To my posterity, live your dream...
To my precious Mrs. Joy, I love you!!!
To Nick, Enjoy the world of Star Gate
To our friend, Colin (LordJackel).
To Rachel-who always wanted to travel to the stars
To Sherrie, the best wife a man could ask for.
To Soviet, Nick, and Tricky leaving is hard.
To the continuation of a great universe - Tenebran
To the infinite landscapes beyond the gate we go
To Wayman, my dad who fostered my love of sci-fi
Tobby Poulin
Toby Aylward
Tod
Todd Brantley
Todd Degani
Todd DeWitt
Todd the Wraith
Tom "Shayde" Combs and Family
Tom Thomas
Tomáš "Ircza" Otta
Tommy Digby
tomteguben
Toni Michelle Stevens (Mason & Jon)(J&K&R&F)
Toni Pennanen (Toppe)
Tony Cain
Tony Hulette
Tony Lavorata
Tony of Texas
Tony Williams
Tor Oscar Worren
Toru Okamura
Tory, Jerod, & Kyler Netherton
Travel. Explore. Grow. WeCruiseToo. See the world!
Travis and Apryl Murray
Travis Bell
Travis Miller
Trenton Darnell
Trevayne
Trevor J.J. Sherman
Trevor Ott
Trey McLemore
Tricia Brady - The Universe Is One Big Adventure
Trinity Kidd
Trish E. Matson, of the @Stargate_SG_Fun podcast
Tristan Behr
Trogan
Truemark - the best things in life are kickstarted
Tsumi no Tora
Tucker Cavender
TuxedoBun
Ty Hayes
Tyler "Tygyrr" Smith
Tyler Forbes
Tyler Laskey
Tyler Lee Hall
Tyler Smith
Tyler Starkovich
typhonius starheart
Tyrals
Tyron Ryan Couch
Tyson Spratt
Ughward
Undomesticated equines couldn't remove NathanFlynn
Undomesticated equines couldn't stop playing this
Undomesticated equines couldn't stop purchasing
Unwarymold9171
Uriah H. Brown
Uwe Caspari (UCas) - Chevron10 (www.chevron10.de)
Vaclav Malina
Valeri Williams
Valerie Palmer
VampireFE
Vanessa
Vern23
Vespion - IN THE MIDDLE OF MY BACKSWING?!
Vicente Maldonado III
Vickie Boulden & Dustin Boulden
Victor E. Serrano
Victor Savcenco - ONIGAME
Victoria Weinell & Steven Edelmann
Viktor Triumph
Vince Kindfuller
Vincent Bragard
Vincent LaBianca
Vinh X. Vo
Violet Garrett
Volti / James N
W Bro. Gary M Kurowski
W. (Wesley) Kraa
W.M.Cosgrove
Wade Odinson
Walter B. Schirmacher
Walter Manbeck
Walter Norton
Warda Bailly
Wayne Naylor
We are Explorers !! -- Michał Kawiecki
We'll always walk together Princess - Silkysheeps
Weiley31
Wertlingen
Wes Norwood
Wesley Dodd
Wesley Sermeus
Whalers on the Moon
What is right cannot be measured in strength.
Where there is a Will, there is an OR
Whoa whoa whoa man, bullets bounce! - Max
Apogee
Will Johnson
Will Moore
Will Sayers
Will Schiemenz
Will Svensen
Will Voorhees
William "Gem" Bee
William "SuperCereal" Murphy
William Barber
William Corbin Jones
William F Martin IV
William F. Hostman (Aramis)
William Huggins
William L. Platt
William Lucero
William McKeever is dedicating this to Evelina!
William Molnar
William R Lubelski
William Reid
William Rosensteel
William Starzyk
William Stewart
William Wray
Wolfgang Scherer
Wolfgar
WrexSteelSkin
Wyatt Cerilli - Dial home!
Wyatt Wilfong
WyerByter
Xalops Studios
Xandar Miller
Xavi Cortes & Akira Calomarde
Xavian Silkwood
Xyemox
Y||B
Yannick Toulouse
Yesfir "Pinko" Rodeheaver
Yoda P. Skywalker
Yoli Lawrence
You expected a dedication? But it was me Dio!
Yvonne Saelzle
Z-Team, Willing to step through the gate. -Tim
Zac Robnett
Zach Bey
Zach Hall
Zach Thompson
Zachariah Kennison
Zachariah Modersbach loves you.
Zachary C. Guder
Zachary Licht, Melissa Williams, & Jason Williams
Zachary Puckett
Zahanator
Zaion Solaris
Zaq A Ezell
Zat's all folks
Zathras
Zazzy Zasadzinski
Zee the Bunnyspeaker and Basement Druid
Zel Start-Pomeroy
Zenzi Mulder
Zoe Hough, aka Tessarae
Zoe Jones
Zoltan Fargo

Wyvern Gaming has endeavored to include all backers that asked for inclusion in this section and apologize if anyone was inadvertently missed.

1. Introduction
2. Character Creation
3. Races
4. Origins
5, Classes
6. Equipment
7. Feats
8. Using Ability Scores
9. Missions
10. Encounters
11. Stargate Program Brief
12. Being a Gatemaster
13. Life Forms
APPENDIX

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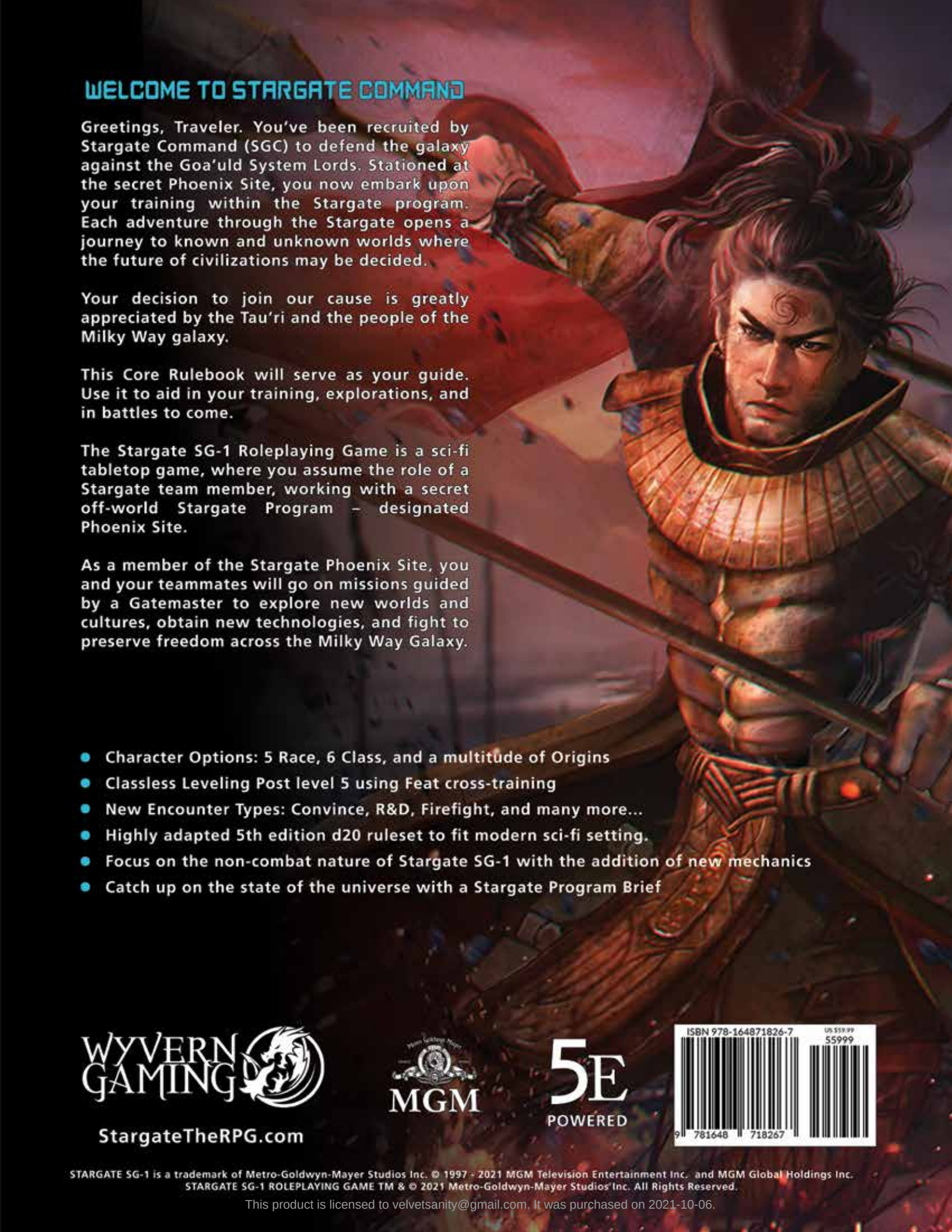
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