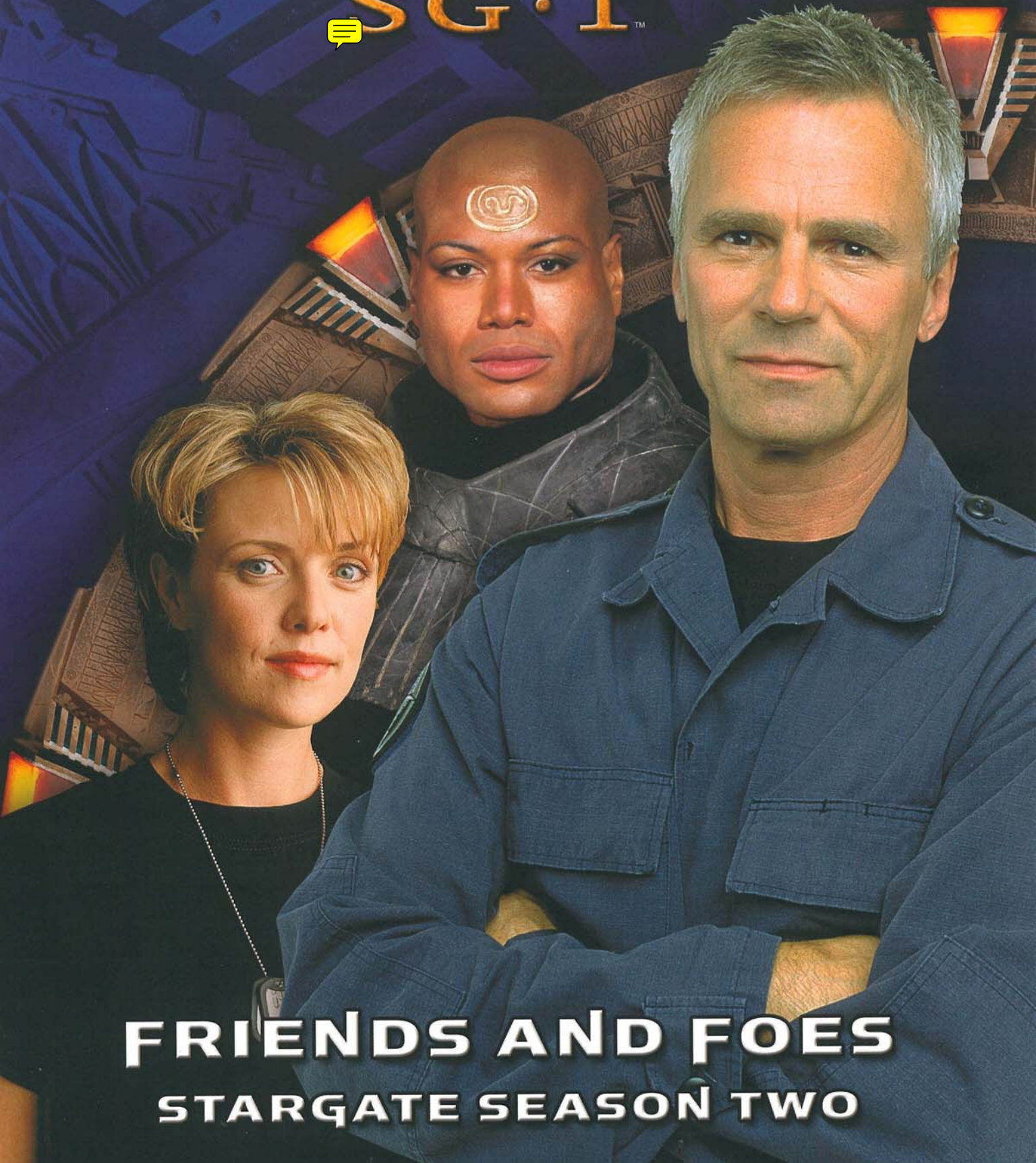


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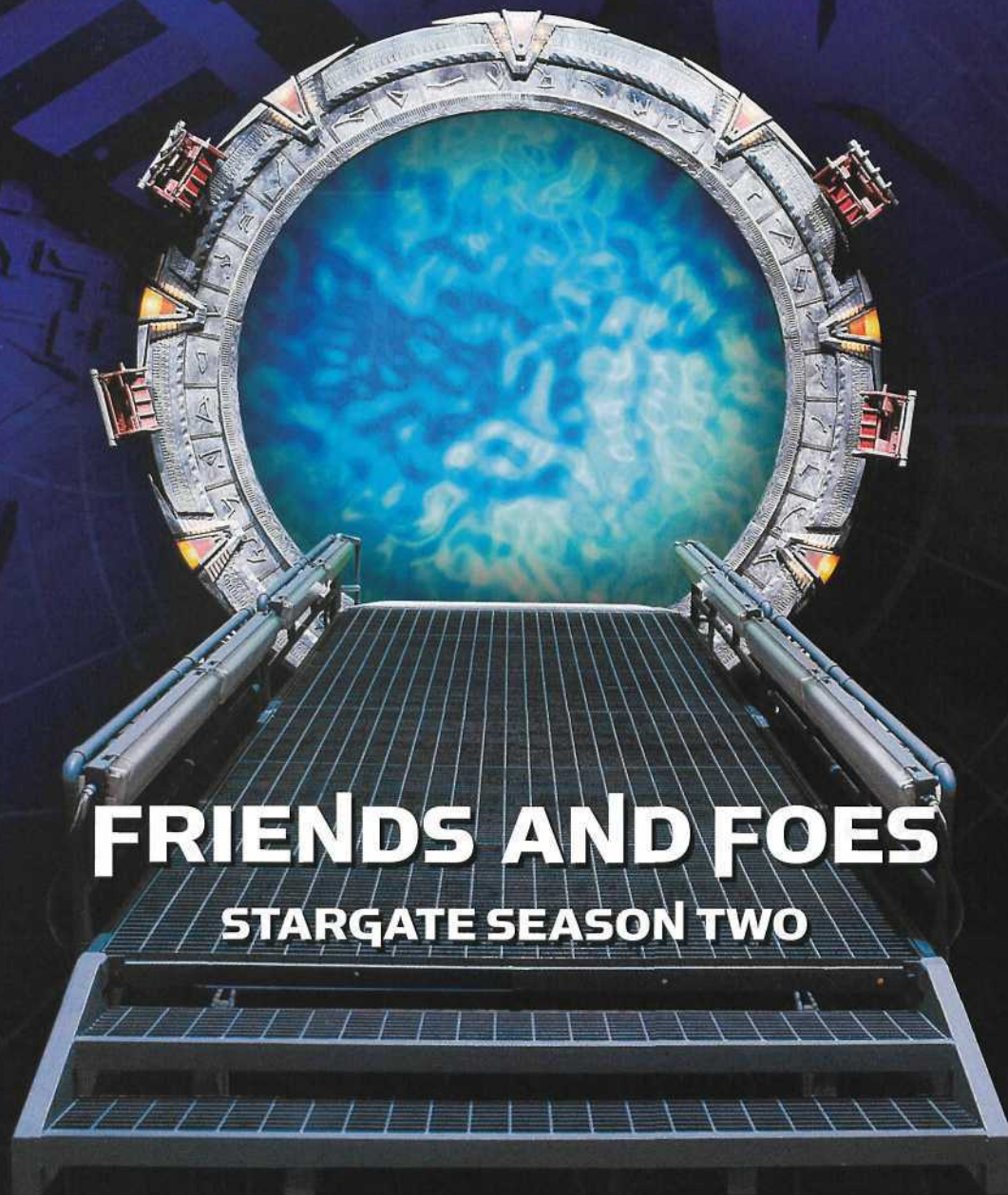
SG·1™



FRIENDS AND FOES
STARGATE SEASON TWO

STARGATE

SG-1™



FRIENDS AND FOES

STARGATE SEASON TWO

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DEDICATION

This book is respectfully dedicated to Kathleen Ritter, creator and operator of the Richard Dean Anderson website (www.rdanderson.com). Through her tireless efforts, she has compiled the most comprehensive source of *Stargate SG-1* information anywhere. Without her, our job would be infinitely more difficult... and *Stargate* fans would never know where they could spot Peter DeLuise.

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INTRODUCTION

An invasion averted... a mighty adversary brought low... new allies found halfway across the universe and a new enemy appearing right in our own backyard. No one could say the second year of the Stargate Program was dull. Having steadied our early steps, we pushed forward into the galaxy more boldly and with greater urgency. The rewards loomed larger, as did the threats... threats which were no longer content to ignore our little blue world.

As always, there were the Goa'uld. Apophis had not forgotten about us, and his efforts to wipe out all life on Earth were thwarted by the narrowest of all possible margins. His eventual fall was met with a sigh of relief, but was he truly gone? And worse yet, did his death give rise to an even more powerful System Lord? We always knew more were out there, and for the first time, we met them face-to-face: Heru-ur, a fierce enemy of Apophis, but no less evil than the Serpent Lord himself; Hathor, a nasty blast from the past who hadn't forgotten her defeat at the hands of the SGC; Sokar, a Goa'uld so sinister that even others of his kind feared him. Apophis was just one worm; we now learned there was an entire can of them, waiting to devour us whole.

Other threats weren't quite so hostile, just xenophobic and overly quick to judge. The Taldor, advanced rulers of a primitive planet, took a "one size fits all" approach to any perceived transgression, including ours. The Reetou, a largely benevolent race, had a faction of terrorists who saw us as a Goa'uld resource to destroy. And admittedly, we didn't do a whole lot to help our cause sometimes. The Spirits, protectors of an ancient race of Salish Indians, took serious umbrage at our attempts to repeat manifest destiny. Then there was Linea, "The Destroyer of Worlds," whom we inadvertently released from an alien prison and onto an unsuspecting universe.

But the most disquieting foe came not from beyond the stars, but from within our own government. The NID and Colonel Harry Maybourne, obsessed with defending this planet at all costs, showed just how far they were willing to go in their self-appointed "mission:" stealing alien technology from its rightful owners, sending clandestine operatives through the Antarctic gate, and in one case, attempting to use Teal'c of SG-1 as a guinea pig when he was infected by an alien insect. The devil you know can be faced in the open; suddenly, we had to worry about the one stabbing us in the back.

And yet, for all those dangers, we finally found proof positive that we were not alone in our struggle. The Asgard, protectors of Cimmeria and inspiration for the Norse gods, came into abrupt contact with us after a series of misadventures. Peaceful, enlightened and technologically superior to the Goa'uld, they offered

their hand in friendship – a small first step, to be sure, but a vital one. Then there were the Tok'ra – turncoat Goa'uld who waged a constant guerrilla war against the System Lords and their minions. Though trust was hard to come by (they were, after all, the same species as our foe), an alliance was eventually formed, cemented when U.S. General Jacob Carter volunteered to blend with their dying leader. Individuals, too, showed us ways to resist the Goa'uld, from the ingenious Ma'chello to the bravery of Daniel Jackson's wife, Sha're. And from the seed of Apophis himself sprang hope of a possible salvation: the Harsesis, an infant child that may hold the key to destroying the System Lords once and for all.

The second year proved we had much to learn. The path was treacherous and we made our share of missteps. But for the first time, we knew we were not alone... and like our enemies, we could survive adversity and come back all the stronger.

Friends and Foes is the Season Two sourcebook for the *Stargate SG-1* role-playing game, containing everything you need to know about the second year of the SGC. Use of this text requires the *Stargate SG-1* core rulebook, although the information in the first few chapters is accessible to anyone who's a fan of the series. The book itself is divided into three sections:

Chapter One: Mission Logs is an episode-by-episode breakdown of the second season, from Apophis' attack on Earth in *The Serpent's Lair* to the abduction of SG-1 in *Out of Mind*. Each entry contains a complete synopsis of the episode in question, as well as background material covering the planets, aliens, and possible dangers exposed in greater detail. This additional information is intended to expand upon the events in the TV show, letting your own SG teams pick up where SG-1 left off.

Chapter Two: NPCs details the various different characters whom the SGC encountered during Season Two, from Jacob Carter to the Asgard Thor. Each character entry includes full statistics, as well as details on their past and personality.

Chapter Three: New Rules contains new mechanics for the *Stargate SG-1* game system: new near-human specialties, new equipment, species traits for the Spirits, Reetou, and others, new skills and feats, new rules covering black holes and other phenomena, and new classes both for players and NPCs. It also contains a special addendum on the Tok'ra, expanding and clarifying the rules for these important figures. As usual, all of the rules operate under the groundbreaking *d20™ system*, and are compatible with other games in the *Spycraft* family.

Season Two showed the SGC both what they were up against, and who stood tall to fight alongside them. Turn the page and find out just how large the challenge has become.

CHAPTER ONE: MISSION LOGS

2-01: THE SERPENT'S LAIR

World Visited: Earth; Apophis' *ha'tak*.

EPISODE SUMMARY

Season Two opens at the moment Season One left off. In defiance of orders, SG-1 has launched a commando raid on a *ha'tak* vessel belonging to Apophis' son Klorei (who possesses the body of Col. O'Neill's Abydonian friend Skaara) – bound for Earth on a mission of destruction. The foursome find themselves locked in the bridge with angry Jaffa searching high and low for them, but they have slain Klorei and planted enough explosives on board to make, in Capt. Carter's words, "a hell of a dent." With Earth looming on the viewscreen and time running short, O'Neill prepares to order the explosives' detonation... but before he does, a second *ha'tak* appears on the monitor – Apophis joining his son. The C-4 would severely damage one ship, but leave the other unharmed and free to rain destruction on the cities of Earth. With the explosives set on an automatic timer, O'Neill decides to seek other options. Minutes later, a squad of Jaffa breaks down the door, rendering the team unconscious with a Goa'uld shock grenade. They awaken in a cell, temporarily blinded but otherwise unharmed.

Back at the SGC, General Hammond is disgusted by the arrival of Col. Samuels, there to help coordinate a strike against the Goa'uld. He and Col. Maybourne have overseen the production of a prototype "Goa'uld Buster" warhead, enhanced with naqudah and capable of generating an explosion in excess of 1,000 megatons. Despite Hammond's severe misgivings, Samuels insists that no conventional forces be mobilized lest they tip their hand to the Goa'uld. With the support of President, he has the leverage to keep Hammond at bay.

Onboard the *ha'tak*, SG-1 is greeted by an old ally – Master Bra'tac, who has regained Apophis' confidence and accompanied the false god to Earth. He angrily chastises the Tauri for slaying Klorei, explaining that he might have been able to save the Earth had they not angered Apophis by striking down his son. Nonetheless, they are in a position to aid the old Jaffa. The Serpent God has ordered him to kill SG-1 and will delay the attack until Klorei can be restored in the sarcophagus. Bra'tac takes advantage of the delay to free the team, restore their weapons, and plan some means of counterattack.

While they debate, Klorei rises from the sarcophagus, swearing to burn the Earth to ashes in retribution. Seeing the ships on the move, Samuels prepares to launch the Goa'uld Busters, while high above, Bra'tac offers to lead a suicidal glider attack against the *ha'tak*. O'Neill acerbically demurs and notes that the C-4 will detonate in less than one hour. He convinces Bra'tac to abandon Klorei's ship and travel to Apophis', letting the explosives take care of the younger Goa'uld's vessel.

The Goa'uld Busters fire, launching upwards towards the alien ships. Apophis sneers at the weapons and waits for Klorei to activate a protective shield, which will keep the *ha'taks* safe from any human attack. Klorei, however, hesitates before the controls. As the missiles speed closer, he struggles with some unseen force – his host Skaara, attempting to reassert himself. Sadly, the rebellion is short; Klorei manages to

crush the Abydonian's mental resistance and activate the shield. The Goa'uld Busters detonate harmlessly against the energy field, leaving the alien spaceships unharmed. The Earth is left unprepared and defenseless before the impending attack, and General Hammond orders teams of colonists through the Stargate to an "Alpha Site" where, if the worst comes to pass, the human race can start again.

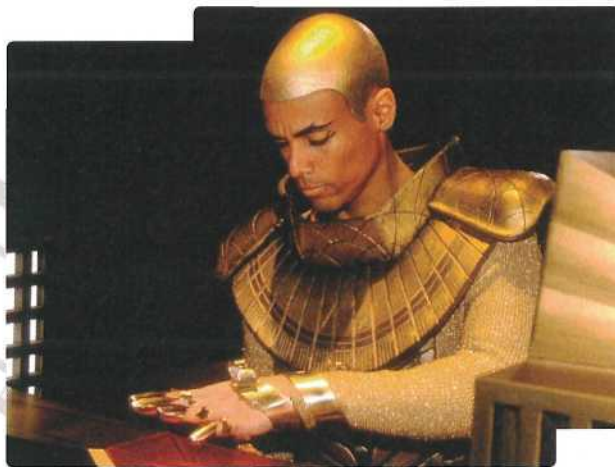
Meanwhile, after a brief firefight, SG-1 makes its way to the bridge. Using Bra'tac's ostensible loyalty as a ruse, they storm the controls and seize Klorei. Daniel is severely wounded in the exchange, however, and though O'Neill is loathe to leave him, the young archaeologist insists. With Klorei as a hostage, the remainder of SG-1 moves to the teleportation rings and transports to Apophis' ha'tak; there they plan to disable the shields and allow Klorei's ship to drift into it. The explosion will thus claim both ha'taks instead of just one.

The teleportation rings activate, shooting SG-1 to the to the other bridge where they come face-to-face with Apophis and his guards. The Serpent God is stunned and outraged by the sight of his son with a zat'nik'tel at his throat, but O'Neill threatens to shoot the boy unless they are allowed to pass. The System Lord grudgingly agrees, but spits bitter words at the betrayal of his former First Prime, Bra'tac. "I have spent 133 years worshipping false gods," Bra'tac snarls in response. "No more!" The team throws Klorei at his incensed father, then seals the bridge door, leaving the two Goa'uld trapped. They soon reach the shield generators, where a pair of well-placed grenades disables the energy field. Bra'tac is prepared to go down with the ship, but O'Neill has other plans. He leads them to the glider bay, where Bra'tac's shock grenade disables the pilots. Bra'tac and Teal'c fire up a pair of the fightercraft and blast off with O'Neill and Carter in tow.

Unable to halt the impending collision, Apophis and Klorei move to the teleportation rings, escaping the doomed vessels and leaving their Jaffa armies to face oblivion alone. Back onboard Klorei's ship, Dr. Jackson drags himself to the sarcophagus, which heals his injuries. As the timers on the explosives tick down to zero, he dials the address for the Alpha Site and leaps through the event horizon in the nick of time. The C-4 detonates, triggering a chain reaction which rapidly consumes the ship. Devoid of its shields, Apophis' ha'tak is soon engulfed as well, and spotters across the United States report a huge orange fireball in the sky – the Goa'uld threat shattering into a million fiery pieces.

Back at the SGC, the Stargate unexpectedly activates and Dr. Jackson emerges safely, having dialed home from the Alpha Site. High above the Earth, the remainder of SG-1 sits aboard their gliders, now disabled by the explosion. Without any means of propulsion, they will soon drift into the Earth's atmosphere and burn up... but they are comforted by the fact that the planet below them is safe once again. The Tauri will survive, and the SG Program will undoubtedly be revived thanks to their sacrifice.

Their musings are interrupted by the arrival of the space shuttle *Endeavor* – there to ascertain the ha'taks' final fate, but more than capable of rescuing them from their damaged gliders. Accompanied by Master Bra'tac, SG-1 returns to the SGC and a heroes' welcome.



BACKGROUND

Since the first Goa'uld incursion in 1997 (see the *Season One sourcebook* and the episode *Children of the Gods*) the U.S. military has tried to anticipate a possible Goa'uld invasion. They have made some bold steps forward with the acquisition of naquadah from off-world and the presence of facilities like Area 51. Devices like the "Goa'uld Buster" bomb gave the Pentagon reason to be confident. Unfortunately, despite such advances, they remained hampered by dangerously archaic thinking. The military was used to confronting terrestrial threats, and the idea that the Goa'uld might be capable of much more just didn't occur to them.

The Goa'uld on the other hand, were well-versed in starship combat, having learned from thousands of years of brutal infighting. They also knew a great deal about taking planets from their former owners. With their ha'taks giving them the ultimate high ground, their other technological advantages were almost moot: they could literally drop rocks on major population centers until the inhabitants surrendered. None of this occurred to planners at the Pentagon, who believed that surprise and anticipatory thinking would be more than enough to counter any Goa'uld threat. The failure of their tactics during Apophis' attack only underscored the point, and made it clear just how vulnerable the Earth was. Had SG-1 not launched their commando strike (in disobedience of direct orders), they wouldn't have had a chance to correct the mistake.

Since then, the mission of defending the planet has undergone a radical overhaul. The Pentagon has placed a new emphasis on early detection – launching satellites to spot approaching Goa'uld long before they pose a threat – and intelligence-gathering missions through the Stargate. With the reinstatement of the SGC, multiple teams were dispatched to infiltrate Goa'uld planets, learn about Goa'uld technology, and seek new artifacts to enhance deep-space monitoring. Dozens of missions were launched during Season Two with the sole purpose of increasing Earth's preparedness against a future attack from space.

The NID did not lay dormant either. Apophis' attack gave them the leverage they needed to launch their own Stargate Program, using the Antarctic gate to send teams in search of new technology and information (*additional details can be found in the Season One sourcebook, page 79*). For months, they operated in secret, acquiring numer-

KRESHNOR

World: Kreshnor.

Thermosphere: Warm (CR 0; standard orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.5 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Desert (CR 0; daily weather 1-92: none, 93: rain or snow less than 1 in, 94-95: dust storm, 96-00: wind 1d10 mph).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Very Mild (1-42: spring, unchanged; 43-50: summer, +2d6°F; 51-92: autumn, unchanged; 93-100: winter -2d6°F).

Anthrosphere: 10,000 natives; Late Medieval (4 picks, 2 RP); Monarchy; Neutral (+0 with disposition checks); Moderate (15 soldiers, squad size 1d4 soldiers); Poor civil rights.

Origin: Hittite.

Stargate Location (equatorial region): The capital city of Denkh, in the central square. The Stargate has not been activated since Ba'al's day, so most citizens consider it just a part of the architecture. Depending on when the team arrives, they might either pass without notice or start a city-wide panic.

ous artifacts, and sending them to Area 51 for further study. More information can be found in the *Secrets* section on page 31.

Finally, Apophis' attack created new diplomatic problems as well. The United States declined to inform other countries about the Goa'uld threat, for fear of having to reveal the existence of the Stargate. As a consequence, China, Russia, and other powers were never aware of the danger – and their own forces were left completely defenseless. Most of these countries witnessed the “astronomical phenomenon” that accompanied the ships' destruction, and while the United States remained silent on the matter, they could put two and two together. Numerous foreign intelligence operations have since sought to find out just how much the U.S. knows.

On a less clandestine front, several factions within the government now believe that the U.S. should fully disclose the existence of the SGC. The rest of the world shares the risk, they argue; revealing the existence of the Stargate will let them take some of the responsibility as well. So far, their arguments have met with little success – the President and Joint Chiefs do not wish to open that particular can of worms – but if the Goa'uld attack again, then it may be impossible to keep the rest of the world in the dark.

KRESHNOR

The planet of Kreshnor once belonged to the System Lord Ba'al, who abandoned it centuries ago when its resources had been depleted. It is a harsh, inhospitable world, but the human populace survived and even prospered after a fashion. They live in a series of seven unified townships, clustered around the planet's few

remaining water sources and divided by hundreds of miles of deserted plains. Basic farming exists, and technological development matches that of pre-Renaissance Europe.

Kreshnor is ruled by a king, Mekish IV, who maintains control by a most unique apparatus: the Horizon Line. A series of high-tech devices, resembling large refracted lenses and left behind when Ba'al departed, are able to magnify a viewer's vision far beyond even the most sophisticated Tauri telescope. Towers are spaced at regular intervals between every town, each manned by a squad of men and one of the devices to create an unbroken line of nearly instant communication. The system links the entire civilization together, allowing King Mekish to quickly respond to supply shortages, civil unrest and the like. A specified social class, the Horizon Guard, is groomed for the privilege of operating one of these devices, allowing the ruling dynasty to carefully control access to the system.

Life on Kreshnor is harsh, and farming and other basic activities dominate day-to-day existence. The natives continue to worship Ba'al, though their religion has grown increasingly agnostic in the last few centuries since their god has not appeared. Celebrations are few, limited to births, harvest feasts and a handful of lingering holy days. No one questions the king's right to rule, or need for a firm hand to guide civilization. Before the Horizon Line was established, civil wars threatened the entire populace with extinction; amid their harsh conditions no one wishes to chance such a catastrophe again. The king has absolute authority, and his minions expect to be obeyed without question. The Horizon Line has long been a key part of the dynasty's authority and power.

The devices make a tempting goal for an SG team to acquire. Though they have little practical value (each device is about the size of a hula-hoop), reverse-engineering them could lead to remarkable advancements in satellite telemetry – allowing Earth to spot approaching Goa'uld (and more mundane astrological phenomenon) from far greater distances. Unfortunately, only twenty-four devices exist and all of them are in use by the Horizon Line; removing even one would disrupt the system and have a potentially devastating impact on the Kreshnor civilization. Of course, certain groups (like the NID) might not have a problem with that...

2-02: IN THE LINE OF DUTY

World Visited: P3X-382 (Nasya).

Thermosphere: Warm (CR 0; standard orbit; 2d20 + 25° F).

Atmosphere: Normal (CR 0; 1.5 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Moist sub-humid (CR 0; daily weather 1-85: none, 86-87: flood, 88-93: rain (1d4 in.) or snow (1d6 in.), 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Very mild (1-42: spring, unchanged; 43-50: summer, +2d6°F; 51-92: autumn, unchanged; 93-100: winter, -2d6°F).

Anthrosphere: 850 natives; Copper Age (2 picks, 0 RP); Gerontocracy; Neutral (+0 with disposition checks); Moderate (15 soldiers, squad size 1d4 soldiers); Poor civil rights.

Origin: Saxon.

Stargate Location (equatorial region): Hill terrain bordering forest, village by mountain lake.

EPISODE SUMMARY

A sudden and merciless attack from the air by a wing of death gliders has shattered the peaceful existence of the people of Nasya, and SG-1 is evacuating the villagers. Carter stops to administer CPR to one of the wounded, opening herself to an entirely different attack as a Goa'uld symbiote leaves the dying man to take possession of her while her teammates are occupied elsewhere. Once safe at the SGC, the Goa'uld makes some minor missteps in its impersonation of Carter, raising a few eyebrows, but never letting on that she is anyone other than who she appears to be. Dr. Fraiser notes some redness in the back of her throat, but this too seems of little consequence. She tells "Carter" that Cassandra has been asking about her, and invites her to see the little girl when she visits Fraiser's office the following day at the Air Force Academy hospital, where some of the Nasyan refugees are being treated.

"Carter" catches up with Fraiser the next day in the hospital room of a badly burned villager. Fraiser must continue her rounds, but tells her where to find Cassandra. As they leave the room, an amber glow radiates from under the bandages of the man behind them.

When "Carter" goes on ahead, Cassandra's enthusiastic greeting turns to terror as she senses something wrong about her. Its masquerade in danger, the Goa'uld drops the façade and threatens to kill Cassandra if she tells anyone. While "Carter" heads back to the SGC, Cassandra locks herself in Fraiser's office, refusing to come out or to speak to anyone but O'Neill. Arriving in response to Fraiser's frantic phone call, Jack tries to reassure the girl that there must have been a misunderstanding, that Carter would never hurt her. But Cassandra insists that she would now, because she is a Goa'uld.

In the gear room, "Carter" demands to know why O'Neill is not there. When Jackson replies that he had something to do and plans to meet them in the gate room, she snaps at him to "step on it" and hurries out, leaving Jackson and Teal'c bewildered by her behavior. She paces the gate room obviously agitated until O'Neill arrives and announces that the mission has been put on hold. Casually approaching "Carter," he succeeds in injecting her with a hefty dose of sedative, but Fraiser has underestimated the Goa'uld's resistance and she remains standing. Abandoning the ruse, it resorts instead to intimidation, displaying glowing eyes and distorted voice to command the astonished humans to open the Stargate. The confrontation quickly escalates as it grapples with O'Neill and threatens the gate room sentries with Carter's weapon and an armed grenade. Finally she succumbs to the injection, and O'Neill catches her as she falls, then replaces the pin in the grenade.

The shocked remainder of SG-1 meets with Hammond and Fraiser, trying to determine when and how the Goa'uld entered Carter. They remain at a loss, however, as to why it was on Nasya or, more importantly, how to get their friend back. Until they find an answer, Hammond places Teal'c in charge of looking for any sabotage it may have perpetrated, and orders the reluctant O'Neill to lead the interrogation.

Back at the hospital, the burned patient whose bandages glowed the day before has healed completely. He ambushes a doctor who comes in to check on him, disguising the hapless man in his bandages and leaving him in the bed to delay the discovery that the patient is gone. Regurgitating a small Goa'uld device from inside his body, he dresses in the doctor's clothing to circulate among the refugees, scanning them with the device.

O'Neill, meanwhile, faces the harsh task of interrogating a Goa'uld inhabiting one of his dearest friends, and takes little comfort in Teal'c's advice not to see her as such. He approaches the creature by making it appear foolish, to take advantage of Goa'uld arrogance, and tells the parasite it has "really screwed up." Replying that such tactics will not work here, it declares again that they must let it go, but refuses to say more.

Jackson finds a more promising lead back at the hospital with Talia, the widow of the man Carter tried to revive. She tells him that there was nothing strange about her husband's behavior leading up to the attack on their village; and though she recalls an unexplained mark on his neck near the typical Goa'uld entry point, it appeared months before the gliders struck.

In "Carter's" cell, the prisoner finally breaks the stalemate. This time it claims that, if allowed to leave through the Stargate, it will find another host and send Carter home, alive and intact. It tries and discards several approaches to convince him of its sincerity before pretending to let Carter speak, pleading with him to believe it and not to leave her like this. Though he is clearly shaken, the melodramatic performance serves only to drive him out of the room without a word.

With that avenue closed, the Goa'uld then asks to speak to Teal'c, trying to enlist his aid in convincing his comrades to release it. He is no more receptive than O'Neill, until it makes a startling claim: it is one of the rebel Goa'uld from Jaffa legend – the Tok'ra – and its name is Jolinar of Malkshur. At this, Teal'c brings back O'Neill, who has just had word from Fraiser at the hospital: she has discovered the unconscious doctor in the place of a patient who should not have been able to leave. The missing man must be the ashvak, the prisoner tells them – an assassin sent by the System Lords to eliminate it.

They are not yet entirely convinced, but privately SG-1 and Hammond concede that the evidence supports the fugitive Goa'uld's story. Jackson returns to the cell in hope of getting a description of the ashvak, but Jolinar has no idea what he looks like, and tries another desperate round of bargaining, which leads to a further explanation of the Tok'ra way of life (including the fact that they will not take unwilling hosts except in dire emergencies). When Jackson relates this to the others, O'Neill remains unconvinced, but his teammates now believe that Jolinar speaks the truth. Freeing it may be their only chance to get Carter back.

Meanwhile, at the hospital, the ashvak watches as the Nasyan refugees load into transport vehicles to return to the SGC. Acquiring a set of fatigues in place of the doctor's uniform, he takes a seat next to one of the drivers and uses the hand device to cloud the man's mind. At the SGC, he gets past security by the same means. When the driver reports to the infirmary complaining of a memory blackout, the doctors contact Hammond in the control room. Alert for a possible intruder, O'Neill has the control room tech call up the video feed for the holding cell camera, but there is only static. The ashvak has already killed the guards in the holding room, and now finally turns his weapon on his defiant prey. The security detail ordered by Hammond arrives and he pretends to have found her already dead, then leaves with them in supposed pursuit before O'Neill and Teal'c reach the cell. Carter is still alive, but barely, and is rushed to the infirmary.

Jackson remains in the gate room throughout the incident, seeing the Nasyans off to their new home. The ashvak arrives and seizes him as a hostage just as the last of the refugees pass through the event horizon and the gate is shut down. The assassin demands that they reactivate it, but Teal'c hears the intruder alert and zats both men on the ramp, then zats the ashvak again after the stun causes him to release Jackson.

Fraiser and her staff work frantically to save Carter, baffled momentarily by the apparent interference in the EEG readout until they recognize it as a separate brainwave pattern for Jolinar. Isolating it, however, only allows them a clearer view of both failing signals as the symbiote's line goes flat and Carter's follows. Before they can attempt to revive her, however, she comes back on her own, even regaining momentary consciousness to tell O'Neill that the Goa'uld gave its life to save hers.

The intense emotional depression that follows leaves her friends at a loss; nothing they do will draw a response. Carter seems inconsolable until Cassandra arrives for a visit, having been assured that Sam is Sam again. Carter musters enough energy only to turn over to look at her, but it is enough to let the others believe the little girl's pronouncement: "you're going to be okay."

BACKGROUND

THE FATE OF THE NASYANS

Before the coming of the Goa'uld, the residents of Nasya lived a peaceful agrarian life. The glider attack came suddenly and without warning, devastating everything they ever knew. Were it not for the presence of SG-1 they would not have survived – and even then, the Goa'uld occupied their homes and lands. A subsequent probe through the wormhole confirmed it: Jaffa now overran the planet, and they looked ready to settle in for the long haul. The Nasyans needed to find a new home.

While SG-1 was understandably focused on the crisis of their teammate's possession, the relocation of the Nasyan refugees remained a necessity. O'Neill's suggestion of P3X-422 as a new home led to a brief diplomatic mission for SG-9, who made the arrangements with that culture's leaders. Securing the agreement of the natives, who call their homeworld Gemmond, was not a difficult task, thanks in large part to SG-1's mission there some months before

GEMMOND

World: P3X-422 (Gemmond).

Thermosphere: Warm (CR 0; standard orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.4 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Moist sub-humid (CR 0; daily weather 1-85: none, 86-87: flood, 88-93: rain (1d4 in.) or snow (1d6 in.), 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Very mild (1-42: spring, unchanged; 43-50: summer, +2d6°F; 51-92: autumn, unchanged; 93-100: winter -2d6°F).

Anthrosphere: 250,000 natives; Renaissance (5 picks, 3 RP); Aristocracy; Friendly (+1 with disposition checks); Sensitive (3000 soldiers, squad size 2d4 soldiers); Poor civil rights.

Origin: Aztec.

Stargate Location (equatorial region): A step pyramid in the center of their largest city.

(they revealed a conspiracy to seize land through the culture's Byzantine legal system, and thus earned the gratitude of the locals). Subsequent visitors from Earth benefited from the honor accorded them as a people based on SG-1's example, and SG-9's request that they take in over 200 refugees was met with serious consideration. There were some misgivings about finding permanent places for them in a society where every man knows his place, but the aristocratic assembly did not deliberate long before granting permission.

The bewildered Nasyans thus traveled to a strange world through the Stargate for the second time within a week. Even after their whirlwind visit to Earth, the great city housing Gemmond's Stargate was an overwhelming sight. The streets stretched out forever from the great pyramid holding the gate, lined with colorfully-painted houses and walled courtyards where the lush jungle vegetation had been tamed into gardens. They were more at ease when they saw the farming villages in the surrounding countryside, and many have already made fast friendships among the simple people living there. They have also begun learning the differing customs of their new homeworld, and have adapted some of their own traditions and introduced them to the Gemmondians.

Despite such promising signs, there has been friction with their new neighbors. Some of this arises from cultural differences, but a greater potential for trouble lies in the newcomers' longer-than-average lifespan (in contrast to the foreshortened one of the Gemmondians). Hopefully, the assimilation of the Nasyans will render the question moot in a generation or two, but only time will tell.

2-03: PRISONERS

World Visited: Rillaan (P3X-775).

Thermosphere: Warm (CR 0; standard orbit; 2d20+25°F).

Atmosphere: Normal (CR 0; 1 atmosphere; Auto: None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Moist sub-humid (CR 1; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain (1d4 in.) or snow (1d6 in.), 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 1d10 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20°F; 51-75: autumn, unchanged; 76-100: winter, -2d20°F).

Anthrosphere*: 3,500,000,000 natives; Iron Age/Stargate (3/7 picks, 1/5 RP); Communism and Feudalism, Suspicious (-1 with disposition checks); Defensively Pacifistic (3,500 soldiers, squad size 1d2 soldiers); Overly Progressive civil rights.

Origin: Unknown.

Stargate Location (forest region): Flat terrain in forest, in a large clearing deep inside dense lowlands.

Note: While the people of this world live at an Iron Age level of development, the ruling body, the Taldor, have access to extremely advanced technology. The Taldor rule this world with absolute authority (similar to the ruling party under communism), but the individual island states are governed by a feudalistic hierarchy (*see Rillaan and the Taldor on page 13 for more information*).

World Visited: Hadante (P2A-509).

Thermosphere: Warm (CR 0; standard orbit; 2d20+25°F).

Atmosphere: Normal (CR 0; 1 atmosphere; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Semi-arid (CR 1; daily weather N/A).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: N/A.

Anthrosphere*: 40 natives; Iron Age (3 picks, 0 RP); Mobocracy/Demagogy; Extremely Hostile (-3 with disposition checks); N/A; Horrid civil rights.

Origin: Unknown.

Stargate Location (underground): At one end of a large underground prison.

* Hadante is a prison planet and as such, has no military. The only area accessible is an underground complex which houses the prisoners. The Thermosphere, Atmosphere, Hydrosphere, Geosphere, and Season entries apply to the prison; the surface of Hadante is inaccessible and uninhabitable.

EPISODE SUMMARY

SG-1 walks through a dense jungle on a routine reconnaissance mission on P3X-775. Suddenly a man emerges out of the jungle, breathless and afraid of something. He staggers toward the team and asks for help. "They'll find me... the Taldor. If they find me, they find you."

O'Neill agrees to help the man and SG-1 begins to lead him to the Stargate when a loud sound thunders and winds raise up around the group. A bright light shines down upon them, and suddenly SG-1 and the man find themselves in a large, dark chamber. Their weapons and equipment are gone.

A voice booms out across the room, claiming that they have trespassed on sacred grounds. O'Neill explains that they had no intention to trespass, but the voice replies that it doesn't matter who they are or where they came from. The fact that they aided the man means that they share in his crime. "What crime?" asks O'Neill. "Murder" is the only reply.

The voice then continues. "For the crimes of trespassing on ancient grounds, for aiding a murderer, for carrying weapons upon ancient grounds, you will be sent through the Stargate to the prison Hadante, for the remainder of your lives."

Within moments, SG-1 find themselves passing through a Stargate into an underground chamber with a series of small tunnels branching out from it. The man they helped flees into the nearby tunnels. A small crowd moves slowly towards the SG-1 and the Stargate. Carter looks down and notices a pair of shoes with what remains of a pair of feet in them. A man runs up and takes the shoes. Carter tries to talk to him, but suddenly a larger man grabs her from behind. She fights to break free, but her opponent is too strong. As Carter struggles to free herself, a voice calls out the man's name – "Vishnoor" – and he releases her. The crowd around the Stargate parts as an elderly woman approaches, and introduces herself as Linea, then informs the crowd that Carter is under her protection.

Realizing that if they can power the gate they can dial out manually, Teal'c and Daniel search for a power source, while O'Neill and Carter go to talk with their newfound benefactor. Linea correctly guesses that they are not from the Taldor's world, and asks if they intend to challenge her. O'Neill and Carter tell her that all they want to do is leave.

Linea explains that they are deep underground on a world that once teemed with life, that the Taldor turned the world into a prison, and that the Stargate is the only way in or out. O'Neill suggests that they have a way to escape, to which Linea responds by asking what they would ask of her. Carter explains that they need a way to power the Stargate, and Linea implies that she may have solution... for the right price.

Meanwhile, SG-3 debriefs with General Hammond after searching P3X-775. They explain that the Taldor returned SG-1's weapons and equipment, and informed them that O'Neill and his team have been imprisoned. Major Warren wants to return to try again, but Hammond refuses his request. Because the situation is now a diplomatic problem, it's up to SG-9 to help if possible.

On Hadante, Linea demonstrates a possible means of powering the Stargate by dripping chemicals on a species

of local plants. The reaction causes the plants to glow with energy – which Carter believes is a form of organic cold fusion. It should be enough to power the Stargate. O'Neill offers Linea a deal. If she helps them escape, they will take her with them and explain how the Stargate works. Daniel is a bit skeptical about the deal – they have no idea why she was imprisoned in the first place – but they need Linea to make the plan succeed and O'Neill asks Daniel to think of possible destinations (they lack a GDO and therefore cannot travel directly home).

Just then the Stargate activates. As SG-1 looks on, a group of prisoners carry a trough of sorts towards the gate, which catches a stream of gruel that comes shooting through the wormhole. Linea approaches, gathering a bowl with Vishnoor's help. After Vishnoor claims their share, the rest of the prisoners scrounge around the trough, leaving next to nothing for SG-1.

Back at the SGC, Major Kovacek, commander of SG-9, explains to General Hammond that the Taldor (the judicial body of the planet) have a very black and white approach to punishment, a zero-tolerance policy, and a single sentence for nearly all offenses: life imprisonment. SG-3 volunteers to attempt a rescue mission, but Kovacek warns against it, suggesting that force won't work. The Taldor are more technologically advanced than Earth, and trying to use force will only make matters worse. Hammond orders SG-9 back to the planet to negotiate further with the Taldor, and then decides to go along as well.

When Carter asks Linea about her crime, she explains that she was involved in an experiment with tragic consequences, in which thousands died. It began with a terrible plague among the people who sent SG-1 to Hadante. Linea offered her help, but instead of inhibiting the disease's progress, her chemicals/medicines only made things worse, and she was blamed. Linea makes no claims of innocence in the affair, but informs Carter that she has decided to accept SG-1's offer.

Suddenly the gate begins to dial in, and several of the prisoners line up near the gate in hopes of "escaping" in the vortex. Daniel tries to stop them, but a few of get caught in the vortex and are slain as a new prisoner comes through the gate. Vishnoor and his followers confront Daniel over his "interference," and though Linea tries to call the burly prisoner off, a fight quickly ensues. Vishnoor grabs Daniel from behind, and begins to crush him to death. Carter and O'Neill move to help, but a group of other prisoners stop them. Vishnoor is close to killing Daniel when – without being seen or noticed – Linea uses a hand-held electronic device to kill the larger man. Daniel is still alive, but just barely.

Elsewhere, General Hammond and SG-9 arrive in the Telall (speaking area) to negotiate with the Taldor. Hammond explains that he is responsible for SG-1, going so far as to offer to take their place. When the Taldor ask if he ordered them to aid with a murderer, Hammond says no, and the Taldor state that he is not guilty. Hammond then tells the Taldor that if SG-1 are not released, their imprisonment will be considered a hostile act, and peaceful relations between Earth and them will be impossible. But the Taldor maintain that their law is immutable, and that SG-1 will remain on Hadante.

Meanwhile, Linea uses her medicines to revive Daniel. The newest prisoner to arrive, a blind man, is also in Linea's chambers. His name is Simian, and his crime was stealing food. Linea uses her chemicals to heal his vision, but when his sight returns and he sees her, he flees in fear. Daniel suggests that they dial to P28-509, a world SG-3 was scheduled to explore. O'Neill agrees, and the team waits for a chance to act.

Shortly after, the gate opens and the prisoners carry the trough to the gate to gather the gruel. As the prisoners are off eating, SG-1 wrap Linea's plants around the gate and she then uses her chemicals to power the roots. With the gate activated, they manually dial out, and exit through the Stargate with Linea... followed by Simian who has been watching from a hidden alcove. Other prisoners try to flee as well, but the gate closes before any can escape.

P28-509 proves an ideal destination. SG-3 soon locates the team, and they return to Earth with Linea in tow. Carter asks that Linea be given quarters on base so that she might help study the effects of the roots and her chemical activators. Hammond agrees, and Linea receives a computer to work with.

A short while later, the team is approached by Major Warren, commander of SG-3, who is escorting Simian. He found the man lurking about the base camp on P28-509, and insists that they hear what he has to say. Simian claims that Linea is the "Destroyer of Worlds," who created a sickness which killed thousands of people. O'Neill explains that she tried to help battle a disease, but Simian insists that she didn't try to help. She started the plague.

Meanwhile, Linea uses the base computer to graph the structure of her activators, and asks Carter about the Stargate network. After Carter explains that the base computer holds all the information she needs, Linea thanks her, telling her that her help will not be forgotten, then uses her hand-held device to render Carter and the nearby personnel unconscious.

In the briefing room, Simian explains that the island states were at war, and Linea created a terrible sickness, one to which she herself was immune. By the time she was caught, she had destroyed half the world.

Back in the lab, Linea scans the computer for information about the Stargate, absorbing the addresses for hundreds of worlds. The gate then begins to dial out, and despite their efforts, the duty officer is not able to stop the dialing program. The gate opens and when the blast door rises, Hammond and SG-1 see Linea about to exit. The base self-destruct has been activated, and cannot be deactivated. Attempts to close down the gate or stop the self-destruct countdown fail and Linea turns and walks through the Stargate. The gate closes as the self-destruct countdown ends, but then nothing happens. As Carter tries to dial the gate to follow Linea, the computer system crashes, and a message appears on one of the monitors:

Thank you for your kindness.
All debts have now been paid.

SG-1 and the SGC have unwittingly released the Destroyer of Worlds upon the galaxy.

BACKGROUND

RILLAAN AND THE TALDOR

The planet designated P3X-775 (sometimes referred to as "Taldor" by the SGC) is in fact called Rillaan. Centuries ago, it was home to a united people, enjoying the advantages of advanced technology, including use of the Stargate. Their culture has since fractured into two societies: the Rillaanians, who live a primitive existence bereft of technology; and the Taldor, the ruling body of the planet who retain the advancements that were once shared among everyone.

This disparity between the Rillaanians and the Taldor began centuries ago when technology obtained from other worlds visited via the Stargate accelerated their development significantly. Up until that point, the Rillaanian island states all possessed roughly the same level of technology, giving no one nation supremacy over any other. These new advances helped a few of the nations create powerful new weapons that upset the balance of power on the planet, and eventually lead to a world war. Battles engulfed the entire civilization, and the island states came close to destroying each other. It ended when the nation of Sennpo, one of the larger combatants, launched an attack against its enemy of Trywn using an untested weapon. The results wiped Trywn clean of life, and nearly ignited the world's atmosphere... which would have destroyed the entire planet. The devastation of the attack shook the remaining leaders to their core. Within days they declared a truce and established a council charged with enforcing the laws and rules to which the surviving nations would adhere. The council deliberated for weeks before unveiling the fruit of its labors: the Taldor.

Following the new edicts, Rillaan cut off all contact with other worlds and isolated itself from the rest of the galaxy. In addition, it abandoned all advanced technology, effectively reverting to a stage of development similar to the Iron Age on Earth. The Taldor alone retained the right to wield advanced weaponry, which they used only to carry out their mandate. They operated from a strict judicial code with a policy of zero tolerance. All crimes, including even the most minor offenses, would share a single sentence: life imprisonment with no chance for parole. They selected the abandoned planet of Hadante as their prison, and it has served them well ever since (*see Hadante, the Prison World on page 14 for more information*).

Over the centuries the Taldor slowly transformed into a society of its own, one which doesn't mingle with the rest of the planet save to police its actions and punish them as necessary. The Taldor have their own communities, schools, and living standards, separate and distinct from the remainder of their planet. On rare occasions particularly gifted Rillaanian students will be allowed to study in Taldor schools, but even these never truly join the Taldor society. Now, the Taldor is in effect the planet's ruling class, though they would deny this if questioned, insisting that they must remain distant from the subjects of their laws and rulings. The Taldor maintain absolute rule over the people of Rillaan, who fear them just as small children fear strict disciplinarians. For their part, the Taldor are xenophobic and isolationist in the extreme, preferring minimal contact with alien species if at all possible. The only reason they

haven't buried their Stargate is that they use it to transport criminal offenders to the prison on Hadante.

The Taldor employ advanced surveillance and sensor technology, allowing them to monitor the activities and movements of nearly the entire planet at once. They also possess sophisticated teleportation technology – similar to that of the Asgard – including the ability to strip subjects of personal belongings. From time to time prisoners sentenced to Hadante manage to escape from Rillaan via the Stargate. For these rare instances, the Taldor use alien bounty hunters to hunt them down. This is one of the few instances where the Taldor interact with other races.



Though they uphold and maintain the laws on each island state, the Taldor don't administer any other governmental functions. Most of those beneath them are feudal states, but some have adopted alternate forms of government, such as the small nation of Intrannt where a representative democracy has taken shape. Like everyone else on the planet, these governments and their leaders are subject to the laws of the Taldor, and the ranks of prisoners sent to Hadante over the years includes many former leaders and would-be despots.

Of the planet's six island states, perhaps the most prominent is Fithran, home to the Taldor's cities and the Stargate. The region surrounding the gate is devoid of settlements: it is considered ancient ground, and trespassing is a grievous crime (as SG-1 learned). The Taldor monitor the Stargate for unexpected visitors. Most are simply instructed to leave, but on rare occasion, visitors are granted an audience with the Taldor. In such cases, they most often find themselves in the "Telall" (speaking area) where they can converse with their hosts. Fitting with their isolationist ways, the Taldor rarely deign to show their faces to visitors, and none who have visited Rillaan in the past one hundred years have received that "privilege."

Interestingly enough, war is allowed within the Taldor's law, and it is not unheard of for one or more nations to fight with one another. Within that context, the Taldor permits certain otherwise unforgivable actions (such as killing), and generally allows the conflict to proceed without interference. The policy helps prevent any one nation from gaining a position of influence over the others, which in turn helps maintain the status quo. It was during a war among the island states that Linea let loose her plague that killed nearly half the population of Rillaan.

After SG-1's escape from Hadante, General Hammond declared Rillaan off limits, and no further contact with the planet has been attempted. Currently the Taldor remain unaware that SG-1 and Linea are free. Should they learn of this, they might well send bounty hunters in search of both SG-1 and the Destroyer of Worlds.

HADANTE, THE PRISON WORLD

Hadante, the prison planet used by the Taldor is an ancient world with a unique history. It was once known as the "Gateway to the Stars," serving as hub of sorts for intergalactic travel through the Stargate network. The terminal dates as far back as 15,000 years ago, and was originally used by races such as the Ancients, the Asgard, the Furlings, and the Nox.

The terminal's use ended after a large battle between the Asgard and Goa'uld forces on the surface, during which several underlings of the System Lords were destroyed. The destruction was overwhelming, and though they emerged victorious, the Asgard feared that the Goa'uld would return someday. Thus, both the terminal and planet were abandoned, and the underground area is all that remains. The Taldor discovered it a few hundred years ago, and decided to use it a prison facility. After ensuring that the planet could sustain the lives of the inmates they intended to deposit on it (i.e. it had a breathable atmosphere and a source of water), they removed the DHD, making it all but impossible for anyone to escape.

The Taldor don't monitor the prison planet, since they're confident in its invulnerability. The Rillaanians don't understand how the Stargate operates, and even if they did, without a set of coordinates it would take years for anyone to successfully stumble on a proper gate address. Of course, the Taldor hadn't counted on imprisoning anyone with a strong technical understanding of how the Stargate operates. Since the prison's inception, only SG-1 and Linea have ever escaped, and the Taldor aren't aware of it (at least not yet).

Hadante's population is quite small these days, usually numbering less than fifty. Attrition and the gate vortex take care of the rest, though the Taldor's efforts have kept the crime rate on their planet inhumanly low. Generally, one or two prisoners will establish themselves as the most dangerous or powerful among the rest, and assert rough tribal dominance. When SG-1 arrived, Linea and Vishnoor were the most "powerful," but since Vishnoor's death and



Linea's escape, one or two others have likely taken their place. These "leaders" often gather followers and supporters among the other prisoners (Vishnoor had such a group before Linea killed him), though the brutal politics often ensures a change in leadership relatively often.

Though some plant life grows within the prison complex, it is not enough to sustain the population. The Taldor send food in the form of gruel through the Stargate on a daily basis. The prisoners use a wooden trough to catch the food, and fight each other for a meager bowlful each day. The strongest eat first, then their followers, leaving the weakest to survive on what scraps they leave behind.

The prison itself is little more than a series of tunnels and small chambers that wind around the area surrounding the Stargate. Most tunnels are roughly 10-15 feet across and 8-10 feet high, with walls covered in vines and roots. Several of the chambers have small streams, brooks, and waterfalls from some unknown underground source. The water isn't especially clean and tastes awful, but after a few days, most prisoners get used to it and only very few become ill from drinking it.

Though some prisoners are guilty of serious crimes such as murder, most are guilty of far less grievous crimes such as stealing food or clothing. And though many of the prisoners are not especially "hardened" criminals, life on Hadante is harsh enough to eliminate any lingering threads of morality that remain. Scavenging is a way of life on Hadante, and fights over a dead inmate's belongings take place on a regular basis.

The prisoners have no idea what the Stargate truly is. Most believe it operates in only one direction and can't be used to leave, since the only way it's ever used is to send prisoners (and occasionally food) to the planet. Some

believe that the vortex that forms when the wormhole is created is in truth a means of escape from the prison. Though Carter and Daniel tried to explain the truth to the prisoners while they were among them, for the most part their explanations fell on deaf ears, and occasionally prisoners continue to throw themselves into the vortex.

2-04: THE GAMEKEEPER

World Visited: P7J-989 (The Gamekeeper's World).

Thermosphere: Warm (CR 0; close orbit; 2d20+25°F).

Atmosphere: Normal (CR 0; 0.9 atmospheres; Auto None; Exp. Inc: None; SV None; Dmg None; Recup None).

Hydrosphere: Sub-humid (CR 0; daily weather 1-85: none, 86-87: floods (1d10 MPH), 88-93: rain (1d4-1 in.) or snow (1d6-1 in.) 94-95: thunderstorm or snowstorm, 96 hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind (1d10+10 MPH) 100: wind (1d10+20 MPH).

Geosphere: Unstable tectonic activity (daily earthquakes 1-98: none, 99: minor, 100: moderate; no volcanoes within 10 miles of Stargate).

Seasons: Severe (1-25: spring, unchanged; 26-50: summer, +4d12°F; 51-75: autumn, unchanged; 76-100: winter, -4d12°F).

Anthrosphere: 500 natives; Cybernetic (6 picks, 5 RP); Meritocracy (former oligarchy); Friendly (+1 with disposition checks); Very Cautious (<10 soldiers, squad size 1d2 soldiers or SGC team); Very Progressive civil rights.

Origin: Etruscan.

Stargate Location (temperate region): Rolling terrain in temperate forest surrounded by gardens, paths and fountains.

EPISODE SUMMARY

Probes sent through the latest Stargate coordinates, P7J-989, reveal one of the most promising worlds the SCC has yet discovered. Telemetry from the MALP shows a veritable paradise of flowers, gardens and forest. A geodesic dome is visible about a mile from the Stargate – meaning that the inhabitants must be highly advanced. Even better, Teal'c does not recognize the architecture as Goa'uld. Perhaps the inhabitants may become allies in their fight against the System Lords?

SG-1 steps through the Stargate to investigate this new world. Everything seems to be as the MALP described – perfect. The area is a carefully tended garden with paths and gardens of flowers, much to the allergic Jackson's annoyance. But where are the inhabitants? Moving towards the dome, the team finds it overgrown, with trees and vines covering every surface. Once inside, they discover row upon row of strange mechanical pods. Each contains a human subject in suspended animation. Metallic tentacles are attached to their bodies at various points, the ones attached to the "victim's" temples pulsing with a faint golden light. When SG-1 investigates further, several unoccupied pods come to life, their tentacles dragging the hapless explorers inside. The team's struggles subside, the tentacles at their temples glowing with a golden light...

Abruptly, O'Neill and Teal'c find themselves back on what appears to be Earth. Before they can analyze the situation, a truck drives up and two soldiers emerge: Charles Kawalsky and Colonel John Michaels. Both are old friends of O'Neill... and both are long dead (*see the Season One sourcebook, page 11, and the episode The Enemy Within for details on Kawalsky's death*). O'Neill realizes they have somehow journeyed into his own past – but why? Teal'c reluctantly agrees that this is possible; the Goa'uld have experimented with time manipulation for years. They are apparently in East Germany and the year is 1982. The now-Captain O'Neill and the rest of the team are here as a part of "Operation East Fly" to retrieve a Russian agent from an isolated farm. O'Neill knows the day is going to end in disaster and a sniper will kill his friend Col. Michaels. The incident has haunted O'Neill for years as the "worst blown mission he has ever been on."

The newcomers do not find Teal'c's presence unusual: they call him "Thomas," and accept him as a part of the team. Apparently, the Jaffa has a role to play here. O'Neill explains to Teal'c what is about to happen: the group will approach the farm but a sniper on the roof will spot them. John will die and the mission will end in failure. O'Neill tries to change the path of events by killing the sniper he knows is there, but the mission results in a disaster anyway. John is shot by different Soviet gunmen, and dies in O'Neill's arms – just as he did before.

As O'Neill and Teal'c retreat to their first position, a now-familiar truck drives up and again Kawalsky and John step from it, apparently none the worse for wear. Again, the scene unfolds as it did before. But this time, a squad of men hidden on the roof ambushes the team and John dies in a hail of bullets. Again the scene replays. Each time, there are more dangers, and each time O'Neill fails to save his friend. Finally, unable to stand the pain, he and Teal'c abandon the team to its fate.

Elsewhere, Dr. Jackson and Captain Carter encounter a scenario of their own. Jackson recognizes their location – the New York Museum of Art. A life-size replica of an Egyptian tomb is under construction, the workmen lifting the capstone onto the walls. As they watch, Jackson realizes that his parents are directing the construction. Moments later, the capstone breaks free and falls, killing them both instantly. Carter speculates that this cannot be time travel but must be some sort of virtual reality instead. Jackson, however, is too intent on rescuing his parents to listen to her. Like O'Neill, he finds himself reliving the events again and again. Each time he tries a different way to save them. Each time, he fails.

Both O'Neill and Jackson are helpless in the face their personal tragedies. Neither wit, skill nor guile make any difference: the outcome remain the same. Slowly, they realize they are not alone. An ever-growing crowd of silent, shrouded figures watch the events as they repeatedly unfold. Soon, the master of this strange realm arrives, introducing himself as "The Keeper." He explains to each man that he has given them a great gift: a chance to relive their most momentous events; free to explore the possibilities rather than ask "could I have done things differently?" Realizing that their suffering is only a game to the Keeper, O'Neill and Jackson refuse to participate.

Vexed by their defiance, the Gamekeeper ends the scenarios, and brings the two groups back together. He explains that they are in a virtual reality generated by the pods that now hold the team. The devices nourish and stimulate the senses, and channel experience and imagination into and out of the mind. The environment is the sum of all the thoughts, experiences and imagination of all the people contained within the VR pods under the Keeper's direction. SG-1 will provide much-needed new experiences and "software" for these Residents to watch and enjoy. The Keeper admits that he cannot get any output from the "species" Teal'c and Carter belong to – apparently Teal'c's Goa'uld symbiote and the influence of Jolinar on Carter prevent him from reading their memories (though they still allow him to influence their immediate senses).

Over a thousand years ago, pollution and runaway technology devastated the planet. The few survivors placed themselves in suspended animation to await its recovery using VR pods. Despite evidence to the contrary, the Keeper insists that the surface remains devastated. O'Neill tries to convince the inhabitants that he is lying to them, forcing the Keeper to transport them to "safety" before SG-1 can "corrupt" them. When SG-1 continues to refuse the Keeper's gifts, he banishes them from his world. They awaken and are released from the pods, free to return to Earth.

Once safely back at the SGC, they undergo a routine debriefing. It seems none of them are the worse for wear, but O'Neill is shocked when General Hammond orders them back into the VR environment to "gather more information." The general makes a surprisingly impassioned speech in praise of living in a virtual environment, and O'Neill realizes that they are still on P7J-989 and the Keeper never let them go after all. "Hammond" and "the SGC" are just parts of a new virtual environment, designed to get them to accept their condition. O'Neill confronts "Hammond" in a highly insubordinate and scathing manner, clearly enjoying the chance to insult a superior. In retaliation, "Hammond" has the team thrown into an isolation cell under guard until they agree to go back to P7J-989 and reenter the VR pods for "further evaluation."

While isolated, SG-1 receives an unexpected surprise: one of their "guards" appears to be Kawalsky! He confirms O'Neill's suspicions but asks if things are really so bad in a virtual world. While they are trapped, they are also effectively immortal and free to experience all the things they'd ever dreamed of. O'Neill interrupts Kawalsky by knocking him out cold and SG-1 quickly overcomes the other guards. The Residents confront SG-1 when they escape from their cell. They have been looking for them for some time, and demand to know the truth – is their world still dead or is it blooming as the strangers claim? O'Neill offers to take them back through the gate to show them the truth.

As they prepare to leave, "General Hammond" shuts down the Stargate but flees before SG-1 can confront him; he darts through a doorway marked with a whirlwind (similar to that used to transport people from place to place in the VR environment). The passage leads to P7J-989 and SG-1 confronts their sleeping forms... and "awaken" in time to see the Keeper flee the dome. When finally cornered, he pleads that what he did was for the best. Were the Residents to go free they would only ruin their world again.

However, it is too late: the Residents have followed SG-1 out of their virtual world and into the real one. As the Keeper watches in horror, the men and women explore the gardens, picking flowers. After promising to leave supplies to help people rebuild their world, SG-1 departs for Earth... hopefully the real one this time.

BACKGROUND THE VOLSINII

Sometime in the distant past, the Goa'uld brought the Volsinii to their current homeworld. Their earliest legends talk of Karun, dark god of the Underworld, and how he brought them from their homeland through the "Eye of the Underworld" to labor in his cities as slaves. No one knows the reason for the colony on P7J-989, but considering the planet's lack of resources or strategic importance, it is likely that Karun used it for research. Styling himself after the Etruscan god of the dead, the Goa'uld ruled over them for centuries. Eventually, a great "War of the Gods" resulted in his overthrow. It is not known whether the Volsinii liberated themselves or if another, rival System Lord made war upon Karun, though evidence suggests the latter. Whatever the cause, the energies unleashed in the struggle destroyed everything within a hundred miles of Karun's city. The world was rendered useless and the surviving Goa'uld abandoned it to its fate. The survivors buried the "Eye of the Underworld" and built new lives for themselves.

Helped by relic technologies left behind after the war, the inhabitants developed a highly advanced culture with surprising speed. Rather than face possible slavery under another Karun, they kept the Stargate buried. This pragmatic attitude was very much a hallmark of the Volsinii. The society they founded was both conservative and introspective, often more concerned with personal pleasures and traditional values than philosophical niceties and ethical quandaries.

They spread across their new world, creating a league of city-states unified by a loosely governed League of Volsinii and a remarkably uniform culture. Early in their history, a "Return to Rightness" movement among the more conservative elements of the society purged almost all traces of their servitude from the historical record. However, both their language and art still used (and continue to use) symbols and glyphs similar to those found on the Stargate. By now, the Volsinii knew the full significance of the Stargate but since they remained unable to decipher its use, the League decided to leave it buried.

Two important factors in their culture remained from their ancient Etruscan roots: The twin concepts of *dignitias* (dignity) and *auctorias* (authority) intertwined throughout their society. Dignitias is not only a reflection on one's bearing and personal magnetism; it is also bound up with blood and tradition. Someone from an old and noble "Famous Family" wielded a far greater share of dignitias than any newcomer, no matter his wealth, deeds or political connections. Similarly, one acquires auctorias through deeds, patronage and the support of one's peers. It is not simply personal clout, authority or achievement but rather a mixture of all three. Indeed, for centuries a small group of "Famous Families" used their clout and privilege to rule the League.

Eventually, the League evolved into a council of oligarchs or *zilach* (senators) known as the *Curastreve* (Senate) with each city of a certain size sending a delegate of their choosing. Much political maneuvering occurred around the admittance or denial of a city to the council once it became large or prominent enough. Consisting of ancient nobles, the rich and the influential, the *Curastreve* elected two magistrates or *Mammarastreve* to preside over their deliberations. Numerous small wars broke out between various city-states over rights, privileges and resources. The most memorable was a century-long conflict between the city of Velch and its colony of Olbia to prevent its independence. Despite these setbacks, their civilization remained relatively peaceful – certainly when compared to that of the Tauri.

Sadly, their technological expertise exceeded their wisdom. The Volsinii's fatalistic attitude tended to accept the consequences of their actions as fate rather than anticipating the effects. This attitude proved deadly. By now, the highly technological Volsinii numbered several hundred million. Advances made in many areas, particularly computers and virtual reality (VR), exceeded anything found on Earth. Virtual reality became an extensive part of their lives, used to both explore esoteric philosophies and to bring their widely separated people together into a peaceful, consensual society. However, that happy time was about to end.

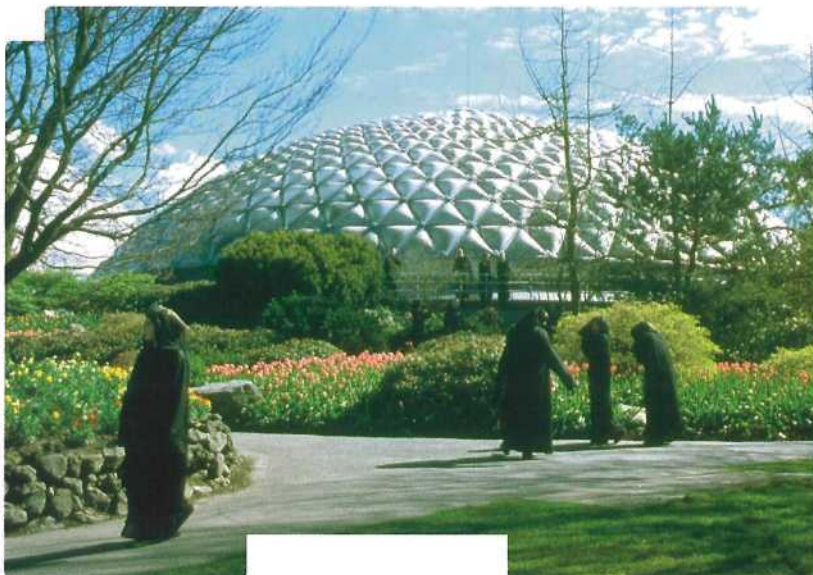
THE CATAclysm: KARUN'S SHROUD

Eventually, the growing populace became dependent on a highly efficient form of power derived from relict Goa'uld technologies. Lacking naquadah, they discovered other chemicals that provided a similar (though weaker) source of power. Unfortunately, the two chemicals, *cadoliin* and *nethemia*, were highly reactive and extremely poisonous. Despite the difficulty in controlling the side effects, the Volsinii continued to use these chemicals in large quantities. After many years, a persistent, highly toxic byproduct, nicknamed "Karun's Ash" had seeped into the planet's environment. Just over 1,022 years ago, the pollutants reached a critical concentration, turning the skies dark with poison. The Volsinii did not realize their danger at first, expecting the world to purge itself of the poison. By the time they realized their mistake, it was far, far too late and "Karun's Shroud" threatened the planet with extinction. When the environment collapsed, it was swift and terrible. First, the plants began to die as the poison rains withered the lush forests and plains into blasted wastelands. The animals followed until the lands and seas were completely covered with the dead.

Desperately, the Volsinii exhumed the long-buried Stargate and DHD. Their frantic efforts to contact other worlds failed – they had no known addresses and bad luck

prevented them from stumbling upon any. Despite this, the survivors set the Stargate up near their final refuge in hopes that unlooked-for help might emerge from it – someday. At worst, it would serve as a memorial to their civilization.

Some Volsinii, however, were unwilling to let it end there.



ENTER THE KEEPER

Research demonstrated that any attempt to remove Karun's Shroud was doomed. The poisons had spread too far and the chain-reaction had gained a life of its own. The best estimates indicated that the planet would require over a thousand years to purge itself of the poison, let alone regenerate the devastated biosphere. But by then the Volsinii would be long dead.

The oligarchs decided to create a refuge to preserve a few of their people until the planet was fit to live upon again. Recent developments in their space program had yielded an effective method of suspended animation. It quickly became a possible salvation for those Volsinii lucky enough to be selected. Unfortunately, it had some drawbacks – while preserving the bodies of the occupants indefinitely in stasis, it left them fully conscious. To solve this, the Volsinii's pushed their VR and computer technologies to the limit. The occupants of the pods, now referred to as Residents, would be immersed in a fully-interactive virtual reality, overseen by an AI program which would care for them until the planet was once more ready to support life.

Creating the refuge was relatively easy. The oligarchs commandeered an isolated resort far from their dying cities and refitted it to support several hundred VR pods. Beneath it, a core-tap provided the complex with heat and power. Small gardens for the preservation of plants and animals were constructed. Even preparation of the virtual reality environment itself was relatively simple. The programmers drew upon the vast host of existing simulations, loading them all into the refuge's sophisticated computers.

Constructing a reliable guardian took longer – earlier versions of “The Keeper” proved willful and domineering and in several simulations, the results for the Residents were dire. Making the program more docile left the entity with too little initiative and flexibility to adapt to unforeseen situations. Eventually, the head of the team, Lares Tarquii, used his own neural net as a template for the program’s higher functions. The effort cost him his life but the resulting Keeper was considered acceptable (*see page 103 for more on the Keeper*).

The last hurdle nearly destroyed them: who would be saved? Most of those selected were the oligarchs themselves or their families. Some of the Volsinii’s surviving artists and writers joined the project once the requirements for nurturing a fully realized virtual world became apparent. Few of those selected were technically knowledgeable or scientifically minded; nepotism and political favors trumped the practical necessity of preserving the culture’s advances. Riots over the selections devastated the remaining pockets of civilization, and only the zealous secrecy surrounding the dome’s location kept the project alive.

Other crises arose as the planet entered its death throes. A last-minute mishap resulted in the death of programming team, unable to get to their VR pods before Karun’s Shroud overwhelmed the enclave’s life-support. Without them, the survivors had little control over the Keeper and he was loath to relinquish his freedom. However, he remained true to his purpose and sheltered the Residents faithfully for the next thousand years and more. Flawed programming could have made their lives a living hell, with the Keeper as the resident Devil but his inherent benevolence prevailed. As the years turned to centuries, the survivors came to terms with the Keeper, even cherishing his efforts to preserve and entertain them. Slowly, a new culture arose among the Residents as they reveled in their newfound abilities to explore the limits of senses and reality. Time passed – swiftly at first but then with a glacial slowness as boredom set in.

Eventually, it became apparent to the Keeper that any visitors might provide him with two things: new “software” and a solution to his growing dilemma. He had to preserve the populace and the planet. Volsinii’s past led him to believe that these two goals were mutually exclusive. He resolved to keep them in stasis forever, never letting them out to destroy the world anew.

So it remained until the arrival of SG-1, as detailed at the beginning of this section.

SINCE SG-1

During their long sojourn in the virtual world, the Volsinii changed. They grew even more philosophical as they explored the infinite possibilities available to them. Over the centuries, they have come to terms with themselves and grown into a remarkably well-balanced group of people. The selfish oligarchs grew spiritually, becoming far more humanitarian in outlook. If the Volsinii have one trait in common, it is the marked tendency to consider *all* their options.

Since their release from the VR pods, the Volsinii have begun exploring their world. Volsin is a different place from the last time they saw it. Wastelands are once again verdant plains and towering forests rich with birdsong. Many species were lost during the cataclysm but the planet has made a startling recovery, and the few surviving plants and animals (augmented by those preserved in the Dome) have spread far and wide since the passing of the Shroud.

A few Residents have elected to remain inside their VR pods, content to play in their safe, mutable world overseen by the Keeper. While they remain there, they continue their ageless explorations of virtual reality. A high proportion of them are Dreamweavers (*see page 166*) and it is they who are the most eager to assist the SGC with scenarios and computer modeling. In addition, many of the other Volsinii retreat to the safety of the VR pods during inclement weather, illness or to meet in council.

It is possible that other enclaves were established during the planetary cataclysm but if they did survive, the Keeper has lost contact with them. Recovering their missing kin is a top priority. The Volsinii are few now, perhaps too few to sustain themselves, and any survivors they find will increase their chances of lasting longer than a few generations.

Despite these setbacks, the Volsinii remain some of the SGC’s staunchest allies. SG teams regularly visit the planet, helping to bolster their defenses and to assist with exploration. In addition to humanitarian supplies, some military hardware and weapons have also been provided by the SGC. The Volsinii are eager to recover some of their own military technologies, though they are aware that the pollutants they once used must never again become a part of their planet. In exchange, they have allowed the SGC to study their VR technology and other items – making the prospects for long-term technical advancement very bright indeed.

NOTABLE FEATURES

“THE DOME”

The last refuge of the Volsinii is now a lush paradise. The dome they called “Sanctuary” stands amid gardens and parkland tended by the Keeper and his drones. The geodesic dome has withstood the ravages of harsh weather, ecological catastrophe and (recently) overgrown plants with little sign of wear – a tribute to its long-dead builders. Powered by a core tap and solar power, it intended to last for millennia. The Volsinii had no idea how long the planet would remain uninhabitable and had no intentions of dying out in the meantime. Nearby are the ancient Stargate and DHD that brought the Volsinii here so long ago.

Most of the refuge is a single room under the dome, filled with banks of VR pods alternating with plants and gardens. The dome was intended to preserve some of the last plant and wildlife remaining on the planet as well as the populace. By the time of SG-1’s arrival, the interior had become a maze of trees and vines, some of them reaching to the dome and even cracking it in places. Since the reemergence of the Volsinii, the plant life has been tamed but the dome still retains a decidedly botanical nature. Areas beneath it contain the power plant (a core tap), life-support

systems, and repair facilities required for the VR pods and the Keeper's android bodies. Little space is devoted to computing needs – many software functions are carried out by the pods or the occupant's minds.

Now that the Volsinii have reemerged, most of them have left the safety of the Dome and begun construction of a new city nearby, with the help of the Keeper and the SGC. This new community, Nuvelzna (New Velzna) is named after their first capital, destroyed in the War of the Gods. The buildings are a series of domes that blend with the forests and gardens in a harmony that makes even the Keeper happy.

FANUM VOLTUMAE

The oldest human settlement on the planet is the ancient capital at Fanum Voltumae. Its sculpted towers and beautiful gardens figure prominently in many of the scenarios entrusted to the Keeper. One of the only cities to survive the War of the Gods, it became the center of the Volsinii's emerging civilization and remained at the heart of their league of city-states when they became an advanced, technological culture. All the elections and ceremonies common to the league were held here. As such, it held an important place in the hearts and souls of all Volsinii, even beyond the passing of their society. Some of their most sacred and important buildings could be found here, such as the Shrine to Lost Volsin (their memorial to their long lost homeland on Earth), the Curia Mamma (Senate House) and the temple to Volsii, Protectress and Great Mother.

It, along with the bulk of its citizens, perished during the catastrophe. Karun's Shroud left little behind, but some Volsinii (along with the occasional SGC team) now explore the ruins in search of lost technology. Plans are underway to restore it as a memorial to the past but the Keeper's resources are few and far between – survival of the Volsinii is his first concern. And there's no telling if some hidden dangers yet remain buried beneath the rubble of the past...

MUTNIATHAE – CITY OF THE DEAD

The ancient Etruscans were obsessed with death and burial, much the way the ancient Egyptians were. This cultural bias pleased the Goa'uld to no end and the worship of their slaves was adapted to fit the needs of the parasites. Near the ancient capital of Fanum Voltumae lies a vast field of tombs and monuments to the dead. Many pre-date the destruction of Karun's City. It is possible that some Goa'uld equipment such as urns or sarcophagi might lie within some forgotten tomb or temple. Ancient and Goa'uld technologies are incredibly robust, often surviving millennia of neglect and might easily have survived the travails of Karun's Shroud (along with the symbiotes contained within).

Unfortunately, any attempt at tampering with the honored dead would likely outrage the Volsinii. Investigations would have to be very circumspect, without the Keeper's notice (or the SGC's for that matter). Such a mission is more in the purview of a rogue NID team. – though if they reawaken some dormant System Lord, it's apt to become everyone's problem very quickly.

2-05: NEED

World Visited: P3R-636 (Terella).

Thermosphere: Warm (CR 0; standard orbit; 2d20 + 25°F).

Atmosphere: Normal (CR 0; .94 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Moist sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4 in., or snow 1d6 in., 94-96: thunderstorm or snow storm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; 1 small volcano within 250 miles of Stargate).

Seasons: Very mild (1-42: spring, unchanged; 43-50: summer, +2d6°F; 51-92: autumn, unchanged; 93-100: winter, -2d6°F).

Anthrosphere: 5,000 natives; Early Medieval* (4 picks, 2 RP); Autocracy; Extremely Hostile (-3 with disposition checks); Sensitive (50 soldiers, squad size 1d4 soldiers); Poor civil rights.

Origin: Indeterminate.

Stargate Location (tropical region): Natural depression in forested area, 5 miles from the Godslayer's palace and mines.

* The population at large is considered early medieval, though Pyrus' guard and the royal family have access to staff weapons and other equipment commonly available to Jaffa.

EPISODE SUMMARY

In slow measure, the tones of the local Stargate's dial home device ring out through the forest. Observing from a hidden position on a nearby ridge, SG-1 sees a small group of Jaffa – a mixed band of warriors, priests, and peasants – standing before the gate. As the wormhole forms, a censer bearer blesses a small container, which Teal'c believes carries naquadah. Though SG-3 recovered a small sample of the element previously, Captain Carter reminds Colonel O'Neill of the element's importance to Stargate Command: "We could really use some, sir." This batch, however, is sent through the Stargate in an almost ritualistic fashion.

SG-1 tails the procession as it leaves the gate, and soon discovers further evidence of Goa'uld occupation: a pyramid, the central component of Goa'uld space vessels, stands tall over what looks to be a primitive mining operation. Despite this discovery Daniel Jackson calls the team's attention to the procession once more, as a lone figure, robed and hooded in cloth seemingly spun of gold, wanders away from the group. Daniel's curiosity overwhelms him, and he quickly moves into the woods to follow the woman. O'Neill, characteristically frustrated at Daniel's lack of discipline, nonetheless motions the team to follow their stray member.

The woman, still a few dozen feet ahead of SG-1, removes her hood and looks about, revealing striking beauty beneath her regal garb. Satisfied she is alone, she makes her way to a nearby gorge, and spreads her arms as if to fly. Galvanized by the attempted suicide, Daniel breaks cover

and rushes to the woman's side, pulling her back from the precipice at the last moment. She voices a small scream before Daniel can protest, but when she looks upon him, her voice dies on her lips, and her struggles fade. Their immediate rapport is only broken as two Jaffa guards approach menacingly. The remainder of SG-1 moves to cover the new arrivals as Daniel attempts to calm the situation, but it is too late. In moments, more Jaffa guards surround SG-1. The woman pleads with the team to lower their weapons, lest the Jaffa kill Daniel. With a disgusted look, O'Neill throws his gun to the ground. Daniel has entangled SG-1 in another fine mess.

Soon SG-1 gets a closer look at the Goa'uld pyramid than planned: they are dragged in chains before Pyrus the Godslayer, ruler of the planet. When he accuses Daniel of attacking his daughter, the princess, Daniel protests. When O'Neill declares SG-1 is from Earth, and free of Goa'uld rule, Pyrus declares him a liar and a thief, and sentences SG-1 to labor in his naquadah mines.

Later, in the mines, Carter declares, "He isn't a Goa'uld. I don't think these are real Jaffa, either." Pyrus' voice lacks

Later in the forests, Daniel and Shyla walk together, escorted by her Jaffa guards. She speaks gently with him, clearly without the attitude of a captor toward a prisoner. Nonetheless, Daniel diverts the conversation to his captive friends. Shyla claims her father still believes SG-1 to be thieves, but she hopes to convince him otherwise. For now, however, Pyrus is not well. Shyla turns the conversation back to Daniel and herself, and her true motives become clear. Her mother once told her of a great man who would come from beyond the sun, just for her. When she stood at the cliff, and wished for him one last time, Daniel arrived.

Soon, Daniel visits SG-1 in the mines, clad in royal robes given to him by Shyla. He reveals the existence of the sarcophagus, as well as Shyla's infatuation.

"Well good job," O'Neill congratulates wryly. "Now how about getting the goons to unlock us and get us the heck out of here." Daniel stalls, claiming he is trying to gain Pyrus' trust. He will speak with Pyrus again at the feast in his honor. As Daniel leaves, O'Neill shouts after him, "Glad you're okay!" punctuating his sarcasm with a dismissive wave.

"WE HAD A NICE TIME SIR. CARTER FOUND SOME NAQUADAH. TEAL'C MADE SOME NEW FRIENDS AS USUAL. DANIEL GOT ENGAGED AND UM... I'M GONNA HIT THE SHOWERS."

- COL. JACK O'NEILL

the guttural tones of the Goa'uld, and further, Carter insists she couldn't "feel" a symbiote in him. Despite that, he shares a few too many of their nastier qualities. The team is forced to work for hours; rest comes only after night has fallen. Daniel can barely move, and only Teal'c is able to continue his labors. O'Neill however, is playing possum. When the guard unchains him, he quickly overpowers the man, and Teal'c readily disposes of two more nearby sentries. SG-1 breaks for the surface, but Daniel, exhausted from the day's work, falls behind, and is caught in a rockfall touched off by a staff weapon blast. O'Neill, Carter, and Teal'c, unable to abandon their comrade, are recaptured as they attempt to free the severely injured Daniel from the rubble.

Later, in his throne room, Pyrus scolds his daughter for trusting the strangers. Touched by her father's concern, the princess is nonetheless unmoved by his words. Unconvinced, but unwilling to further argue with his daughter, Pyrus leaves her alone in the throne room. She touches a small stone plate on her father's throne, revealing a Goa'uld sarcophagus hidden beneath the dais... and an uninjured Daniel Jackson within.

The princess – Shyla – has taken personal responsibility for him. She informs him that it would be rude of him to attempt escape, or harm her in any way. She apologizes for not telling her father the truth before – that Daniel saved her life – but claims Pyrus "would not understand." Shyla confirms that she and her father are human, yet Daniel wonders at their possession of a sarcophagus. He is oblivious, for the moment, of Shyla's obvious attraction to him.

At dinner that evening, Daniel receives more surprises. Pyrus has ruled the planet for 700 years, from the day he slew the Goa'uld who once ruled here. He periodically sends naquadah through the Stargate in order to fool other Goa'uld. "No wonder you're so paranoid about strangers," Daniel comments, "you're afraid of being found out." Pyrus is insulted, and stands to leave. Before he can, Daniel mentions his friends, only to have Pyrus decree their deaths. Shyla quickly convinces Pyrus, however, that he had already sentenced SG-1 to work in the mine without rest until their deaths, as an example to others. It is a stay of execution, but not for long.

Shyla soon rejoins Daniel, and he insists that he cannot stay with her while SG-1 labors below. He doesn't believe Shyla understands what his friends mean to him, until she declares that "It will just take some time." Then he realizes the truth. She is manipulating him into remaining by her side, by using SG-1's freedom as a bargaining chip. Desperate, he promises Shyla that in exchange for his friends' freedom, he will stay with her. She kisses him gently, but he is obviously uncomfortable. She presses him, wondering if his injuries are still bothersome. She suggests another stint in the sarcophagus. Daniel protests, but she is firm, "Trust me," she says, "and I will trust you." Hesitantly, Daniel once more enters the Goa'uld device.

Days later, Daniel returns to visit SG-1, but he is changed. He is insensitive to his friends' plight, and to the obvious fact that they may die down in the mines. Instead, he talks endlessly about the sarcophagus, which he has

been regularly using despite being uninjured. It has cured his vision – he no longer needs glasses – and he feels better than ever. Plus, Shyla has asked him to marry her.

“Look,” starts O’Neill, angrily. Daniel interrupts him with a tirade. O’Neill never shows him any respect. SG-1 always does things O’Neill’s way. Now it’s time to let Daniel do things his own way. It is clear to SG-1, however, that Daniel is not himself – he is darker and angrier.

Back in the throne room, Shyla worries that the sarcophagus does not heal her father as it used to. Soon he will die, and she will be queen. Daniel encourages her, and further claims he has never felt better in his life. He will stay, even after his friends are free. His earlier outrage at their imprisonment is forgotten. Meanwhile, in the caverns, Carter gets a flash from Jolinar’s memories. The Tok’ra, symbiotes opposed to the evils of the Goa’uld, do not use the sarcophagus. It twists you inside, brings evil boiling to the surface, and destroys the soul. The more Daniel uses it, the more he will become like the Goa’uld.

Soon, O’Neill is dragged before Daniel, who sits upon Pyrus’ throne as if he is already king. O’Neill is struck by a guard and driven to his knees, while Daniel laughs like a child. Despite his obvious cruelty, however, he has good news: SG-1 is being released, while Daniel will resign from the SGC and return here to marry Shyla. The two are very much in love... and as Shyla later tells her father, “he can’t live without me anymore.”

The team returns through the gate, exhausted and bedraggled. Daniel wishes to return to Shyla as quickly as possible, but a medical examination reveals that his system is “out of whack.” Further, he’s pacing, jumpy, and nervous. The effects of the sarcophagus are like a narcotic, and Daniel’s coming down. He can’t get Shyla out of his head, even though Carter reminds him of his wife, Sha’re. Shyla used SG-1 to hook Daniel on the sarcophagus and keep him with her. Enraged, Daniel smashes an array of glass beakers, and shouts cruel words at Carter. He is clearly not himself. Hammond denies Daniel’s request to return to the planet, and confines him to the infirmary.

Soon, he is hurting like a junkie for a needle. Fraiser straps him down to prevent him from harming himself, and wires him up to several monitoring devices. Daniel’s cells have simply lost the ability to function properly, and it worsens by the hour. Despite suggestions to the contrary, Carter insists they wait out the worst of it. Jolinar’s memories have convinced her that the sarcophagus will irrevocably change Daniel.

Eventually, the worst of the symptoms fade, but Daniel is not out of the woods yet – and he still craves the sarcophagus. He overpowers Dr. Fraiser, then brutally beats an SGC security officer on his way to the embarkation room. When he realizes what has happened, O’Neill hits the base alert and goes after Daniel, but the young archaeologist bushwhacks him in a storage room with a loaded pistol. Desperate, O’Neill takes one last try at reason. He offers sympathy for Daniel’s condition, telling him he knows what he’s going through and that he can help his friend find a way back. Torn between his need for the sarcophagus and his friendship with O’Neill, Daniel breaks down in tears, and the pistol falls from his grip. Slowly, carefully, O’Neill moves to comfort his stricken friend.

Days later, as Hammond, O’Neill, Carter, and Teal’c discuss SG-1’s next mission, Daniel enters the briefing room in full gear. He requests a return mission to P3R-636, in an effort to establish relations and perhaps help improve conditions there. The rest of the team supports him and Hammond reluctantly agrees.

On P3R-636, Daniel returns to Shyla in her throne room. Her father is dead, beyond the sarcophagus’ healing powers. He is sorry for Pyrus and for everything. Daniel never loved her – it was his need for the sarcophagus that drove his decisions – but he tells her he wouldn’t have come back if he didn’t care. “Your people need you,” he insists. “And you may still be able to lead them without turning into what your father became.” With his help, Shyla is able to aim her father’s staff weapon at the sarcophagus, and destroy it, breaking the cycle for good.

BACKGROUND TERELLA

Seven hundred years ago, Terella was just another mining world under Goa’uld domination. The area immediately surrounding the Stargate was rich with naquadah, though these deposits decreased dramatically if one traveled any distance from the gate. Ra considered it only a minor holding in his empire, not worth a great deal of attention. He delegated a minor underlord named Seti to rule the world and send the naquadah mined through the gate to a supply depot elsewhere. During the chaos following the fall of the Second Goa’uld Dynasty, however, Ra simply lost track of it – the naquadah mined on Terella was hardly a token amount for his purposes.

Nonetheless, his underlord kept the faith. He continued regular shipments of naquadah through the Stargate (which were often ignored, as the supply depot had long since been destroyed) and ruled over the Terellans with an iron fist. However, over time, his Jaffa legions dwindled, and rather than take it unto himself to implant maturing Goa’uld larvae into Terellans, he transported them through the gate as hosts, along with the naquadah.

Soon, it became apparent to the Terellans – particularly Pyrus, a well liked gang boss in the naquadah mines – that their god’s iron grip had loosened. Whispers of dissent rose, and each new victim sent through the gate drew increased protest. The Goa’uld attempted to crush the will of the Terellans by torturing and executing those who showed even a hint of dissent. Pyrus, however, had had enough. When a Jaffa attempted to drag off members of his work crew, he rebelled. In minutes, he and his companions had struck down their Jaffa guards and stolen their weapons. Pyrus holed up in the naquadah mine, heavily fortifying key areas, and setting up traps in others. Jaffa casualties mounted, and word of rebellion spread throughout the mine. The location became a rallying point for the oppressed Terellans, and soon, Pyrus had an army of followers. Determined not to let those who had flocked to his side die in the dark, Pyrus led his people out of the mines, and marched on the nearby Goa’uld pyramid. The few remaining Jaffa guards were hard-pressed to defend against the overwhelming numbers, and soon, Pyrus himself burst into the throne room.

He struck a deep blow to the Goa'uld "god," who thereafter attempted to retreat to the sarcophagus. Seti reached sanctuary, but it was brief; after only a few hours, Pyrus found the tiny plate on the Goa'uld's throne that revealed and opened the sarcophagus. Amazed at how Seti's wounds had healed, he nonetheless finished the job he had started before the Goa'uld could revive.

Their oppression ended, Terella looked to the "Godslayer" for leadership, and he reluctantly assumed rulership over the Goa'uld colony. It was small, consisting only of the mines, the palace, and the nearby city of Terell that housed the entirety of the planet's human population, but the people needed him, so he served. Over time, he realized that only he was wise enough to prevent the Goa'uld from returning. But he had few years left to him. His closest advisors urged him to make use of the sarcophagus, but at the time, he was loathe to touch the tools of the evil gods. Nonetheless, he eventually conceded the logic of their words, and used the device to prolong his life. The effects of the sarcophagus soon became addicting, and after repeated use, his soul grew selfish and corrupt. By the time he entered his third century, he was little better than the god he had slain. Conditions in the mines, once improved under his reign, gradually worsened, and poverty struck Terella. But his people needed him, so he endured.

Through the ensuing centuries, Pyrus had many concubines, most of whom were little more than palace pleasure slaves. Even Princess Shyla's mother was evicted from the palace 25 years ago, only days after her daughter's birth. Though Pyrus briefly considered ordering the woman to take their daughter with her, he was all too aware that the sarcophagus was beginning to fail him. Soon, he would pass from the world, and Shyla would need to take his place as Queen of Terella. He taught her everything he knew about Goa'uld technology, even urging her to use the sarcophagus to increase her youth and vigor. He stressed the need to continue sending naquadah through the Stargate, to keep the other Goa'uld at bay, and even instilled a healthy sense of paranoia in her. Had SG-1 not eventually intervened, she doubtless would have followed her father's footsteps into tyranny.

SINCE SG-1

With SG-1's arrival, conditions on Terella have slowly improved. The mines are no longer being worked as they once were and while Shyla does not yet dare stop all naquadah payments, she has quietly reduced the amount being sent. The Goa'uld do not notice, and she hopes that they never will. The excess naquadah is now being stockpiled for trade (probably with the SGC), and individual workloads in the mine have dropped off considerably. Slowly, but surely, Terella is receiving its first taste of real freedom.

They still face challenges. The remainder of the planet is completely unexplored, and contains any number of untold dangers. The Terellans lacked the curiosity or the freedom to travel far, but now – with the mines no longer being worked so hard – that has begun to change. While many Terellans refuse to leave the Stargate's immediate surroundings, others have expressed a burning curiosity to

see what lies beyond the horizon. Exploratory expeditions (some augmented by SG teams) travel further with each new trip. A few brave souls have even dared to travel through the Stargate to Earth, eager to see the wondrous lands of their benefactors.

Should the Goa'uld ever learn what has taken place on Terella, the repercussions would be devastating. Though they have no real use for the planet, no System Lord would let such an act of defiance go unpunished. They would likely raze the entire civilization to the ground, killing every man, woman, and child as a lesson to those who defy the gods. In such an instance, the SGC may be the only thing that stands between Shyla's people and total oblivion.

2-06: THOR'S CHARIOT

World Visited: P3X-974 (Cimmeria).

Thermosphere: Cool (CR 0; normal orbit; 2d20°F).

Atmosphere: Normal (CR 0; 0.9 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Moist sub-humid (daily weather 1-85: none, 86-87: flood, 88-93: rain (1d4 in.) or snow (1d6 in.), 96-100: tornado or blizzard).

Geosphere: Stable tectonic activity (daily earthquakes 1-99 none, 100 minor).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +1d10°F; 51-75: autumn, unchanged; 76-100: winter, -2d10°F).

Anthrosphere: 10,000 natives; Bronze Age (3 picks, 1 RP); Feudalism; Friendly (+1 with disposition checks); Aggressive (500 soldiers, squad size 2d4 soldiers); Poor civil rights.

Origin: Norse.

Stargate Location (mountain region): Forest terrain in mountainous region, near native villages.

Cimmeria is described at greater length on pages 72-74 of the *Stargate SG-1* core rulebook, and pages 34-38 of the *Season One* sourcebook.

EPISODE SUMMARY

As Captain Carter begins to explain to General Hammond how planet P5C-629 would be an ideal candidate for something called the "Seeker Project," the Stargate is activated off-world. Something impacts the iris, and a subsequent analysis of the residue reveals traces of iridium, the radioactive element put into the Sagan Box given to the people of Cimmeria (see page 34 of the *Season One* sourcebook and the episode *Thor's Hammer* for more).

Guessing that the Cimmerians gave the box to Thor as they had asked, O'Neill, Carter, Daniel Jackson, and Teal'c suggest to General Hammond that they should return to Cimmeria in hopes of contacting Thor's people, the Asgard. Hammond insists on sending a MALP probe through first to check things out. The images it sends back include both dead Jaffa and dead Cimmerians, and the ruins of what was once the obelisk of Thor's Hammer. The MALP camera then pans past a woman hiding behind the rubble of the obelisk. SG-1 recognizes her as Gairwyn, the local leader they

encountered on their previous visit to Cimmeria. She pleads to the camera for help, saying "the ettins have come, Please help us."

The team explains to General Hammond that their actions during their previous mission (in which they destroyed Thor's Hammer, the device that defended Cimmeria from the Goa'uld) are responsible for the Goa'uld presence on Cimmeria, and that they must return to help. Hammond reluctantly agrees, and allows SG-1 to return to Gairwyn's planet.

When SG-1 arrives, they find themselves alone with no hostiles in sight. Before them are the bodies, and the ruins of the obelisk. Through the trees and over a nearby hill they spot a number of pyramids being built. Teal'c explains that they are future landing pads for the ha'tak that are almost certainly on their way to this world, if not already in orbit. As they observe the pyramids, Gairwyn arrives to welcome them. She relates the story of how the attack began. As the Goa'uld and their Jaffa struck, the local village and most of their farms were destroyed. SG-1 ask about Kendra, the former Goa'uld host who helped SG-1 during their last mission. Gairwyn tells them that Kendra instructed her to send the box through the gate to Earth and that SG-1 would understand the message. Unfortunately, the cost of reaching the gate was brutal: Gairwyn's husband and his brothers were all killed in the attempt.

Their conversation is interrupted by a staff weapon blast. A group of Jaffa has spotted them and is approaching. The group moves under cover and returns fire, then scatters into the forest to escape. Gairwyn leads them through the forest to Kendra's home, where she and her family are buried. Kendra's Goa'uld devices, including a *kara kesh* and a healing device sit atop a burial marker. Carter puts the ribbon device on and discovers that she is able to use it: likely a side-effect of her previous experience as Jolinar's host (see *In the Line of Duty*, page 8). After a few brief experiments, Carter takes the devices, intent on mastering them at a later time.

Gairwyn then leads SG-1 to the caves where the surviving villagers are hiding. The other Cimmerians are initially suspicious of SG-1, holding them responsible for the ettins' invasion. Together, Gairwyn and O'Neill persuade the natives that they can help fight the Goa'uld and drive them from this world. One of the local leaders, a brutish man named Olaf, offers to lead O'Neill and Teal'c around the Jaffa patrols so they can see what they're up against. Gairwyn fears that Thor has abandoned them, and suggests that if they could gain access to the "Hall of Thor's Might," the Thunder God would surely help. Apparently, the hall contained all of his powers for the Cimmerians to use in case they ever needed it.

In the forest, Olaf leads O'Neill and Teal'c to a vantage point from which they can observe the Goa'uld landing pads. Teal'c identifies the Jaffa as Heru Guards, who serve Heru-ur – the son of Ra and Hathor and a powerful System Lord. Olaf is abducted by Heru-ur's Jaffa, but O'Neill and Teal'c free him and the trio flee into the forest, followed by several Jaffa patrols. They return to the caves, explaining what they've seen; since the Stargate is now heavily guarded and the Goa'uld know of their existence, they can't evacuate the civilians as they hoped. Daniel tells O'Neill about the "Hall of Thor's Might" and suggests that it might contain an alien weapon that could help them fight the Goa'uld. O'Neill orders Daniel and Carter to try to find the hall while he, Teal'c, and Olaf plant explosives in the forest to help defend against the impending attack.



Gairwyn leads Carter and Daniel to a small stone obelisk which she identifies as the Hall of Thor's Might. Daniel thinks it might be a transportation device, similar to obelisk near the Stargate, and touches the stone near the top of the statue. It emits a beam of light that transports the trio to a vast dark hall. An image of a Viking soldier appears in front of another stone obelisk, identical to the first. The image introduces himself as Thor, Supreme Commander of the Asgard Fleet and welcomes them to the Hall. The image goes on to say that only the brave may come before him, and only the worthy may witness his might.

The three then move towards the obelisk, but suddenly the floor trembles and sections fall away, leaving only a narrow stone beam between them and their destination. Carter walks across the beam safely; Gairwyn starts to follow, but when she is halfway across, the floor begins to shake again. She slips and falls, too terrified to move. Daniel moves out on the beam to help her, but she loses her grip, knocking him down as well. The pair appears to plummet into the chasm below... then suddenly the entire floor is restored. Thor's image appears again, impressed by their selflessness, and explains that they must now add wisdom to their courage. If they solve the Riddle of the Runes, he will show them his true might.

The trio are transported to another chamber, this one with three sets of sigils on the wall: a pictogram, a set of runes, and a series of geometric shapes (including a circle). After several minutes, Daniel realizes that while the runes represent ideas, they can also represent numbers, specifically 3, 14, 15, and 9. He doesn't understand what the numbers mean, but Carter points out that, when taken together, they are the first several digits of pi, and suggests that they must depict the secret of the runes on one of the geometric shapes. Daniel selects the circle shape (pi is used to determine the dimensions of a circle) and the sand inside of it dissolves away, revealing a stone. When he touches it, the image of Thor changes into the image of small alien – closely resembling the Roswell Grays – who introduces himself as Thor. He explains that since he created this world, Gairwyn, Daniel, and Carter are the first to reach this level of contact, and that the Cimmerians have finally grown wise enough to see his true form. Gairwyn explains that it was the humans who helped her.

Daniel explains the current situation, and how Thor's Hammer was destroyed. Thor grows concerned because the Cimmerians are now vulnerable to Goa'uld attack. When asked about weapons, he explains that the Hall doesn't contain weapons of any sort. The tests were designed to determine when the Cimmerians had advanced enough to see the Asgard's true form. The Asgard had not expected outside interference of any kind. Suddenly Thor disappears, and Carter and Daniel find themselves in the forest near the small stone obelisk; Gairwyn is nowhere in sight.

Carter and Daniel make it back to the caves just ahead of a Goa'uld attack. O'Neill, Olaf, and Teal'c have tried to hold their enemies back, but the Jaffa are too numerous. Exiting the cave, SG-1 and the locals are confronted by overwhelming firepower. The Jaffa leader calls for their surrender, stating that the locals will be allowed to live and serve Heru-ur if they do. Otherwise they will all die. O'Neill orders SG-1 to give up their arms, and admonishes Olaf to look after his people.

As they are being escorted back towards the pyramids, however, the skies darken and thunder booms overhead. Looking up to the sky, they see a vast ship emerging from the clouds that Teal'c identifies as an Asgard mothership. Light shoot down from the vessel, causing the Jaffa and pyramids to disappear. Heru-ur himself escapes through the Stargate, but his forces are decimated in the blink of an eye.

As SG-1 takes in all of this, another beam of light shoots down and Gairwyn appears. She explains that the ettins are gone and conveys a message for SG-1 from Thor. He belongs to a race that has visited Earth often, "protectors of all, except the Goa'uld, with whom they are at war." O'Neill wants to meet Thor, but Gairwyn tells him that like the Cimmerians, humans are much too young. She notes that her people now must rebuild their villages and farms, and explains that Thor has arranged to leave an Asgard teacher behind to help them. In addition, Thor's Hammer will be rebuilt, though it will no longer target Teal'c who, like the rest of SG-1, will be welcome on Cimmeria any time. Content that the damage has been repaired, O'Neill and his team return home.

SEEKER BASE

Planet: P5C-629.

Thermosphere: Warm (CR 0; standard orbit; 2d20 + 25°F).

Atmosphere: Normal (CR 0; 1 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Moist sub-humid (CR 1; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4 inches/snow 1d6 inches, 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 1d10 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20°F; 51-75: autumn, unchanged; 76-100: winter, -2d20°F).

Anthrosphere: N/A (no native inhabitants).

Origin: Unknown.

Stargate Location (forest region): Foothill terrain in forest, in a clearing within five miles of an abandoned village.

BACKGROUND THE SEEKER PROJECT

The Seeker Project is one of the more ambitious ideas undertaken by the SGC, and which if successful could prove key in defending Earth from future invasion. Based partly on empirical evidence gathered during Apophis' failed attack on Earth, the Seeker Project hopes to use existing Earth technology to create the first in a series of advanced off-world tracking stations to detect Goa'uld ships as they approach Earth's solar system.

SGC analysis of the course used by Apophis to reach Earth identified P5C-629, a planet located directly in the corridor used by the Goa'uld, as the best platform for the Seeker Project. Towards this end, General Hammond ordered a base set up there to serve as the off-world command center of the Seeker Project. Three teams have tentatively been assigned to the project. SG-11 is charged with the construction of the base itself, SG-4 with exploring the surrounding area, and SG-7 with setting up the communications and tracking system. (Any or all of these teams can be replaced with PC teams if the GM wishes).

The key to the Seeker Project's success is identifying the "footprint" or wake generated by large-scale Goa'uld vessels (such as ha'taks). A network of small satellites will be linked to a central computer system in the base, specifically tuned to detect the spatial disturbances, distortions and radiation created by Goa'uld vessels as they travel through space (even at light speed).

SG-4's scouting of the area surrounding the Stargate revealed a small abandoned village and a depleted naquadah mine located a few miles to the northwest. While neither showed signs of recent occupation, both indicated a one-time Goa'uld presence. General Hammond is taking all necessary precautions, including equipping the base with a self-destruct system capable of vaporizing the entire operation (including the satellites) should the need arise.

Construction of the base began three months after SG-1's mission to Cimmeria and work on both the base and the communications system continues steadily, with an estimated completion time of two more months. Once operational, Seeker base will be manned by teams of 6, taken from SGC base scientists rotating in two-week shifts, and guarded by a team of 12 enlisted personnel (who also guard the Stargate and DHD). SG teams may be dispatched there as well should the need arise.

HERU-UR'S ATTACK

After SG-1's departure from Cimmeria following their first mission there, many of the locals feared that the destruction of Thor's Hammer could only mean certain doom. Following SG-1's advice, Kendra and a group of warriors sealed the cave leading from the Hall of Mjolnir, hoping to at least capture and contain any Goa'uld that might attempt travel there via the Stargate. For months it seemed as the Cimmerians' worries were needless, but sadly, it did not last.

Seeking to upset the balance of power among the System Lords and secure a position of power, Heru-ur sought to obtain superior weapons with which he could defeat his enemies. In defiance of the Protected Planets Treaty between the System Lords and the Asgard, he chose to attack Cimmeria, gambling that a successful invasion would yield Asgard technology and weapons that he could wield against both their creators and rival System Lords.

But while bold and arrogant to a fault, Heru-ur was not completely foolish in his plans, and he executed his invasion with care and cunning. Instead of sending an entire squadron of Jaffa through the Stargate, he sent a group of loyal human servants and a small group of Jaffa. Upon their arrival, the obelisk standing near the gate detected the Goa'uld symbiote within the Jaffa and transported them into the labyrinth, leaving the human servants behind. The humans immediately returned to Heru-ur's home world to report what had happened. Realizing that the obelisk was the key to the planet's defense, Heru-ur ordered a ha'tak to the world to rain fire down upon the planet, destroying the obelisk and thus making it safe for he and his Jaffa to travel to Cimmeria.

With the threat of Thor's Hammer eliminated, Heru-ur ordered squadron after squadron of Jaffa through the gate, who set to work immediately attacking the nearby village and its people. Many villagers stood their ground to fight the ettins, including Kendra, the former Goa'uld host who had helped SG-1 during their first mission to Cimmeria. But their efforts were in vain, and Heru-ur soon had control of the entire planet. Following the Jaffa came hundreds upon hundreds of slaves and laborers, carrying equipment and supplies sufficient to build pyramid landing pads. Within hours, the beginnings of three pyramids took form, and it would be only days more before the first was complete.

Before setting off to do battle, Kendra instructed Gairwyn to send the Sagan box given to her by the humans of Midgard through the Stargate. Fighting through the Jaffa alongside her husband and his brothers, Gairwyn opened the magic wheel and got the box through to Earth, but the remainder of her companions were killed. Though her efforts seemed to be for naught, her prayers were soon answered when the portal opened and the metal wagon (the MALP) arrived, heralding the return of her friends from Midgard.



THE HALL OF THOR'S MIGHT

Thor created The Hall of Thor's Might as a test of the Cimmerians' development and to ensure that the Cimmerians were ready to learn the truth about their "gods." The Hall subjects visitors to a series of tests that judge their bravery, selflessness, determination, and scientific/mathematical advancement.

The Hall is equipped with advanced sensor devices capable of monitoring and responding to the visitors' actions in the various tests. The tests themselves can change based on the number of visitors detected and their actions. For example, walking across a narrow stone beam over a chasm is a test of bravery and determination for a single visitor, but can also be a test of selflessness when multiple visitors are present. Gairwyn and SG-1 went through the following steps during their test; the GM is free to devise different steps for different characters who enter the Hall. Note that characters can use Education and/or Inspiration checks for several of these challenges, as indicated on the following pages.

FINDING THE ENTRANCE

The first challenge is to find the entrance to the Hall: a small stone obelisk marked with runic carvings, similar in shape and design to Thor's Hammer. The entrance is deep within the forests, and finding it requires two checks: a Knowledge (Area: Cimmeria) check against DC of 15 will reveal the Hall's location, and a Navigation check against a DC of 25 will find the Hall itself.

ENTERING THE HALL

Once the characters locate the entrance, they must next figure out how to enter the Hall itself. In order to do so, one of the characters must touch the stone near the top of the obelisk, an act that Thor's decree has actively forbidden. This is a test of determination, to see if the character is willing to defy his god in order to gain entrance to the Hall. When one of the characters touches the stone, every creature within 20 feet of the obelisk is instantly transported into a vast, dark, underground cavern.

CROSSING THE CAVERN

Once the characters enter the Hall they find themselves in this cavern. At the far end stands a large stone obelisk, much like the one at the entrance to the Hall. Within moments, the characters are welcomed by a hologram that introduces itself as Thor. It goes on to tell them that only the brave may come before him, and only the worthy may witness Thor's might.

If the characters do nothing, nothing happens. If they move towards the obelisk, the ground shakes and the floor falls away leaving only a narrow beam over a deep, dark chasm on which they can walk to approach the obelisk. Walking across the beam requires a successful Balance check against a DC of 15.

**"THINGS WILL NOT CALM DOWN,
DANIEL JACKSON. THEY WILL IN FACT
CALM UP."**

- TEAL'C

If only a single character is present, the floor shakes when he or she is half-way across the beam, and he or she must make another check against a DC of 20 to remain standing on the beam. On a failed check the character falls onto the beam, either lying down or sitting. On a critical failure the character falls off the beam into the chasm below (see "Falling Off the Beam," above). Standing up after falling requires a Will save against a DC of 15, representing the courage to continue on despite the danger.

If more than one character is present, the ground shakes when the second person reaches the halfway point, and the character must make another check against a DC of 20 to remain standing, with the same consequences described above. In this case, if another character willingly walks onto the beam to help, they must make a Balance check (DC 15) to reach the fallen character, followed by a Will save against a DC of 15 to bend down and help the

fallen character. As the characters rise, the ground shakes again, and the characters must again make a Balance check (DC 20) to remain on the beam. On a failure the characters fall into the chasm.

Falling Off the Beam: The chasm doesn't really exist. It is an illusion designed to test the courage, bravery, and if applicable, the selflessness of the visitors in the Hall. When a character or characters falls into the chasm, after a momentary sensation of falling, they find themselves standing on the restored floor of the cavern. Depending on the circumstances, the hologram of Thor either tells them that they are not yet worthy or (if the effort displayed the requisite bravery/selflessness, etc., even in defeat) that they may advance to the next step.

Unworthy characters are returned to the entrance of the Hall; they may not reenter for at least two months. Worthy characters are told that they must add wisdom to their other virtues. If they solve the Riddle of the Runes, Thor will show them his true might. As the image of Thor fades, the characters are then transported to a new chamber.

THE RIDDLE OF THE RUNES

The Riddle of the Runes is the final test visitors face in the Hall of Thor's Might, challenging their knowledge and understanding of Norse runes, mathematics and geometry.

The characters find themselves in a room with drawings and/or runes on three walls. One wall holds a pictogram (a crude drawing of a Viking longboat on the water), a set of runes, and a set of geometric shapes, including a circle, a pentagon, and others. In order to solve the riddle, one must first decipher what the runes mean and then determine how the sets of runes relate to one another. In particular, the runes represent the mathematical constant pi and are related to the circle (from the series of shapes). Since pi is used to calculate the area of a circle (if you know

its radius) the character(s) must draw a radial line through the circle and touch the stone that appears from behind it to indicate they've correctly solved the riddle.

Studying the pictogram reveals nothing of significance, nor do the geometric shapes.

Studying the runes can reveal two possible meanings. A successful Knowledge (History) or Languages (Norse) check against a DC of 15, or Linguistics check against a DC of 30 reveals them as symbols for defensive power, a wagon or chariot, a dice cup (or fate) and a horse (or movement). A second successful check against a DC of 20 reveals that each rune also represents a number (3, 14, 15, and 9).

Once the numerical values of the runes are known, a successful Knowledge (Mathematics) check, DC 10, or an Education check, DC 15, reveals that the numbers taken together are the first few digits of PI (3.14159).

The last step of the riddle is to determine what needs to be done once the characters decipher the true meaning of the runes. Making the connection between pi and the circle shape, and figuring out that you must draw a radial line requires a Knowledge (Mathematics) against a DC of 12 or an Education check against a DC of 18. After the line is

drawn, the circle (comprised of sand) dissolves away, revealing a stone, similar to the one on the obelisk at the Hall's entrance. The characters must touch the stone to complete this final challenge.

Ideally, the players themselves will be able to solve the Riddle without having to rely on skill checks.

MEETING THOR

Upon successful completion of the Riddle of the Runes, the image of Thor appears again, this time in his Asgard form, and explains that because they have met the challenges and may now see him in his true form. This is a direct holographic communication with Thor (though if he is occupied, one of his underlings will appear in his stead), and the characters may convey any information they wish to him through it.

HERMOD, THE ASGARD TEACHER

When Daniel, Carter, and Gairwyn solved the Riddle of the Runes, Thor realized that continuing to hide the Asgard's true nature from the Cimmerians no longer served its purpose. Gairwyn had not only seen Thor's true self, but she had also been onboard his ship the *Biliskner* and met him in person. It would only be a matter of time before word of her discoveries spread to the people of Cimmeria.

After dispatching Heru-ur's forces and returning to Asgard space, Thor arranged for an Asgard teacher to return to and remain on Cimmeria. He would both aid in the rebuilding of their villages, and guide the Cimmerians in the advancement and development of their culture. The Asgard assigned Hermod, an Asgard Protected Planets Enforcer who shares the name of the Norse messenger of the gods, to this duty. His first order of business was the reconstruction of Thor's Hammer, the device that scans all those who come to Cimmeria via the Stargate and transports Goa'uld and Jaffa into the labyrinth. Hermod also set up a network of sensor satellites in planetary orbit that alerts him of the arrival of any and all non-Asgard ships. With these two defenses in order, he then set to work aiding the Cimmerians in rebuilding their world. In particular, he used Asgard technology to help restore the village's farms and fields, ensuring that the people would have adequate food for the coming winter.

Hermod now resides near the outskirts of Gairwyn's village, and only rarely appears in public. Thor appointed Gairwyn as Hermod's primary liaison to the Cimmerians, and Hermod usually delivers his advice through her. Only in the most important instances will he appear in person. Hermod also remains in occasional contact with Thor, as well as the Asgard High Council. Finally, he acts as a guardian of sorts for the Cimmerian people, watching over them should the Goa'uld dare return.

Within three months of his arrival, restoration was complete, and life returned mostly to normal for the people of Cimmeria. With the rebuilding complete, Hermod shifted his focus to education and development. Towards that end he helped the people build schools and training centers where the natives can not only teach their young their traditions and ways, but where Hermod can begin the decades-long process of instructing the Cimmerians in the

skills of reading, writing and arithmetic (and eventually higher sciences as well). Some members of the Asgard High Council question Thor's decision to artificially advance the Cimmerians like this, but Thor contends that since the Asgard brought the Cimmerians to their world, it falls upon the Asgard to teach and instruct them now that the truth has been revealed.

In an attempt to foster the Cimmerians' acceptance of aliens in the place of their gods, a small number of Cimmerians have been taken to Asgard space, where they will learn the history of their benefactors and experience life among them. It is Hermod's and Thor's hope that the emissaries will one day return to Cimmeria to share tales of the Asgard with their brothers and sisters, so that the people will better understand the beings whom they once worshipped as divine.

2-07: MESSAGE IN A BOTTLE

World Visited: P5C-353.

Thermosphere: Cold (CR 0; medium orbit; 100-1d100°F).

Atmosphere: None (CR 4; 0.0 atmospheres; None 1/round; SV: Fort (DC40) Dmg: 1d10 normal; Recup: 2 rounds).

Hydrosphere: None; ignore all rolls for weather effects due to lack of atmosphere.

Geosphere: Very Stable (daily earthquakes: none; no volcanic activity within 500 miles of the Stargate).

Seasons: N/A (no seasons exist).

Anthrosphere: Exotic; 1 dormant post-Goa'uld native (see below); after SG-1 visits, the world is uninhabited.

Origin: Exotic.

Stargate Location (rocky region): Ruin- and crater-scarred plain (single large intact building).

World Visited: P4G-881.

Thermosphere: Warm (CR 0; medium orbit; 50 + 2d10°F).

Atmosphere: Very thick (CR 3; 2.8 atmospheres; Exp. Inc: None/1 round; SV: Fort (DC15); Dmg: 1d3 subdual; Recup: 1 round).

Hydrosphere: Humid (CR 0; daily weather 1-79: none, 80-81: flood 1d10 MPH, 82: flood 1d10+10 MPH, 83-91: rain 1d6 in. or snow 1d10 in., 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Very unstable tectonic activity (daily earthquakes 1-90: none, 91-95: minor, 96-99: moderate, 100: major; 2 small volcanoes within 1d10 miles of Stargate).

Seasons: N/A (no seasons exist).

Anthrosphere: 1 Post-Goa'uld native (8 picks, 6 RP); Government N/A (group mind); Open (+2 with disposition checks); Cautious (military information N/A); Progressive civil rights (applies only to non-native inhabitants).

Origin: Exotic.

Stargate Location (coastal region): Rocky hummocks and scummy pools bordering a primordial sea with jagged new mountains in the distance.

EPISODE SUMMARY

SG-1 investigates P5C-353, a world that has been dead for over 100,000 years. Clearly, some horrific cataclysm has destroyed all life here – even the atmosphere is gone. Walking slowly across the blasted plains in NASA spacesuits, they find that almost nothing remains of the highly-advanced culture that once lived there. Craters and rubble stretch as far as the eye can see. Only one thing remains intact: a soaring tower that reaches into the blackened skies. Earlier probes had detected an electromagnetic signal emanating from inside. Teal'c calls the world "Tal mac" – the Goa'uld word for a devastated planet.

Inside, all is bare except for a metallic orb resting on a stand. Clearly, the building's sole purpose was to shelter this artifact. A quick examination reveals that it emits small doses of alpha, beta and gamma radiation and is the source of the electromagnetic signal detected earlier. Even more interesting, it has somehow maintained a warm (33°F) environment inside itself and has been doing so for over

remains an enigma, resisting even the most determined scanning efforts. Studying the surface, Jackson discovers that each of the symbols covering it is actually made of up thousands and thousands of minute characters – enough to cover over 1,000 pages of text! Included are cryptic instructions for opening the orb.

However, all is not as it seems. As SG-1 prepares for their next assignment, the orb awakens. Its internal temperature starts to climb as its radiation levels double and then double again in seconds, endangering the entire base. When Carter and O'Neill try to disengage the device from its holding cradle, it abruptly grows several sharp spikes. Fearing the device is a trap after all, Teal'c and O'Neill hurry it to the Stargate to return it to P5C-353. Before they can throw it back where it came from, however, the spikes shoot out to anchor it in the gate room. O'Neill is pinned to the wall through the shoulder.

Teal'c tries to free his friend by firing his staff weapon at the orb but it absorbs the energy without harm. Only O'Neill is affected by the blast as it transfers some of the energy through him. Worse, Dr. Fraiser discovers that the orb has released some sort of virus. It devours flesh and clothing; even concrete and metal are not immune. Fortunately, the organism is easy to trace – it is mobile like bacteria, small like a virus and slightly radioactive, glowing in the presence of ultraviolet light. It has already spread throughout the base... and to Lt. Simmons. Ordinary antibiotics inhibit the organism's growth but the young lieutenant is allergic to tetracycline and his health declines swiftly. (Luckily, Teal'c's symbiote renders him immune to the virus.)

General Hammond orders a Level

Four quarantine and activates the Wildfire Directive (*see the Stargate SG-1 core rulebook, page 64*). If the SGC cannot find a solution in three hours, the base's nuclear device will detonate to halt the spread of the organism. According to Jackson's translation, the orb's contents grow exponentially. The voracious organism devours everything – steam pipes, electrical conduits and even concrete. Meanwhile, efforts to free O'Neill continue despite the orb's resistance. When an attempt to cut him free fails, the orb pushes the metal spike further through his body. Yet he remains alive: the orb and virus are somehow preventing his injury from bleeding.

Realizing the virus feeds on energy, Carter and Hammond try to abort the self-destruct, but it is too late – the computers are completely compromised by the "infection" and the Wildfire Directive cannot be disengaged. In an effort to buy time, Carter suggests starving the organism. Without oxygen, its growth slows dramatically but this is only a stopgap. If they cannot bring

100,000 years. Jackson speculates that it might be some sort of "time capsule," a memorial to the long-vanished inhabitants and how they lived and died. Teal'c agrees: a System Lord often does something similar when defeated. However, the "message" a Goa'uld leaves behind is usually deadly and designed to avenge defeat, not provide knowledge.

Deciding that the possible benefits outweigh the risks, O'Neill orders it brought back to Earth. SG-1 gently loads it into a FRED and they return to the Stargate before the air and power in their spacesuits run out. Unnoticed by the team, the long-slumbering orb awakens...

Once through the Stargate, Carter and Jackson eagerly begin studying the orb. Assisting them is the young Lt. Simmons, an Air Force Academy graduate recently assigned to the SGC. The orb proves even more fascinating once SG-1 gets it into a lab (though Simmons spends more time studying Dr. Carter than his work). Not only is it composed of two previously unknown elements but the interior



the computers back online, the nuclear device will detonate in less than two hours. The blast will feed the virus enough energy to blanket the Earth and devour everything.

Jackson, still struggling with translating the orb, discovers that the virus is actually an intelligent being and is trying to communicate through the computer systems (though he cannot understand the message since he lacks a common point of reference). With time running out, he and Carter convince Hammond that their only hope now is to feed the virus. The “warning” on the orb actually defined how far the virus must multiply before it became self-aware. With increased oxygen and renewed bursts from Teal’c’s staff weapon, the virus grows astronomically – but at a cost. The blasts are transferred through Col. O’Neill, who is still impaled on the spike. The shock is too much for him and, and his heart stops.

Fortunately, the organism has reached maturity. It revives the thoroughly infected O’Neill and he becomes the point of reference both species require to communicate. With an eerie “good morning, campers” the hybrid being explains its plight. It is the last remains of a species which died out over 100,000 years ago when their world, P5C-353 went extinct. Referring to itself as “we,” it constructed the orb and waited until someone came through the Stargate. Upon the orb’s exposure to the atmosphere of a living world, the organism went forth and multiplied – so it was written upon the orb.

With the Wildfire countdown nearing completion, Hammond and Carter bargain with the entity, explaining that the nuclear explosion and the resultant growth of the entity will wipe out humanity. “We” knows this to be true, as O’Neill knows it to be true. However, sending it back to its original home would kill it too. Jackson suggests that the orb be moved to P4G-881 – a primordial world that was to be the site of SG-1’s next mission. Lifeless, but rich in oxygen, it would make the perfect home for the organism. “We” agrees. The entity retreats from the SGC complex and withdraws back into the orb. With the help of O’Neill, the aliens exit through the Stargate with only moments to spare.

BACKGROUND THE A’T’TRR

Thousands of years ago, P5C-353 was host to a highly advanced culture, the A’t’rr. At their peak, they might have rivaled the Goa’uld or Asgard in achievement. Now, all that remains of them is a single orb, waiting to be reborn. For despite it all, the A’t’rr lived and died alone in their single star system. Without naquadah to power hyperdrives or a way of opening their Stargate, they were confined to their homeworld. When the end came, there was no escape.

Study of the text inscribed on the orb and subsequent archeological expeditions to P5C-353 reveal some clues about the former inhabitants. The A’t’rr descended from tree-dwelling pseudo-arachnids. Groves and small forests would host a queen and her attendants in a nest. Trade between nests, particularly in ideas, ballads and web-poems, eventually led to a peaceful, contemplative culture. Slowly, they spread out, colonizing the rest of their world and looking out to the stars in wonder and curiosity.

Discovering the Stargate, they debated its origins, spawning a host of speculative fiction as to its creators and what lay beyond its unresponsive archway. Unfortunately for the A’t’rr, P5C-353 was the only inhabitable world in their star system and they never found a way to leave it on their own. The Stargate never opened, and they could not find a viable address beyond it. Instead, they dwelt in contemplation for thousands upon thousands of years.

Their idyll ended over 100,000 years ago with the death of their world. Tidal forces slowly drew their planet’s moon inwards over the eons until it reached Roche’s Limit and broke up. The bombardment by the resultant fragments destroyed everything. Their fate was inevitable but they had many years to contemplate it. They constructed the Orb in a final bid to preserve themselves. After imbuing it with their legacy and protecting its resting place as best they could, they awaited the end in the hope that someone, someday would come. A benevolent people, they believed that anyone upon discovering their seed would help them. The requirements for their “rebirth” was simple: warmth, sunlight, and a friendly world.

Fragmentary records uncovered by subsequent SGC expeditions and analysis of the Orb’s inscriptions indicate that there may have been an effort to colonize nearby systems. Denied hyperspace, they set out using slower than light travel – namely solar sails. In over 100,000 years, it’s possible than these expeditions may have reached their goal, and surviving colonies of the A’t’rr may await discovery on worlds near their P5C-353. It may even be that the Reetou, a similarly arachnid species, are in actuality the A’t’rr’s descendants (*see page 71 for more information*).

Since the Orb incident, the SGC is reluctant to explore either P5C-353 or P4G-881. Further expeditions have found little of value. The harsh vacuum conditions make exploration difficult and time-consuming, with all work done in space suits. Any supplies must be brought in through the Stargate and travel is restricted to the immediate vicinity. For the moment, the SGC considers the world too dangerous to risk any but the most cursory expeditions.

NOTABLE FEATURES TEMPLE OF THE ORB

Looming hundreds of feet above the Stargate, the Temple of the Orb is one of the few surviving structures on P5C-353. When the moon broke up in its orbit, the A’t’rr concentrated all their remaining energies to protect their future legacy. Surrounded by devastated, airless plains, the Temple is as unblemished as the day it was raised. It serves as a beacon, magnifying the signal generated by the Orb housed within. The Temple’s only chamber room is a vast vaulted cathedral where the Orb lay for over a hundred thousand years. Broad corridors lead into this shrine, their walls and “cathedrals” inlaid with intricate writings describing the A’t’rr’s history, triumphs and final end.

In ages past, the structure’s defenses were the best that the A’t’rr could muster. Force fields, beam weapons and the most resolute construction were all employed to protect their legacy from disaster, but since then, these have fallen into disrepair. Further exploration could reveal much if any of these technologies survived.

2-08: FAMILY

World Visited: Chulak.

Thermosphere: Warm (CR 0; orbits around common point in binary system; 2d20+25°F).

Atmosphere: Normal (CR 0; 0.9 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Semi-arid (CR 1; daily weather 1-88: none, 89: flood 1d10 MPH, 90-92: rain 1d3-1 in., 93: thunderstorm, 94: dust storm, 95: hurricane, 96-97: wind 1d10 MPH, 98: wind 1d10+10 MPH, 99: wind 1d10+20 MPH, 100: wind 1d20+30 MPH).

Geosphere: Very Stable (earthquakes: none; no volcanoes within 500 miles of the Stargate).

Seasons: Mild (1-17: spring, unchanged; 18-50: summer, +2d10°F; 51-83: autumn, unchanged; 84-100: winter -2d10°F).

Anthrosphere: 3,000,000 natives; Early Medieval* (4 picks, 2 RP); Feudalism; Suspicious (-1 with disposition checks); Aggressive (300 soldiers, squad size 2d4 soldiers); Very Poor civil rights.

Origin: Indeterminate.

Stargate Location (scrub region): Rocky terrain surrounded by forests, swamps and jungles to the west.

* With significant exceptions due to the presence of Goa'uld System Lords, who provide the Jaffa with more advanced technology while in their direct service.

EPISODE SUMMARY

As SG-1 prepares for another mission, claxons sound and the Stargate activates. An unscheduled arrival is on the way – and they are carrying SG-1's GDO. The traveler turns out to be Teal'c's old mentor, Bra'tac, bringing bad news: Lord Apophis is alive and has returned to Chulak. Worse, he has taken Teal'c son, Rya'c, captive. Bra'tac claims that the Serpent God's control of over the Jaffa is weak and that he has taken the boy to lure Teal'c into a trap. Capturing or killing the infamous *Ahol'va*, Teal'c, is essential if the System Lord is to retain his authority. Most of Apophis' loyal Jaffa perished when SG-1 destroyed his ships over Earth some months earlier (see page 6). Only he and his son Klorei escaped. Any further show of weakness will result in his removal by rival System Lords. Reluctantly, General Hammond allows the operation to proceed, but retrieving the boy is their priority, not defeating Apophis.

Disguised as pilgrims, SG-1 returns to Chulak with Bra'tac. The canisters of nerve gas which preceded them through the Stargate make their arrival uneventful. Fro'tak, another old friend of Teal'c (and secret rebel) provides the team with shelter. There Teal'c meets his wife, Drey'auc, for the first time in over a year. She too has bad tidings: she has terminated her marriage to him and wedded Fro'tak instead. Only the intervention of his friends and a reminder that Rya'c needs him keeps the enraged Teal'c from murder. Bra'tac extracts a promise from him not to commit *kel mar tokeem* (revenge by the wearer of horns) before he allows the mission to continue. Drey'auc explains that Teal'c's betrayal of Apophis left her an outcast. To escape the *kresh'taa* camps and provide a better life for her son, she married Fro'tak.

Led by Bra'tac, SG-1 sneaks into Apophis' palace to rescue Rya'c. The guards are few and easily dispatched, suggesting that the Serpent God's weakness is more than a mere rumor. However, once freed, Rya'c denounces Teal'c as a traitor. The boy's cries alert more guards and the team flees into the night. Apophis has brainwashed the boy to punish Teal'c for his betrayal.

Regrouping at Fro'tac's home, they watch a broadcast by Apophis and his "most loyal subject" Rya'c, who declares his father to be a *ha'taaka* ("the forgotten"). Apophis offers a great reward, one million *shesh'ta* for Teal'c alive, and another million for the heads of those with him. The boy then pleads for the people of Chulak to rescue his mother from the "evil ones." Surprisingly, Teal'c takes heart from this announcement. Rya'c stated that his mother is from the Morning Chanka Groves, but Drey'auc is from the Kodai Plains. In happier times, Teal'c took his son to the Groves to play; the words are a clue, indicating that he must still resist Apophis! Encouraged, Teal'c makes plans to visit the grove the next morning, hoping to rescue his son. The others are dubious, but reluctantly agree to help their friend.

Meanwhile, Apophis' warriors begin a house-to-house search for the infiltrators. Fro'tak diverts them long enough for the group to hide. After the searchers leave, Drey'auc confesses that she does not love Fro'tak and only married him to give Rya'c a better life. As the two embrace, Fro'tak watches enviously. Betrayed by both his friend and his wife, he slips away into the night. Luckily, he's spotted by O'Neill, who quietly shadows him. The Jaffa leads straight to Apophis' palace – doubtless intending to betray the team – and O'Neill is forced to kill him before he can raise an alarm.

As Teal'c suspected, Serpent Guards move Rya'c to the Chanka Groves the next morning. The guards fall easily in an ambush by SG-1... perhaps too easily. Once rescued, Rya'c is overjoyed to see his father. Remembering the naquadah bomb Cassandra carried (see the *Season One sourcebook*, page 59, and the *episode Singularity*), Carter examines the boy but she can sense no traces of naquadah in him. Teal'c insists that his son must have overcome Apophis' control but the others are not so sure. Hurrying back to the Stargate, they find only a pair of Serpent Guards standing watch. SG-1 dispatches them easily – again, too easily – and returns to Earth, Drey'auc and Rya'c in tow.

Once back in the SGC complex, the still-suspicious O'Neill ensures that Dr. Fraiser examines the boy closely. Rya'c grudgingly agrees to the delay but is eager to see Earth's skies. Chulak has two suns and he has heard the Tauri world only has one. Drey'auc – seeing her boy with the sharpness only a mother can possess – spots something disturbing. Two teeth, knocked out while training with Bra'tac are no longer missing. Upon discovery, the boy goes berserk, seething with hatred against his father and clearly still under Apophis' control. Further examination reveals the teeth contain two halves of a powerful biological weapon implanted by the Serpent God. Once outside the SGC, Rya'c intended to bite down and shatter them, combining the chemicals and activating the weapon. The resulting virus would end all life on Earth within a week.

Teal'c and Drey'auc's attempts to convince their son of his false beliefs fall upon deaf ears. The boy refuses to

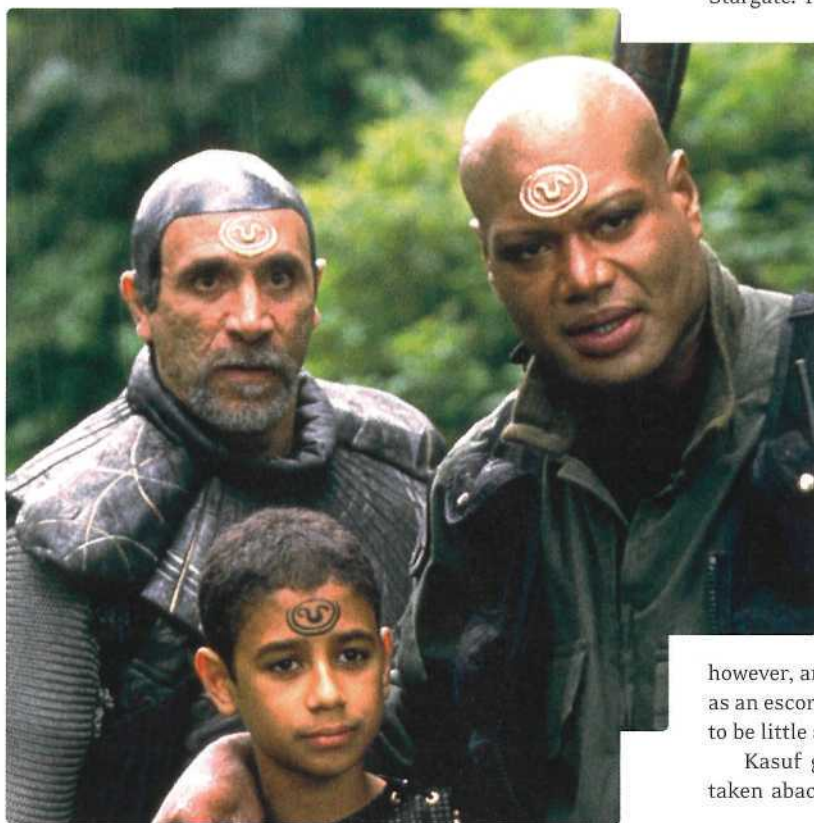
listen to shol'va and demands to be reunited with his god – who loves him. Even the fact that his “beloved” Apophis meant him to die along with everything else on Earth means nothing. The System Lord has done his work well, twisting the boy into a fanatic devotee.

Dr. Fraiser recommends using electro-convulsive therapy to effect a cure. However, it is a risky treatment at best and even riskier to perform on a child – especially when so little is known about Jaffa physiology. Worse, it could kill the Goa'uld larva Rya'c carries, effectively dooming the boy. Teal'c, however, has a different solution. No Jaffa has ever died from a single shot of a zat'nik'tel – and according to Dr. Fraiser, the effects are similar to ECT.

Steeling himself, Teal'c begs his son for forgiveness and fires the zat gun. The energies nearly overwhelm Rya'c, leaving him in convulsions. Drey'auc tearfully hugs her son, singing a lullaby. Soon the boy's voice joins his mother's, weakly reminding her of the proper words. Upon seeing his father, Rya'c's face lights up with joy. He has no memories of his captivity, and is free of Apophis' influence. Afterwards, Teal'c journeys with his wife and son to P3X-797, the “Land of Light,” where they will be safe from Apophis and the Goa'uld. (See the *Season One sourcebook*, page 18, and the episode *The Broca Divide* for more on the Land of Light.)

BACKGROUND

An overview of Chulak's planetary features, society, and culture can be found on pages 69-72 of the *Stargate SG-1* core rulebook, and throughout the *Season One sourcebook*. Further information on Apophis' status during this period can be found on page 59.



2-09: SECRETS

World Visited: Abydos.

Thermosphere: Hot (CR 0; orbits at the inner edge of its sun's habitable zone; 3d20+50°F).

Atmosphere: Normal (CR 0; 1.0 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Arid (CR 1; daily weather 1-89: none, 90: flood 1d10 MPH, 91-93: rain 1 in., 94-95: dust storm, 96-100: wind 1d10 MPH).

Geosphere: Very Unstable tectonic activity (daily earthquakes 1-90: none, 91-95: minor, 96-99: moderate, 100: major; no volcanoes within 10 miles of the Stargate).

Seasons: Severe (1-25: spring, unchanged; 26-50: summer, +4d12°F; 51-75: autumn, unchanged; 76-100: winter, -4d12°F).

Anthrosphere: 5,000 natives; Bronze Age (3 picks, 1 RP); Feudalism; Suspicious (-1 with disposition checks); Aggressive (300 soldiers, squad size 2d4 soldiers); Very Poor civil rights.

Origin: Indeterminate.

Stargate Location (desert region): Hundreds of miles of desert.

Abydos is described at greater length on pages 66-69 of the *Stargate SG-1* core rulebook, and page 8 of the *Season One sourcebook*.

EPISODE SUMMARY

After Daniel's wife, Sha're, and her brother, Skaara, were kidnapped from Abydos by Apophis (see the *Season One sourcebook*, page 8, and the episode *Children of the Gods*), Daniel advised their father, Kasuf, to bury the Stargate. The archaeologist vowed he would do everything in his power to find Sha're, and would attempt to return to Abydos in one year.

Now it is one Abydonian year later.

Daniel has dispatched a MALP to Abydos and found the gate active. In fact, Kasuf himself awaits them in the chamber under Ra's pyramid. O'Neill is dubious about telling the older man that his daughter has been taken as a host for a Goa'uld – it's a horrible piece of news – but Daniel is firm. Kasuf deserves to know the truth, and most importantly he needs to know that Daniel has not given up. Also, if Daniel does not appear, Kasuf will bury the Stargate once more, this time for good.

General Hammond has some misgivings, because Colonel O'Neill and Captain Carter are expected in Washington DC (to receive the Air Medal directly from the President for their heroic acts). The President's schedule can't be adjusted to accommodate a delay for a trip to Abydos. Daniel makes his case well, however, and Hammond permits him to go with only Teal'c as an escort. The Abydonians are peaceful, and there seems to be little sign of danger in the MALP's transmissions.

Kasuf greets the pair as they arrive on Abydos. He is taken aback to see a Jaffa, but Daniel reassures him that



Teal'c is a friend and goes on to apologize for his failure. He has returned without Sha're in spite of his vow, but he pledges to continue for as many seasons as it takes. Kasuf is stoic when he receives the news. "Come," he invites them cryptically, and leads them to his dwelling. There, they receive a shock: Sha're is there, as beautiful and human as Daniel remembers... and nine months pregnant.

Despite her benign appearance, however, Teal'c is immediately on guard. The Jaffa knows how well the Goa'uld can deceive their enemies, and he coolly levels his zat pistol at Daniel's wife. Kasuf interjects himself between them, but Daniel confirms his friend's words and demands an explanation from the woman in front of him. She admits that it is true, but the demon is asleep because she is with child. The Goa'uld cannot dominate her, or else the baby will be stillborn. She is in control of her own actions. She is Sha're.

Teal'c is stunned. He has never heard of a Goa'uld fathering a human child – it is an unspeakable taboo. Such a child (called a "Harsesis") would possess tremendous power, constituting a threat to the other System Lords. Apophis, it seems, has great plans – so great that he would defy the most sacred laws of his kind to see them fulfilled. It is little wonder that he has hidden her away here. He cannot risk his enemies learning what he has done.

Shaken by the news, Daniel leaves the tent; he needs some time to think. Sha're is convinced that he no longer loves her, but Teal'c contradicts her. He has seen Jackson's actions over the last year, and the way he endured great adversity because of his love for her and his desire to be reunited with her. Sha're stares at him as he speaks. She recognizes him through the memories of her symbiote, Amaunet, and recalls how much Apophis hates him. Teal'c is intrigued. If Sha're can recall such things, she may be able to provide invaluable information. He goes to speak to Daniel: they must return to Earth immediately. Access to the Goa'uld genetic memory, even for a short time, could be tremendously important. Daniel rails against the suggestion, but in the end there is little choice. Soon Apophis will return to take her and the child.

Daniel returns to the tent to speak with Sha're alone. She asks for his forgiveness, but he embraces her. "There is nothing to forgive. I love you. I want you to come home with me."

Back in Washington, Colonel O'Neill and Captain Carter are attending a reception for their award. There, they spot General Hammond talking to another officer – Carter's father, General Jacob Carter. O'Neill is pleased to meet the man, but it quickly becomes apparent that the father and daughter have some issues, and both Hammond and O'Neill find excuses to be elsewhere. General Carter is pleased to see his daughter decorated, but makes it plain that he doesn't believe the cover story (that Samantha works on "deep space RADAR telemetry"). But no matter what it is, he states slyly, it can't be as exciting as what he has in mind for her. Samantha doesn't understand at first, but he soon spits it out. He's used his contacts to get her a slot in NASA. He's procured her a position as an astronaut candidate.

Her refusal of the offer stuns him. She can't tell him about the Stargate, and he can't understand why she's unwilling to pursue her dream of becoming an astronaut. She thinks he's mainly interested in being able to say his daughter is an astronaut. He thinks she's ungrateful and stubborn. With tension hanging in the air, Jacob walks away.

Meanwhile, Colonel O'Neill strolls across the street to a restaurant for a drink, and is quietly followed by a young man in a tweed jacket. As O'Neill sits at the bar, the man approaches and introduces himself as Armin Selig, a journalist. The Colonel excuses himself, but Selig tries to slow him down with a comment: "Heading back to the Stargate so soon?" O'Neill is cool as ice, and doesn't react at all. "I don't know what that is," he intones.

Selig knows more than that, though. He describes the gate, and plays a tape of an earlier conversation between O'Neill and Carter in a public plaza. He claims to have a source with complete information on the Stargate. Regardless, O'Neill plays dumb and heads back to the reception, where he informs General Hammond of the incident.

On Abydos, Sha're is concerned about what will happen after the child is born. She fears that Amaunet will punish the infant for her disobedience. Daniel and Teal'c work to convince her that on Earth she will be safe. The Goa'uld will be their prisoner and will not be permitted to harm the child. Kasuf has concerns as well. Once Apophis returns, he will be angered if Sha're is not present, and take his revenge on the Abydonians. Teal'c is able to offer a solution. Kasuf will simply tell the System Lord that one of his enemies came to Abydos and took the girl and the child away. The story has the virtue of being true. They decide to leave immediately and head to the Stargate.

As they arrive, the pyramid begins to shake. A Goa'uld ship is landing on top of the structure. Amaunet briefly awakens in Sha're and delays them by the precious seconds they need to escape. As a result, she goes into labor. The two men bear her away just in time, as the System Lord Heru-ur transports down into the chamber with a contingent of Horus Guards. "Find Apophis' queen!" he orders.

Meanwhile, General Hammond takes O'Neill and Carter to a secure room in the building for a conversation regarding the leak. It's hard to believe that someone in the SGC would betray their oath, but there are others who know about the program, including Senator Kinsey and his staff (see the Season One sourcebook, page 72 and the episode

Politics). Hammond orders O'Neill to speak further with Selig and discover more about what the reporter really knows. O'Neill wanders into the plaza, and waits. In short order Selig approaches him, aware that O'Neill's superiors would have ordered him to find out more. Selig is professional and cool. He already has enough information to run the story, and he's convinced it needs to be run – it's probably the most important story in history. Whether he'll publish is not up for debate; he simply wanted to meet O'Neill, and maybe get a comment. He even knows about the ships Apophis sent to attack Earth (*see page 6*) and SG-1's role in their destruction. "When this breaks, you're going to be a hero."

O'Neill stays the course in his denial. "It'll read like science fiction, Armin." The reporter is undeterred, but as he steps away, fate intervenes. Seemingly out of nowhere, a car strikes him and sends him sprawling to the street. O'Neill rushes to his aid, but it's too late. Selig looks into his face, and as he dies he rasps "you did this." The Colonel denies it, but in the back of his mind he knows there's the chance that Armin is right. Maybe someone ordered the reporter killed before he could talk.

Shortly afterward, Samantha meets with her father privately. The ceremony has been cancelled due to Selig's accident. She dismisses it as simple bad timing, but there's something more which Jacob wants to discuss. He's not one to mince words and simply blurts it out. He has cancer. Samantha is speechless at the news, and Jacob takes the opportunity to try again to get her to go work for NASA, now using his impending demise as the impetus. He wants her to become an astronaut. She can't explain why, but she has to refuse. In spite of her plea to stay and discuss things further, he cuts the conversation off and departs.

In a secret cave on Abydos, Daniel and Teal'c assist Sha're through her labor. Teal'c has been out scouting, and reveals that the Goa'uld ship which has made landfall belongs not to Apophis, but to his enemy Heru-ur. Teal'c advises Daniel that they must flee. Heru-ur will not stop until he has found the child, and as soon as the baby is born, Amaunet will regain control of Sha're and doubtless betray them. But Daniel refuses. No matter the cost, he will not leave his wife behind. Teal'c accedes, and pledges to do what he can to protect them.

In the gate chamber, Heru-ur's First Prime reports to him that they have questioned many Abydonians and Apophis' queen is here. They plan to take the queen and child alive, and then ambush Apophis as he returns through the Stargate.

As the leader of the Abydonians, and father of the woman they seek, Kasuf is being brutalized by a Horus Guard to learn what he knows. Teal'c surprises the Jaffa and subdues him in order to rescue Kasuf, then returns to the secret cave. There, he finds that Sha're is in full labor, with Daniel coaching her through the delivery. She is terrified of the return of Amaunet, but she delivers the child regardless. It's a boy, and just as feared, Amaunet immediately seizes control of her host. She is thwarted by the arrival of a Horus Guard, who demands the infant in the name of Heru-ur. The guard uses a zat gun to render Amaunet unconscious before revealing himself to Daniel as Teal'c. Now she will tell Apophis that Heru-ur has the child.

They return to Kasuf and hand the child over to him for safekeeping. He will find someone trustworthy to raise the boy in secret. Daniel explains to Kasuf that Sha're is once again lost to them, possessed by the demon Amaunet, but pledges never to stop in his quest to save her.

Back at the SGC, General Hammond awards the Air Medal to Colonel O'Neill and Captain Carter. He apologizes for the fact that the President could not make the award personally, but Carter counters that she's not disappointed at all. "It's an honor to receive it from you." The two of them are scheduled to head to Abydos to hook up with Daniel and Teal'c, so Carter heads off to gear up for the trip. O'Neill remains behind for a moment. Hammond understands the unasked question in O'Neill's mind, and answers it: "It was an accident." O'Neill replies with an obviously uncertain "Yes, sir."

In the gate chamber on Abydos, a Horus Guard (Teal'c in disguise) delivers a captive to Heru-ur: Dr. Daniel Jackson. Jackson stalls for time by offering Heru-ur an alliance with the Tauri against their common enemy, Apophis, but the Goa'uld has no use for treaties with mere humans. He prepares to subject Daniel to the ribbon device, but before he can, the Stargate activates. The Horus Guards disperse and prepare their ambush for Apophis, but Daniel and Teal'c know who's really coming. As the Stargate opens, Teal'c shoves one of the Jaffa into the vortex and opens fire on the others.



Into the chaos of the firefight, Colonel O'Neill and Captain Carter step through the Stargate. Heru-ur puts up his personal force shield, but Daniel punches him and throws off his aim as he tries to fire his ribbon device at Carter and O'Neill. Carter doubles-taps a couple of Jaffa with her zat, and follows up with another blast which disintegrates the two men completely.

O'Neill opens fire with his P90, but the rounds ricochet away off Heru-ur's force field. In a moment of inspiration, he pulls the knife from his belt and hurls it at the Goa'uld. It flies right through the energy shield and impales the System Lord's hand, destroying his ribbon device. Wounded and without his primary weapon, Heru-ur activates the ring transporter and teleports back to his ship.

Only a moment later, the gate starts to spin once more. Daniel and Teal'c look at one another: Apophis is approach-

ing. The humans quickly hide themselves as the Stargate opens. Serpent Guards emerge, followed by Apophis. He calls out for his queen, and from the door of the chamber, Amaunet answers. She enters the chamber, now rid of Sha're's simple clothes and adorned with the trappings of royalty. He demands the child, but she informs him that the boy was stolen by Heru-ur. Gravely disappointed, Apophis orders his Jaffa to dial the Stargate once more. As they do so, Amaunet steals a glance at the hiding place of Daniel Jackson, catching his eyes with her own. For a moment, her expression is one of longing – perhaps Amaunet has let Sha're have her own chance to say farewell. All too quickly the moment is over, and Apophis departs with his queen.

Realizing that there's still a Goa'uld ship sitting atop the pyramid, SG-1 hastily dials the gate again and returns home.

BACKGROUND ALL THE STARGATE'S MEN

In late 1996, reporter Armin Selig got an anonymous tip regarding a line item on the Department of Defense's black budget. According to the source, the Air Force had a secret program running under the auspices of Space Command that was sapping money into a black hole to the tune of seven billion dollars a year. An expenditure of that magnitude is hard to hide, and Armin was dubious, but as he started to dig, more facts came to the surface. Indeed, there was something raking in a tremendous chunk of the DoD's black ops funding. He found a number of bitter people willing to corroborate the fact off the record, based on their own slashed funding. Something that big had to be mighty important.

As he worked on the story, more and more fantastic pieces emerged. He followed the paper trail for much of the funding to Cheyenne Mountain, which was not a big surprise, but did present some oddities. A number of decorated special operations personnel had been reassigned to US Space Command, and attached to NORAD; a decidedly unusual assignment for a field operative. Additionally, the Mountain had been locked down completely on no less than six occasions in the last year – more than for the previous five years combined.

That wasn't the only thing wrong at Cheyenne Mountain, either. The facility had witnessed a huge increase in "accidental deaths," including an entire group of scientists who supposedly burned to death in a laboratory fire (*see the Season One sourcebook, page 59 and the episode Singularity*). He tracked down a rumor about an incident at a Colorado Springs hospital, but very few people were willing to discuss it (*see the Season One sourcebook, page 30, and the episode Cold Lazarus*). According to the story, the building had been quarantined in the wake of a transformer explosion that had released radioactive material from one of the laboratories, but that didn't explain why much of the news footage was confiscated from local affiliates, or why the one copy he was able to find (hidden by a cameraman) showed an armed Air Force Special Ops team entering the building.

Only one nurse was willing to speak to him about the incident, and only on the condition of anonymity (the men who'd talked to her after the incident were very thorough in

their descriptions of what they could do to her if she discussed the matter with a reporter). The problem centered on one man who had come to the ER with his wife. Although the records were predictably absent, she recalled their names: Jack O'Neill and his estranged spouse Sarah. The man kept making the same request over and over: he said he needed to get back to "the Stargate."

Using the Freedom of Information Act, Selig obtained personnel assignment paperwork, equipment requisitions, and a contract for construction of dozens of remote-controlled mobile laboratory probes. He began observing certain individuals, noting when they went to the Mountain and when they came home. In one instance he saw a man go into Cheyenne Mountain, stay inside for seven weeks, and come out with a rugged suntan. He also set up surveillance on various people, recording snippets of conversation that referred in hushed tones to "the snakeheads," "the gate," "SG teams," and a few references to planet this or planet that. He finally uncovered a story which appeared to explain much of the terminology, revealing a secret program studying deep space RADAR telemetry, but it smelled like a cover story. He kept digging.

As he quietly continued his research, Armin noticed that other inquiries were mirroring his own – document requests from the office of US Senator Kinsey. With information in hand, he approached Kinsey's chief of staff. Bluffing his way through the conversation with veiled insinuations that he knew about "the Stargate, the snakeheads, SG-1, the whole thing," Armin drew out a tale too fantastic to imagine: a U.S. Air Force project that utilized an alien artifact to transport people to the far reaches of our galaxy. The program, located at Cheyenne Mountain beneath NORAD, regularly sent exploration teams to visit alien worlds where many civilizations had already been discovered.

Certainly he was skeptical at first, but every fact he checked was rock solid. By leveraging the information he already had, Armin continued to meet with his source inside Kinsey's office, leading to more revelations and details. During their second meeting, he realized that the man's reluctance was false, and that he obviously had the Senator's approval to secretly leak this information. That didn't matter to Armin so long as the information was accurate, and he had every reason to believe that it was.

He compiled it all into a single master document, duplicated it, and packaged up a copy which he sent to a lawyer in London to hold. He feared that the government would seize his accumulated evidence when he revealed what he knew. London seemed a safe enough place to hold it. Of course Armin never contacted the firm again, due to his untimely death by person or persons unknown (though Col. O'Neill and other members of the SGC have their suspicions). After five years, the firm will automatically return the package to the sender: Armin's work address at the *Washington Post*. As business-related correspondence to a former employee, it would presumably be received and opened by the current Editor in Chief of the publication – and the SGC will have a huge problem on its hands...

2-10: BANE

World Visited: BP6-3Q1 (Svoriin).

Thermosphere: Warm (CR 0; medium orbit; 2d20+25°F).

Atmosphere: Normal (CR 0; 1.0 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20°F; 51-75: autumn, unchanged; 76-100: winter - 2d20°F).

Anthrosphere: 900,000 natives; Electronic Age in collapse (4 picks, 2 RP); no organized government; Extremely Open (+3 with disposition checks); no organized military structure; Moderate civil rights.

Origin: Scandinavian.

Stargate Location (equatorial region): A plaza in a city park adjacent to large bay.

EPISODE SUMMARY

On a mission to BP6-3Q1, SG-1 discovers an abandoned modern city. They can detect no traces of battle damage, radiation, or other harmful agents to account for the absence of people. Teal'c is certain that the Goa'uld would have left clear evidence if they were responsible, but before the team can get very far in their discussion of the matter, an enormous insect lands on Teal'c's back. Colonel O'Neill draws his pistol slowly, trying not to spook the thing, but at the last second before he can fire, the creature strikes with its stinger and flits away.

Teal'c instantly collapses in pain. As O'Neill and Captain Carter try to administer first aid, Daniel's eyes widen. "We better get out of here!" There are hundreds of the huge insects pouring into the plaza, heading right for them. They grab Teal'c and run for the Stargate with a swarm of the creatures in pursuit.

As the team emerges at the SGC, Captain Carter and Colonel O'Neill hurriedly put Teal'c down on the ramp and shout for the iris to be locked down. Davis hits the control and the iris slides into place across the event horizon. Teal'c is rushed to the infirmary, where Dr. Fraiser examines the wound left by the insect's stinger. She is puzzled by his extreme reaction to the damage, and the fact that Teal'c's symbiote isn't healing the injury. She soon determines that the insect has introduced a viral agent that seems to be rewriting Teal'c's DNA. The virus is too aggressive for even the symbiote's potent healing abilities. Captain Carter suggests that they consult a genetic specialist she met at the Pentagon, Dr. Timothy Harlow. General Hammond uses his influence to have Dr. Harlow immediately sent to the SGC, and the scientist quickly discovers that the alien insect's venom will soon change all of Teal'c's DNA.

Shortly afterward, Colonel Maybourne arrives at the SGC with orders for Teal'c to be transferred to his custody. Samantha confronts Harlow – she realizes that he must be working for the NID now. Harlow admits to it, but continues to claim he has Teal'c's best interest at heart. He can do more for Teal'c in the NID's fully-equipped scientific facilities. Teal'c is led out of the SGC in chains, over protests of Dr. Fraiser.

While riding in the transport truck, Maybourne admits to Harlow that he's not interested in stopping Teal'c from transforming – in fact he's hoping to gain some sort of bioweapon from the end result. Harlow is horrified, and realizes that Samantha was right. The point is rendered moot, however, when Teal'c suddenly flies into a violent rage. He attacks the driver and runs the truck off the road. His guards are rendered unconscious. Before he flees, Teal'c stops for one last thing. He removes the larval Goa'uld symbiote from his belly pouch, and drops it on the floor of the van.

A manhunt is immediately organized. Harlow advises them to hurry. Without Teal'c's symbiote, the transformation will accelerate. Dr. Fraiser works to keep the larval Goa'uld alive in a tank, but she knows it will eventually die. Harlow claims that he might have some experimental RNA inhibitors that could help cure Teal'c, but he'll need a sample of the alien insect's venom for tests. SG-1 agrees to return to BP6-3Q1 to obtain it.

Meanwhile, Teal'c has reached Denver. Driven by the conflicting forces of the transformation, he finds a quiet abandoned building in which to hide. His body is covered in horrible sores, attesting to the progress of the change.



SG-1 succeeds in capturing one of the insects. Harlow is pleased and fascinated with it, as well as with the video that the team brought back. They heard noises coming from a structure and found a number of human bodies inside, cocooned. As they watched, a cluster of alien insects emerged from one of the bodies. The implication is that each person infected will spawn a dozen of the insects, not just one.

As Teal'c awaits the inevitable, he is happened upon by a little girl named Ally. Though he wants to be left alone, the candy bar in her pocket persuades him to let her stay – his

body needs energy. She agrees to get him more food, but warns him that he'll owe her one. When she returns, she questions him further. The police are asking about him on the street. Teal'c warns her to go, but Ally refuses. She is certain that Teal'c won't hurt her. Her father was a policeman, she says, and she inherited his ability to smell bad guys. Her nose tells her Teal'c is good.

Back at the SGC, Samantha's new estimates regarding the bug's infection are staggering. Multiplying by a factor of ten with each incubation cycle, in six to eight weeks there could be millions of them. Meanwhile, Dr. Harlow comes up with a drug that shows promise. It will not cure a normal human, but with Teal'c's symbiote working along with it, the chemical might be enough.

Meanwhile, Maybourne's men discover the building where Teal'c is hiding and catch Ally. Her sense of smell serves her well, though, and she tells Maybourne nothing. Maybourne's men fail to find Teal'c in the building's attic space, and give up. When Ally returns to Teal'c she is shocked to discover his body covered in a cocoon. This is too much. She says she's going to get the police if he can't give her another way. He tells her to call Colonel O'Neill.

In short order SG-1 arrives on the scene. They immediately recognize the final stage of the transformation and rush Teal'c back to the SGC for treatment. Daniel assures Ally that they'll do everything possible to help him.

The treatment proves successful, and Teal'c begins to recover, but Maybourne still has the authority to have all the research materials transferred to the NID. Dr. Harlow privately promises that he will arrange a laboratory accident to destroy all of the research regarding the alien bug's venom. The NID won't get their bioweapon after all.

Later, when he is sufficiently recovered, Teal'c returns to visit Ally and express his thanks... along with a large water pistol as payment for her help.

BACKGROUND

SVORIIN

Planet BP6-3Q1 – called Svoriin by its natives – is (or rather *was*) populated by people of Scandinavian origin, transplanted there by the Asgard thousands of years ago. Unlike the people of Cimmeria (*see the Stargate SG-1 core rulebook page 72*), the Svoriin were never discovered by the Goa'uld, and never required additional defenses from the Asgard. The little gray aliens observed them at various points in their history, though the natives never became aware of their existence. The Asgard have no knowledge of the current catastrophe on Svoriin, but would be able to assist in the eradication of the infestation flies if they were somehow notified.

Over the last 3,000 years, the Svoriin developed a technological civilization. Though they never came close to straining the resources of their world, they have fought many wars over religious differences. The Stargate on BP6-3Q1 traded hands many times over the course of their history, as it is a strong religious icon for all of the major factions of their people. Their legends are very clear about the Stargate's purpose, and provide good instructions for its use, but lack the critical information regarding symbol combinations (save those for their own world) prevented them from making extensive use of it.

After a major religious conflict two centuries ago, the Stargate was installed at the prominent city of Sonden in the midst of a memorial park. Many doubted its abilities, since the gate had not been opened for thousands of years, but that didn't prevent pilgrims from visiting the icon every year and attempting to dial out. That changed last year, when a sequence randomly dialed actually connected to another Stargate.

After getting over the initial shock of the event, the Svoriin decided to explore the world at the other end of the wormhole. It turned out to be a lush jungle planet, filled with amazing plant and animal life, including, unfortunately, the infestation flies (*see page 163 and the Stargate SG-1 core rulebook page 479*). One explorer was stung and brought back through the gate for medical treatment. In a normal human the transformation process is incredibly fast, and the Svoriin, while advanced in other areas, lacked the thorough understanding of genetics required to comprehend the danger. Once the first victim's cocoon hatched, the epidemic began. The results were devastating.

Over the course of the last year, the Svoriin have been driven to the brink of extinction. Their population of hundreds of millions has dwindled to less than one million worldwide, mostly scattered in urban areas that offer sealed shelters from the flies. Stockpiles of food and supplies intended to support the residents of a metropolis for several weeks are sufficient to last the small bands of survivors for quite some time longer, but they're starting to run low.

Because the infestation flies are less active at night, the Svoriin stay inside their shelters during the daylight hours and venture forth only after dark. The tiny population of Sonden has been busy building a greenhouse inside of a clear geodesic dome which once served as a sports arena. Sealing the building completely and completing makeshift "airlocks" is of the utmost priority, and all the work must be done at night.

In spite of their nocturnal schedule, the Svoriin are still losing people to the infestation flies in isolated incidents. The flies are less active at night but will attack if disturbed, and there are so many of them that it is not uncommon to run across them while searching for supplies or construction materials. Nearly every remaining member of the populace is armed with a stun weapon or a cryo-sprayer to ward off the creatures, but when the creatures swarm it can be impossible to effectively defend against them.

SVORIIN RELIGION

The Svoriin have many faiths, the most prominent of which are the Gards and the Gemonites. The Gard faith claims that all life on Svoriin was created by the Supreme God Thor, all-knowing benefactor of their race. The Stargate served as the vehicle by which Thor crafted their people from the chaos of the universe. The Gard church is the oldest and most powerful on Svoriin, holding sway over many political leaders in the most influential nation on the planet, in which the Stargate resides.

The Gemonites descend from the followers of a man named Gemon, who claimed to be a Prophet of Thor eight hundred years ago. Branded as a heretic by the leaders of

P8X-551

Thermosphere: Hot (CR 0; normal orbit; 2d20 + 50°F).

Atmosphere: Normal (CR 0; 1.3 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Humid (daily weather 1-79: none, 80-81: wind 1d10 MPH, 82: wind 1d10+10 MPH, 83-91: rain 1d6 in., 92-96: thunderstorm, 97-98: hurricane, 99: wind 1d10 MPH, 99: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 100 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +1d10°F; 51-75: autumn, unchanged; 76-100: winter -2d10°F).

Anthrosphere: N/A (no intelligent natives).

Origin: None.

Stargate Location (jungle region): A thickly overgrown clearing in the midst of a giant rain forest.

P8X-551 is a primordial world, similar to the Cambrian era of Earth, and the original home of the infestation flies. Its sole continental mass is dominated by primitive plant life (such as ferns), and the native fauna have not advanced beyond the amphibious stage. Multisegmented invertebrates slink through the primordial swamps – some growing to monstrous proportions – and a few species of large frog-like creatures have recently risen to the top of the food chain. Infestation flies are quite populous in the area surrounding the Stargate, having carved out a substantial niche in the local ecosystem. However, the planet's solar radiation keeps their numbers in check (*see page 163*) many of the native species have developed an immunity to their venom; if an SG team could capture one and return it to the SGC, they may be able to develop a cure for the flies, and possibly help restore Svoriin in the process.

the Gard church, he nonetheless built a strong following on the basis of the miracles he supposedly performed. In fact the man discovered a cache of Asgard technology, and learned a great deal from the responsive hologram he encountered there. Some of the devices he obtained were able to heal the sick and create other seemingly miraculous effects, though they have all been lost over time.

The Gemonites revered the Stargate as a holy object because Gemon claimed that they would someday be reunited with Thor through it. The Gard see such a claim as blasphemy, instead believing the Stargate actually *created* the human race. To the Gard, the Stargate is only for the likes of a god. When the gate was first activated by a Gemonite pilgrim dialing a random sequence of glyphs, many saw it as a vindication of their faith. The Gard saw it as the ultimate evil temptation, something that none should ever trifle with. In time, though, the Gemonites argued passionately for the chance to risk their own lives in an attempt to prove their way was right.

At first all went well enough. The explorers were able to travel to another world, and return safely. But on one trip a

man was stung by an infestation fly and had to be brought back for medical treatment. When the flies began to spread it quickly became clear that Svoriin was doomed – Thor was visiting his wrath upon the populace for daring to place themselves on the level of a god. Had the infection not been so incredibly fast, it may have sparked a new religious war; as it was they were too busy dying to worry about killing each other.

In the aftermath of the catastrophe there are almost no people left who claim to be Gemonites. Those who do are shunned by most other people. They are the Harbingers of Destruction, hated and feared by the entire planet. Those few who have not yet been claimed by the infestation flies lead hermetic lives in isolation and loneliness.

ASTRIMAR

In orbit around BP6-3Q1 is the *Astrimar* space station, home to over 100 astronauts and scientists. As the infestation flies spread across Svoriin, the station's residents could do little more than watch.

Eventually the Mission Command frequencies went silent, but the station still broadcasts a shortwave signal on a regular basis, hoping to make contact with ground-based transmitters to get updates on the state of the world. An SG team's tactical radios will indicate the presence of a signal at the edge of their designed frequency range. An Electronics repair check at DC 15 is necessary to modify a radio to receive the signal: "This is the *Astrimar* Space Station broadcasting from an orbital height of 450 road-spans (kilometers). If you can hear this transmission, please respond. We will pass over this position again in 90 minutes."

Naturally the team's hand radios will not reach orbit, but there are transmitters in Sonden that could be set to the right frequency, or the team could request a more powerful transmitter from the SGC. Radio contact with the station is possible for 15 minutes of each 90 minute interval. A university in Sonden contains an observatory that has access to satellite communications. An Electronics check at DC 20 and a Computer check at DC 20 (which includes the modifiers for alien equipment) are sufficient to get access to the system and gain uninterrupted communications with the station (as well as a good view of it if the characters avail themselves of the telescope). Of course the university campus is crawling with infestation flies, just like the rest of Svoriin.

The technician aboard *Astrimar* will request updates on the status of Svoriin, believing the characters to be natives. Once he is convinced of their extraplanetary origin, his commanding officer, Technical Captain Birgit Sonnesgart (*see page 116*), will take over the conversation.

With supplies limited, and no communications from their ground control base to indicate any upcoming relief missions, the crew of *Astrimar* is faced with the choice of waiting to starve in orbit, or using their emergency pods to return to Svoriin and face the danger on the planet below.

Ironically, *Astrimar* holds the key to destroying the flies. Fusion reactors intended to be used for a future lunar colony are in storage at the station. By using their remaining maneuvering fuel, and the orbital vehicles docked

there, they could place the reactors into low orbit around the planet and detonate them, producing an electromagnetic pulse that would blanket all of Svorin and kill the infestation flies. Unfortunately, they have no knowledge of the creatures' weakness; the SGC, or some other party, will need to ascertain that information. If the astronauts have been rescued beforehand, then other methods will be required to rid the planet of the scourge.

2-11 AND 2-12: THE TOK'RA

World Visited: P34-353J (The Tok'ra Homeworld).

Thermosphere: Warm (CR 0; close orbit; 2d20+25° F).

Atmosphere: Thin (CR 0; 0.5 atmospheres; Auto -1; Exp. Inc: 1 hour; SV: Fort (DC15)1/2; Dmg: 1d3 subdual; Recup: 1 round).

Hydrosphere: Arid (CR 0; daily weather 1-89: none, 90: flood 1d10 MPH, 91-93: rain 1 in. or snow 1d4-2 in., 94-95: dust storm, 96-100: wind 1d10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Extreme (1-25: spring, unchanged; 26-50: summer, +4d20°F; 51-75: autumn, unchanged; 76-100: winter -4d20°F).

Anthrosphere: 2,500 natives; Goa'uld (7 picks, 6 RP); Oligarchy; Suspicious (-1 with disposition checks); Extremely Cautious (1,000 soldiers, squad size 1d4 soldiers); Very Progressive civil rights.

Origin: Tok'ra.

Stargate Location (upper region): Rocky terrain in wasteland, desolate ridge overlooking sand dunes.

EPISODE SUMMARY

Screams and staff weapon blast and echo through a tunnel walled by crystalline structures. Ahead of the invading Horus Guards, a man steps forward from the fleeing group to speak in a Goa'uld-like voice, urging Jolinar to activate the *chaapa'ai*. A flash of light – perhaps a ring transport – shifts the hazy scene to a large chamber draped in gauzy curtains with a Stargate at its center. A hand reaches for the DHD and dials an address. As the hand's owner moves around the DHD to flee through the open wormhole, she catches a glimpse of her reflection in a smooth crystal surface. The woman looking back at her is dressed in the same style as those around her, and the face under the sheer stole belongs to Samantha Carter.

Carter awakens abruptly in the SGC, monitored by an EEG. In the team briefing that follows, O'Neill is skeptical that the vivid images were anything more than a dream, but Teal'c supports Carter's assertion that it is a real memory left in her mind by Jolinar, and that the Tok'ra could be valuable allies. Her dream contained a valid gate address, giving them a good point to start. In the face of their arguments, Hammond and O'Neill agree that it is at least worth investigating.

As SG-1 is about to depart on this mission, Hammond overhears Carter on the phone with her father, who has moved to an apartment in town to be near her during his cancer treatment (*see Secrets, page 31*). She is uncomfortable with leaving on such an uncertain mission at this time, but refuses Hammond's offer to assign a temporary replacement to SG-1. Only she has Jolinar's memories, and the potentially critical information they contain.

The gate address from her dream takes the team to a featureless desert, the Stargate itself the only sign of civilization. They head for a range of dunes as the most promising place to start. There, a small, well-camouflaged squad springs out of hiding to surround them, armed with zats and staff weapons, and speaking in the tell-tale booming voices of the Goa'uld. They will not confirm that they are the Tok'ra, even when their leader reacts angrily to being called a Goa'uld. The ensuing standoff ends when Carter recognizes the man who spoke to Jolinar in her dream, and calls him by name: Martouf. She explains that her information comes from Jolinar, who died saving her life, sending a ripple of surprise through the strangers. Finally they agree to take SG-1 to meet their leaders, on the condition that they surrender their weapons. Martouf gathers the group closer together, and a set of rings transports them into the planet's underground tunnels.

On Earth, Hammond visits the hospital to find Jacob Carter in far worse condition than he has admitted to his daughter. Hammond argues that she should be there, but Jacob refuses to let him recall her from the field. There is one thing Hammond can do for him, he says: tell him what his little girl is doing. Bound by the classified nature of the Stargate Program, Hammond reluctantly refuses his request.

Meanwhile, SG-1 is introduced to Grand Councilor Garshaw of Belote, whom Teal'c describes as "the most hunted Goa'uld of all time." Carter explains that she did not merely meet Jolinar, but that the fugitive symbiote jumped into her when its host was killed. The Tok'ra are clearly disconcerted to hear that she was not a voluntary host, and one – Cordesh – openly wonders whether the Tauri killed Jolinar themselves. O'Neill counters that he has seen no reason to trust the Tok'ra either, and challenges them to prove they are different from the Goa'uld. Garshaw's host speaks up in response, introducing herself as Yosuf and explaining that she enjoys a lifespan twice that of a normal human and benefits from Garshaw's great knowledge and wisdom in exchange for sharing her physical body.

Another key difference comes in the form of Selmak, whose host, Saroosh, is succumbing to age after over two hundred years. Selmak will die with her, depriving her people of an important leader – unless one of their guests volunteers as host. O'Neill and Jackson decline as politely as they can, but Carter is more shaken, and excuses herself from the room. After a moment, the others follow, led by Martouf, who apologizes for upsetting her. Yosuf is puzzled by SG-1's reaction, unable to see what they might offer in an alliance if they are so unwilling to serve as hosts. Still, they have eliminated Ra and destroyed two other Goa'uld motherships. She and Garshaw will try to convince the Council to meet with them.

In the interim, much to O'Neill's annoyance, they are confined to a designated area of the base. Martouf, however, invites Carter for a walk on the surface to discuss Jolinar. There he asks about Jolinar's last days, and Carter learns that the dead operative they have been referring to as "he" all along was actually – the host in whom Carter found her notwithstanding – a "she." She was also Martouf/Lantash's mate, providing a context for Carter's instinctively warm feelings towards him. Jackson interrupts with the news that the Council has agreed to the meeting. As they are led to the council chamber, O'Neill breaks off from the group to follow Cordesh, whom he observes taking a small spherical device from a box.

The team arrives in time to witness the impressive sight of the new crystalline council chamber being created out of solid rock. Garshaw introduces them to the Grand Council of the Tok'ra, consisting of herself, Cordesh, and



five other members. They courteously consider the alliance proposal, but other Councilors are even more doubtful than Garshaw that the Tauri offer anything of sufficient value to offset the risk of sharing secrets with them. As SG-1 attempts to argue otherwise, the meeting is interrupted by unexpected news: SG-3 has arrived, sent to extract Carter to go to her dying father.

The Council, however, refuses to release her – they have decided not to accept the alliance proposal, and for security reasons will not allow SG-1 or SG-3 to leave until they move on to a new planet. In addition, Garshaw is still troubled by the humans' obvious distaste for the idea of blending. How could the two groups work together in the face of that? Then Carter proposes another possibility: if the Tok'ra need a host for Selmak so desperately, maybe she can provide one. To save his life, her father might consider it. Garshaw confirms that cancer is within the scope of a symbiote's natural healing ability, and agrees to allow Carter and O'Neill to return to Earth; the others remain behind as a guarantee.

In the face of his people's continued detainment, Hammond still doubts the Tok'ra's motives. If they are indeed just more Goa'uld and Jacob agrees to blend, then his knowledge of the Earth and the military would fall into enemy hands. Even O'Neill, however, reluctantly agrees that the people they encountered are indeed different from the Goa'uld. Carter argues that her father deserves this chance to live, and to serve as liaison to possibly the most important contact humanity will ever have. Hammond concedes the point and permits them to make the offer.

Jacob's resigned annoyance that Hammond recalled Carter against his wishes quickly gives way to surprise. At first he thinks his daughter's tales of traveling to distant planets is a joke, but he quickly realizes she is serious. She also claims that one of these planets holds a potential cure for him – though the catch, as Hammond warns, is a doozy. In short order he is checked out of the hospital and

stepping through the Stargate with O'Neill and Carter, who are surprised that no one is watching for their return. In the tunnels, they soon learn why: the System Lords have found the base, and two motherships are on the way. SG-1 and SG-3, now free to go, are aiding in the evacuation. O'Neill joins the others while Carter leads her astonished father to Selmak's chamber.

There, Lantash and Martouf introduce themselves in turn, then make their proposal: Jacob will serve as Selmak's host in exchange for a cure to his disease. Martouf assures him that the choice is his, and invites him to talk with Selmak before making his decision. After an initial exchange of good-natured wisecracks, Saroosh speaks up on her symbiote's behalf, and to warn him that along with Selmak's humor,

wisdom, and compassion, he will also share the burden of her memories of Goa'uld atrocities and mourning for the hosts who came before him. In only a few minutes, Jacob's decision is made: with death the only other option, he will take this chance offered him.

Meanwhile, after conferring with Teal'c, O'Neill catches up with Garshaw to relate his suspicions: that Cordesh has betrayed them all to the System Lords. The communication sphere he saw the man use is not secure, and thus useless to the Tok'ra; why else would he use it but to alert the Goa'uld to their location? They soon find Cordesh, or rather his guilt-stricken host, but he allows a vanishing tunnel to destroy him before they can get any coherent answers.

Jacob has made up his mind, but Selmak has not, and has questions of her own. His frank replies satisfy her, but she cautions him that she may not be strong enough to heal him, in which case they will both die. If they do not blend, both will certainly die, so Jacob is not deterred. But he does take a moment to take Carter aside and tell her how proud of her he has always been.

MELIA

World Visited: PX9-301 (Melia).

Thermosphere: Warm (CR 0; close orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.3 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Moist sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4 in. or snow 1d6 in., 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Mild (1-17: spring, unchanged; 43-50: summer, +2d6°F; 51-92: autumn, unchanged; 93-100: winter, -2d6°F).

Anthrosphere: 1,500,000 natives; Goa'uld (7 picks, 6 RP); Theocracy; Suspicious (-1 with disposition checks); Extremely Cautious (25,000 soldiers, squad size 1d4 soldiers); Poor civil rights.

Origin: Greek.

Stargate Location (equatorial region): Flat terrain in grassland, temple complex within primary city.

Meanwhile, Garshaw thanks O'Neill for exposing the spy, but insists they still have nothing to offer. Jackson points out that if the blending of Selmak and Jacob succeeds, perhaps there are others on Earth willing to serve as hosts. Garshaw and O'Neill agree that it is worth exploring.

As Jacob and Selmak prepare for the transfer, Martouf explains that Tok'ra symbiotes avoid leaving a scar on the host by entering through the mouth, while the Goa'uld use the back of the neck so as not to be confronted by the horror on the face about to be their own. Selmak passes from Saroosh to Jacob, then says goodbye to the old woman before turning her attention inward to repair her new host's ravaged body.

The evacuation continues, and O'Neill spots another Council member carrying Cordesh's communication device. At first Garshaw assumes there is a second spy, but O'Neill recalls Cordesh's host saying he was not who he appeared to be. The traitorous symbiote has jumped into the woman before them, and Garshaw furiously orders it removed from the host and left to die in a vanishing tunnel.

The Goa'uld ships have now arrived in orbit, and death gliders are bombarding the surface. Everyone must leave now, but Martouf cautions that it is not yet safe to move Jacob. Despite the urging of Garshaw and O'Neill, Carter refuses to leave her father behind. Martouf volunteers to stay with them and make sure the tunnel is destroyed – with the three of them in it if necessary to prevent their capture. Reluctantly the rest of SG-1 leaves with Garshaw, running for the Stargate under glider fire and barely escaping to Earth.

Selmak awakens in tunnels rocked by explosions, taking a moment for Jacob to reassure his daughter that he is still himself – albeit with a new being sharing his body – before the three of them flee, destroying the remaining tunnels behind them. They reach to Stargate to find the chevrons beginning to engage for an incoming wormhole,

and Carter quickly dials out in an attempt to establish an outgoing wormhole first. There is no way to tell whether she succeeded, but with no other way out they step through... and arrive safely on Earth.

The alliance has now been established, but there is no time to talk with the SGC's new friends. The spy on the Council may already have told the enemy the location of the next intended Tok'ra homeworld, and they must immediately find another. Carter and her father say their goodbyes, and she watches him set off for the new life she has made possible.

BACKGROUND

WITHOUT A TRACE

The tunnels in which the Tok'ra conceal their bases of operation are legendary, but they are also a real marvel. In contrast to the enemy's virtually endless supply of slave labor, the Tok'ra have few resources, and would be far worse off without the crystal technology that allows them to "grow" their subterranean facilities with minimal effort (freeing up their limited numbers for other duties). New chambers or passages can be added on short notice, which cuts back on the space occupied by a base at any given time and reduces the chances of discovery accordingly. In developing this process, they have learned to engineer the crystal structures to mask the open space within from Goa'uld scanning technology.

The tunnels can also provide secret access to an existing facility, sometimes even situated to take advantage of the enemy's own transport rings. Whatever its purpose, once a tunnel's usefulness ends, the Tok'ra can reverse the crystal process, causing the structure to completely disappear. Where conventional excavations could be searched and the debris of a hasty evacuation assembled into damning evidence, the Tok'ra leave only solid rock behind them. (*More on the tunnel crystals can be found on pages 348-349 of the Stargate SG-1 core rulebook.*)

UNDERGROUND HAVEN

P34-353J is typical of most Tok'ra homeworlds. It has little to attract the Goa'uld, who had long since deemed it devoid of either natural resources or strategic value, and the System Lords have completely ignored it. But under its desert sands, the local bedrock contained all the otherwise ordinary minerals necessary for the crystal tunnel process.

Less typical was Melia, the former location of a secondary base whose great temple Carter glimpsed in her dream. Ruled in Cronus' name by a Tok'ra under deep cover, it provided operatives in transit a safe haven for many years. They might have remained hidden there but for Heru-ur, who invaded Melia on tenuous suspicions founded mostly on a personal grudge (one of his underlings hated Cronus). As spurious suspicions sometimes do, they proved true enough, and Horus Guards reached the hideout before the evacuation was complete. Though the tunnels were subsequently destroyed as usual, the eyewitness accounts of the Jaffa on the scene provided solid evidence – more than enough to give Heru-ur valuable leverage in his dealings with Cronus, who had no wish to publicize the existence of such an operation under his very nose.

GHANAZ

World Visited: P4K-967 (Ghanaz).

Thermosphere: Deathly Cold (CR 3; standard orbit; $-(2d20+200)^{\circ}$ F).

Atmosphere: Normal (CR 0; 0.8 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Arid (CR 0; daily weather 1-89: none, 90 flood 1d10 MPH, 91-93 rain 1 in. or snow 1d4-2 in., 94-95: dust storm, 96-100: wind 1d10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 100 miles of Stargate).

Seasons: No seasons (1-25: spring, unchanged; 26-50: summer, unchanged; 51-75: autumn, unchanged; 76-100: winter, unchanged).

Anthrosphere: 2,475 natives; Goa'uld (7 picks, 6 RP); Theocracy; Suspicious (-1 with disposition checks); Extremely Cautious (1,000 soldiers, squad size 1d4 soldiers); Very Progressive civil rights.

Origin: Tok'ra.

Stargate Location (arctic region): Mountain terrain on ice-cap, desolate glacier near mountain range.

Adrastos, the underlord thus exposed, managed to escape with his Tok'ra brethren, leaving Melia's human population in Heru-ur's hands. Production on its lush farms and vineyards has since increased to meet the demands of their new god. Men labor day and night to remake the great temple, once dedicated to Cronus, in a form pleasing to Heru-ur. Gone are the graceful draperies of Carter's dream, and the elegant white pillars are being covered over with the garish paintings of Heru-ur's exploits. The small crystal monoliths ringing the dialing device in the central hall, incongruously irregular in the midst of the temple's perfect symmetry, were recognized by Heru-ur's First Prime as identical to the material of the vanished Tok'ra tunnels. His servants now study them in search of the tunnels' secrets, so far without success.

COLD COMFORT

Well in advance of the Goa'uld attack on P34-353J, the Tok'ra Council had chosen Ghanaz as the next primary base location. Once a hospitable world used by the System Lord Nirrti as a breeding ground for experimental subjects, Ghanaz entered a global ice age nearly a thousand years ago when its sun began the helium-burning phase of its life cycle, reducing its size and cutting the amount of energy that reaches the planet. The Stargate now stands perched on a glacier, and the Tok'ra have delved their tunnels into the rock of a nearby mountain range. They will remain there only until they can decide upon a new homeworld, hoping the System Lords will not attack this temporary location before then.

2-13: SPIRITS

World Visited: PXY-877 (The Spirit's World).

Thermosphere: Cool (CR 0; $2d20^{\circ}$ F).

Atmosphere: Normal (CR 0; 1.0 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Sub-humid (CR 2; daily weather 1-85: none, 88-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH 100: wind 1d10+10 MPH).

Geosphere: Very unstable tectonic activity (daily earthquakes 1-90: none, 91-95: minor, 96-99: moderate, 100: major; no volcanoes within 10 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, $+2d20^{\circ}$ F; 51-75: autumn, unchanged; 76-100: winter, $-2d20^{\circ}$ F).

Anthrosphere: 30,000 humans; Copper Age (2 picks, 0 RP); exotic-influenced Gerontocracy; Friendly (+1 with disposition checks); Moderate (20 soldiers, squad size 1d2 soldiers); Progressive civil rights.

Exotic Anthrosphere: 200,000,000 "Spirits;" Asgard (9 picks, 7 RP); Meritocracy; Suspicious (-1 with disposition checks); Very Sensitive (4,000), squad size 1d4); Very Progressive civil rights

Origin: Native American/Exotic.

Stargate Location (mountainous region): Forested glade of evergreens in mountainous region pocked with small rivers leading to a distant ocean.

* The primitive human culture has been subtly modified by the resident aliens (the "Spirits"). This influence has led to a consensual and open culture among the Salish.

EPISODE SUMMARY

SG-11 has gone missing while investigating PXY-877. Before they disappeared, they found samples of an ore called trinium which, if properly alloyed, proves to be a hundred times lighter and stronger than steel. It promises a host of new technologies for the hard-pressed Tauri, technologies desperately needed in the fight against the Goa'uld. SG-11 ceased all contact just before they began mining operations...

While SG-1 discusses possibilities, the Stargate activates – with an unauthorized traveler! Before the iris closes, an arrow shoots through the wormhole, smashing through the armored glass of the briefing and piercing Col. O'Neill's shoulder. Made from forged trinium, the arrow's design is peculiar to the Salish, a tribe of North American Indians. With O'Neill in the infirmary, Samantha Carter takes charge of SG-1 – her first command. Charged with making peace with the natives, she is asked to negotiate a mining treaty as well. She and Jackson both have misgivings about the mission when Gen. Hammond declares the fate of SG-11 is secondary to securing supplies of trinium.

Passing through the Stargate, the team arrives at the exploration camp to find it completely abandoned. With its half-finished meals, boiled-dry coffee pots and computers left in mid-report, the camp is a veritable *Marie Celeste*. Whatever fate overtook SG-11, it took them completely unawares – and quickly.

At the blasting site, SG-1 discovers a totem pole partially made of trinium. It is definitely a Salish artifact, depicting the victory of Xe'ls, the raven spirit, over a race of demons. Indeed, the demon the spirit devours resembles a Goa'uld parasite. Someone or something defeated the Goa'uld here long ago. At that moment, a dart flies out of the woods and strikes Jackson. More darts follow in quick succession and the team succumbs to the drugs with which they are coated. As she passes out, Carter sees natives armed with blowguns approaching...

SG-1 wakes up, sans equipment, in a longhouse. The style is elegant and airy and its fittings are trinium. The artwork speaks of a high culture with roots in Native American beginnings. Despite this, it's more than capable of holding them securely, and guards at the door inform them of their status as prisoners. They are soon introduced to Tonan , the native's spokesman. He explains that the Salish use "ke" (as they call trinium) for nearly everything because of its lightness and malleability. Their weapons, armor, homes, even their totems and artwork make heavy use of trinium. When asked where they get it, Tonan  explains "the Spirits send it." The Salish pray to the spirit of the mountain and, if he is in a good mood, he sends as much ke as they need down the river to them. The waters wash and refine the raw ore until it can be alloyed with other metals.

The Salish elders are curious about the weapons carried by SG-1 but accept the team's reasoning. In passing, one of the Elders mentions that Teal'c has a demon inside of him. They are willing to share their ke but only if it does not displease the "Spirits." Mining, as practiced on Earth, with its explosives and heavy machinery is unacceptable to both the Spirits and the Salish.

SG-1's other objective is to locate SG-11. When Carter asks, Tonan  suggests that they are with the Spirits and sets off to find them. The team is skeptical but decides to play along. When introduced to a pair of animals, Xe'ls, a raven, and T'kya, a wolf, the team is a bit embarrassed but it seems that Tonan  can communicate with the creatures quite well. According to him, they will consider releasing SG-11.

Within a few moments, the missing team emerges from the mist-shrouded trees. Captain Conner, their commander, has no memory of the past 48 hours. The last thing he recalls is getting ready to set off some blasting charges, and then walking out of the mist with a splitting headache. He already knows Tonan  – apparently, Conner refused his request to stop blasting earlier. At Tonan 's suggestion, Carter requests an audience with the Elders again to dis-

cuss mining rights but the Elders have already decided that the strangers' methods are too wasteful and violent. Carter suggests that perhaps they could send a representative to Earth to observe less intrusive, alternative mining methods. Xe'ls, who has perched on a roofbeam throughout the meeting, caws an objection but Tonan  insists on traveling through the "Pool of Standing Water" to visit the SGC.

The two teams return to Earth to report their failure to secure the trinium. When shown the alternate mining methods, Tonan  says that the Spirits would not like them either. His answer, however, is not acceptable to General Hammond and his superiors at the Pentagon. What little trinium washes down from the mountains is not going to be enough to defend Earth from the Goa'uld. After sending Tonan  away with Daniel Jackson to show him information on the Salish's ancestors – the Salish did not know they came from Earth – plans are made to raid PXY-877 when the natives migrate elsewhere. After all, what they don't know can't hurt them.

Unfortunately, the Spirits take offense at this and quickly act to defend the Salish from "invaders." Highly advanced aliens they have actually assumed the identities (and memories) of SG-11 and infiltrated the SGC. With ruthless efficiency, they begin making the base personnel disappear with a mere wave of their hands and a flash of light. However, the presence of Tonan  complicates their mission – they cannot reveal themselves to him nor can they leave him behind.

Teal'c shoots Xe'ls with a zat gun when the team discovers his true identity and they take the unconscious alien captive. O'Neill shows Xe'ls to Tonan  and tells him the "Spirits" are aliens, masquerading as the Salish's gods. Tonan  insists the Spirits would never threaten anyone – unless they planned to harm his people. If they did, the Spirits would destroy them. With the base overrun with aliens (or more properly, emptied of anyone *but* aliens), the team tries to return to PXY-877 to beg for the Elders' forgiveness and intercede with the "Spirits." When they arrive in the gate room, they find T'kya waiting. In exchange for being taken to Xe'ls', she agrees to hear out the Tauri.

After sending Tonan  into limbo, the aliens heal their leader. Upon awakening, Xe'ls orders the SGC complex destroyed. A desperate O'Neill bargains with the alien: in exchange for sparing the base, the Tauri will not seek to mine the trinium. In addition, he suggests that the aliens can simply shut down their Stargate. The aliens agree – star-travel is of no use to them. When called to account by Xe'ls for his attempt to disrupt the harmony between the Salish and the aliens, O'Neill points out that the aliens should trust the Salish to accept their "Spirits" as friends.



The aliens agree with Jack's words; Xe'ls recalls Tonané from the dimensional limbo into which he had put him and introduces himself to the surprised native. As advertised, he takes the news of the Spirit's true nature very well – joyfully recognizing Xe'ls almost immediately despite the different form.

Before departing, the aliens restore General Hammond and the rest of the base personnel to the SGC.

BACKGROUND THE SALISH

The Salish were brought to PXY-887 over a thousand years ago by a Goa'uld known as Amotkin. Their servitude, while harsh, was brief before the native Spirits liberated them. They remember being brought through the "Pool of Standing Water" from their homeland. As one of them put it:

"There once was a time when the world was much different. Many things held power; animals, people and other beings. Many of them abused this privilege, thus offending the Great Spirit. He sent Xe'ls down to make things right. Those who were powerful were thrown down and their Serpents devoured by the Spirits.

"After all the evil magicians, the Siya'm, were destroyed, Xe'ls visited the ancestors of the People, the Sto'lo, and transformed many of them into the plants and animals found around our winter villages. Our tribes and settlements take their names from the sacred ancestors."

Several hundred years passed and the Sto'lo (or Salish) flourished under the benevolent guidance of their guardians. In this new land, the Spirits were much easier to contact than they were in times gone by. Gone were the elaborate dances and ceremonies once required – one simply asked them to appear and, if they were so inclined, they would make their presence known.

Today the Sto'lo live much as their ancestors did, hunting and gathering in the forests and mountains during the summer months. In winter, they migrate to sheltered villages, there to wait out the harsh weather in longhouses, gathering for *potlatch*, repairing nets and hunting equipment, and crafting what few items they need. Their clothing is made from linen, fur and leather. Adornments of shell, bone and "ke" are highly prized. Every person of rank will have at least one item made from the precious metal.

Since their liberation from the Goa'uld, the Salish have spread across the small continent they found themselves on, staying to those areas and terrains they knew best. Further from the Stargate, the plants grew strangely and the game scarce. The planet's native life forms are not compatible with earthly biology. However, in the past six hundred years, the plants and animals brought by Amotkin have spread several hundred miles from the Stargate where they were "seeded." The Spirits tolerate this intrusion on their planet for the sake of the Salish and have turned the

area infested with these alien species into a sort of game preserve. Only those Spirits qualified to deal with the Salish enter its confines. These "Park Rangers" also serve as a first response team to deal with any aliens emerging from the Stargate; with the powers the Spirits possess, they are highly effective.

As the population grew, the Sto'lo began to migrate and travel away from the original mine sites. Each band was quite independent from the others, both socially and politically. While there were great differences in myth and taboo from village to village, they still had much in common. Ties of trade, ceremony and respect for the Spirits linked the various groups. It was quite common for a young man or woman to go trading, bringing unique crafts and goods from one place to another – and to come back with a wife or husband.

**"OH PLEASE. ALIENS ARE ALWAYS
POKING ME FULL OF HOLES."**

- COL. JACK O'NEILL

The Sto'lo's society is stratified by rank, often based on inheritance and age. The tribes and villages are led by a small group of Elders, taken from the wisest and most respected among them. As a consensus culture, agreements and harmony are cherished, making for peaceful relations with other villages as well as strangers such as SG-1. While the advice of the Spirits might be sought, it was neither taken for granted nor obeyed without question. In the end, persuasion and compromise were more useful to a leader than force. Such leadership was bestowed when an elder bequeathed his wealth to a worthy successor – not necessarily a blood-relative. Such inheritances were marked by celebrating the *potlatch*, an elaborate ceremony of ritual gift-giving designed to show the leader's wealth and prestige – and his worthiness for his position. Great formalities were used in inviting guests, speechmaking and distributing goods. The joyful feasting accompanying the *potlatch* often combined with song and dance dramatizing ancestral experiences and contact with various Spirits. The *potlatch* and its rituals constitute an important bond cementing Salish society together.

Sto'lo artwork remains true to its origins among the Pacific Coast Indians. Elaborate carvings cover homes and equipment are patterned with highly stylized, symbolic representations of guardian spirits, heroic deeds and sacred ancestors. Tattoos, equally stylized, are also endemic – every adult's facial tattoos proudly shows his or her clan, deeds and rank in society. Totem poles are also common in both the villages and sacred sites. Reaching as high as fifty feet, these carved tree trunks commemorate past events and myths. Those placed in front of lodges and longhouses mark the prestige of those living there. Spirits, especially Xe'ls defeating the evil Siya'm, are favorite topics.

Following their traditional ways, the Sto'lo prize living in harmony with both their environment and the Spirits. The presence of Spirits is unremarkable to them, as they saw such figures in everything: rocks, trees, animals, wind and natural forces. That some Spirits were more responsive than others was looked upon as a good sign. Though pre-literate, the Sto'lo nevertheless have a rich history, kept alive through oral tradition, dances, and totems. Storytellers are highly honored and often travel widely, sharing and spreading tales and songs as they go.

Since the arrival of SG-1 and the revelation of the Spirits' true nature, life has continued unchanged. The Sto'lo still live in harmony with their neighbors and their beloved Spirits. Indeed, now that they know their nature, the friendship has deepened, as the Spirits are more willing to trust them – they have more than earned it. However, some Sto'lo eagerly seek knowledge about their distant kin on Earth and yearn to travel farther than any of their ancestors (at least in the last few centuries that is). It is conceivable that they might someday return through the Pool of Standing Water to see what wonders Earth holds for them.

NOTABLE FEATURES

WINTER VILLAGES

While the Sto'lo spend their time wandering from camp to camp in the summer in pursuit of game and gathering nature's bounty, they band together during the winter months. More than simple shelters from the harsh weather, these larger settlements are important social gatherings as well as essential production sites. A village may consist of a dozen or more longhouses and their attendant storage buildings as well as ceremonial halls and crafting sheds. Each longhouse is capable of accommodating a large, extended family throughout the long winter months, comfortable yet crowded.

During the kinder seasons, the ke gathered from streams is leached in pools and ponds until it is ready to be worked. Skilled crafters gather in the winter, alloying the raw trinium with copper and tin to produce everything needed for the summer months and comfortable living. Much time and effort is spent adorning the winter longhouses, the trinium allowing for feats of engineering and artifice that would stir the envy of many more technologically advanced cultures.

Winter is the also time for the initiation of young tribal members into the responsibilities and joys of adulthood. Ceremonies and tattooing mark this important transition, as do the secret rituals that determine the young adult's guardian spirit (not "Spirit"). After this, they are expected to wander to other clans and tribes, perhaps finding a wife or husband in a distant village, perhaps to return with tales of their adventures. The Winter Dance marks the dark of the year when the shaman and spirit-talkers entreat the spirits to return the sun and begin the world anew. These ceremonies are often combined with the potlatch, as winter is also the season for new leaders to be chosen and treaties and marriages with neighboring tribes to be celebrated.

While many Sto'lo move on to their summer camps, some – particularly the Elders – stay to maintain the village and greet any travelers from other clans who visit.

AMOTKIN'S BASE

Originally built to illustrate Amotkin's power over his slaves and servants, little remains of this Goa'uld base. A mountain near the richest trinium deposits was shaped into a home suitable for his status and ambition. Craggy spires and gleaming domes once looked down from the heights onto the struggling mortals below. Many passages and chambers honeycombed the mountain, built to house the wealth and minions that control of the trinium supply would bring him. All are now empty, wiped clean by the wrath of the Spirits.

Though the Goa'uld presence on the planet is long gone, it is possible still to learn from what little remains of this fortress. Despite its age, the information and long-obsolete equipment yielded might prove invaluable to the fight against the Goa'uld. Certainly, the location of Amotkin's original off-world base, if it such a thing existed, could only be found here, which might lead to a larger and more important Goa'uld target.

THE SPIRITS

Little is known of the race known as the "Spirits." They are incredibly powerful individually, rivaling the abilities of the Nox. Unlike the Nox, however, they are far more isolationist, and aggressively defend their homeworld from interlopers. Spirits have been observed shapeshifting, communicating telepathically, healing with a touch, teleporting themselves and others, activating Stargates at will, and sending others into a dimensional limbo at a glance. Their shapeshifting ability is impressive and allows them to take the forms of creatures ranging from Diminutive to Large in size. Indeed, they were able to mimic the members of SG-11 flawlessly, showing considerable knowledge of the people they impersonated and their culture (speaking idiomatic English for example). Their dimensional rift ability is extremely powerful, able to send multiple opponents into a (supposedly) timeless dimensional non-space or limbo until the Spirit sees fit to return them.

For all their power, the Spirits are a relatively passive people, content to spend their long lives on PXY-877. While they are able to use the Stargate network seemingly at will, they see no need for interplanetary travel and spend their lives in contemplation and study. However, if provoked, their response is violent in the extreme and few can stand up against the powers they wield.

In their natural form, the Spirits are humanoid, roughly six feet in height and weighing approximately 250 pounds. Their facial features have an extensive gill complex around the mouth, possibly the result of their amphibious origin. The nictitating membrane on their eyes supports this theory. When they choose to reveal themselves, they are invariably clad in a silver robes that are apparently the source of their powers. However, when in either their Spirit forms or their natural ones, they can be identified by body language. It seems that spending extensive time in the form of an animal gives the Spirit some of that beast's mannerisms and attitudes. Xe'ls, for example, retains a raven's body language even in his natural form.

While the Spirits apparently have two genders, little is known of their mating or family practices. Their society seems hierarchical in nature, with those of lesser status deferring to their superiors readily, but this may be due to the military structure of the "Park Rangers" who oversee both the Salish and the Stargate.



THE COMING OF THE GOA'ULD

Many centuries ago, a Goa'uld named Amotkin – ostensibly in the service of Apophis – stumbled onto deposits of trinium while exploring PXY-887. At the time, the Spirits chose not to reveal themselves, not wishing conflict with this single interloper. If they left him alone, perhaps he would not return. Unfortunately, the intruder realized the significance of trinium immediately. Control of this new material and the technologies arising from its use would make him powerful in his own right – enough to become a System Lord.

Mines need slaves – many slaves. Amotkin knew where he could find them easily and cheaply – Earth. A quick raid netted him the Salish and a large selection of wildlife native to the North American Pacific Coast which he seeded liberally about the Stargate. Aping the great pharaoh Ra, he took the role of Amotkin, the all-father god of his new slaves.

Like most Goa'uld, he was a cruel master, working his slaves mercilessly to extract the precious trinium. The stubborn Salish made poor workers and only the most brutal treatment kept the mines operational. It was worth it, however. His Jaffa and scientists found new uses for this "wonder metal" each day. But all this time, he and his minions were being watched and studied. Soon they were judged...

Revolted by the Goa'uld's treatment of the hapless Salish, the Spirits struck without warning. His defenses were infiltrated, his Jaffa disappeared into nothingness, and his servants were swept away before he even knew his danger. In an eyeblink, the Goa'uld was gone and the Salish freed.

WHAT TO DO WITH THE SALISH?

Unlike the relationship other humans "enjoyed" with the Goa'uld, the Spirits were not interested in controlling or conquering their new neighbors. Unsure of what to do with them, the aliens eventually decided to let them go their own way and develop as naturally as they could in their new home. After they eliminated the local Goa'uld presence, the Spirits adopted the form of animals, becoming the guardian spirits of Salish belief, to watch over and protect them from harm. All signs of Spirit civilization were removed from a vast area around the Stargate nearly the size of Australia. This would serve as a kind of "nature preserve" for both the Salish and the species Amotkin transported from Earth. Appearing only as the Salish's totem animals, the Spirits assigned to watch over and guide

the Salish were a mixture of anthropologists and "Park Rangers." In addition, these individuals were also charged with keeping the Stargate under observation in case either the Goa'uld returned or the distant kinfolk of the Salish appeared.

They had a far greater effect on the Salish than they expected, however, as the Salish tended to ask their guardian spirits for advice and support when making decisions. To be true to their role, the Spirits gave them the best advice they could. Their influence led to the rise of a peaceful, nomadic culture in harmony with their surroundings. Since the revelation of their true nature, they no longer masquerade as the guardian spirits, but the Salish revere them just the same – as friends and companions – and their culture remains much as it always has.

2-14: TOUCHSTONE

World Visited: PX7-941 (Madrona).

Thermosphere: Exotic, treat as Hot (CR 0; medium orbit; 72+1d10° F).

Atmosphere: Normal (CR 0; 1.1 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Exotic. Treat as moist sub-humid, but ignore all rolls for weather effects; weather is determined and controlled through the use of the Touchstone.

Geosphere: Very Stable (daily earthquakes: none; no volcanic activity planet-wide).

Seasons: N/A (no seasons).

Anthrosphere: 2,000,000 natives; Iron Age (3 picks, 1 RP); Monarchy; Neutral (+o with disposition checks); Moderate (40 soldiers, squad size 1d4 soldiers); Very Progressive civil rights.

Origin: Pacific Island/Unknown European.

Stargate Location (lower region, but there is no environmental effect): Flat terrain in farmland (within a large Madronan village).

World Visited: PX7-941 (Madrona).

Thermosphere: Exotic, treat as frigid cold (CR 0; medium orbit; $-(1d\%+100)^{\circ}\text{F}$).

Atmosphere: Thin (CR 0; 0.5 atmospheres; Auto -1 Int/Wis; Exp. Inc: 1 hour; SV: Fort (DC 15); Dmg: 1d3 subdual; Recup: 1 round).

Hydrosphere: Exotic. Snowstorm with severe lightning will persist for 1d20 days following the deactivation of the Touchstone, after which the planet's water will be permanently locked in grounded ice to create arid conditions.

Geosphere: Very Stable (daily earthquakes: none; no volcanic activity planet-wide).

Seasons: N/A (no seasons).

Anthrosphere: None. Once this level of environmental damage has been reached, the native Madronans will be dead if they have not evacuated.

Origin: As above.

Stargate Location (lower region): Flat terrain in wasteland (within the ruins of a large Madronan village).

Note: The first world description represents the conditions on Madrona when the Touchstone is in place. Once the Touchstone is removed, generate conditions according to the second template. Those are the conditions that will exist on Madrona after one week without the Touchstone. Gradually adjust the environment on Madrona as time goes on, dropping the temperature first, and then introducing more drastic changes such as the decrease in atmospheric pressure. Conditions on the world will be very inhospitable to human life after only about three days, but the degradation will continue well past that point until Madrona becomes about as life-sustaining as Mars.

EPISODE SUMMARY

SG-1 has just returned from PX7-941, known to its bronze-age natives as Madrona. The team is briefing General Hammond on an amazing discovery: the Madronans possess a technological artifact, the Touchstone, which allows them to manipulate weather across their planet at will. Clearly such technology could improve the lives of billions on Earth if it could be understood, but the Madronans have refused to allow the device to be moved for study. To do so would leave them at the mercy of their world's natural (and very destructive) weather patterns. As a compromise, they have agreed to let Carter return with specialized equipment to study the device, which meets with the General's approval.

As they return to Madrona, the members of SG-1 immediately realize that something is wrong. The dark sky is wrought with lightning, and a cold wind pulls at their jackets. The High Priest of the Madronans, Roham, is there to meet them, along with his niece, Princess La Moor. His tone is sharp and accusatory. He demands that they return the Touchstone immediately! A group of people dressed in clothing like SG-1's were seen stealing the artifact and escaping through the Stargate a short time ago.

Colonel O'Neill denies the accusations and asks Roham to trust him; SG-1 will return to Earth and find the thieves who stole the Touchstone. Princess La Moor's voice is strained but strong as she pleads with O'Neill to understand: if they do not return, Madrona will be destroyed.

How can he ask for such trust? Still, Roham agrees. They are free to go. La Moor's eyes meet O'Neill's, leaving her words unspoken: you had better come back.

Back on Earth, O'Neill meets with Hammond to explain the situation. Someone here on Earth is using the Stargate to engage in covert operations that take no heed of the moral principles observed in normal SGC operations. That's impossible, the General claims, because it could not happen without his approval. Obviously O'Neill already knows that, and the General now realizes the implication. It has taken more than a year for the two of them to build up the trust they have between them, but now it's beginning to crack. Disappointed to be suspect, but realizing how the situation looks, the General agrees to allow Captain Carter to double-check the Stargate computer records for suspicious activity. O'Neill is visibly relieved.

In the meantime, Daniel has found plenty of anomalies – on the Weather Channel. Freak weather is cropping up all over the United States, including a flash flood in Phoenix Arizona. Someone, it seems, is playing with the Touchstone. Carter also hits paydirt: a transitory energy spike when SG-2 returned from a recent mission, at approximately the same time the Touchstone was stolen. The last time such a spike was noted, the gate's wormhole was redirected from the SGC, to another Stargate on the Earth, then located in Antarctica (*see the Season One sourcebook, page 59, and the episode Solitudes*). That gate has since been recovered and placed in storage at Area 51, where all of the technology brought back from SGC missions goes for analysis.



Carter theorizes that someone is using the second gate, timing their use a split second after the SGC's activations to hide the sympathetic energy surge that would show up on the SGC's Stargate. The computer records don't confirm it until she goes to the tertiary backup logs. Not only has someone been using the second gate, but they've erased the evidence in the primary and backup log files of the SGC. Who would have that kind of access?

General Hammond is determined to get to the bottom of the matter. He picks up the Red Phone, but is unable to reach the President. Someone is manipulating things to keep Hammond from speaking to the Commander in Chief.

He confides to O'Neill that a power struggle took place during the establishment of the SGC. One faction wanted to make the SGC into a black ops unit, using any means necessary to acquire alien technology, without regard for ethics or diplomacy. They lost the power play, but Hammond always suspected that a powerful group lay behind the move – unseen people pulling the strings. He promises to use his connections to gather all the information he can concerning this “rogue operation.”

Meanwhile, Captain Carter has used NOAA satellites to triangulate the approximate position of the Touchstone: Nevada. This makes sense, since the second gate is supposed to be at the Nellis Range Complex (Area 51). In a further development, Hammond reveals that Colonel Maybourne of the National Intelligence Division has recently been assigned to that post.

Proceeding on General Hammond's orders, SG-1 arrives at Area 51 unannounced, and is met by Major Reynolds of the NID. Reynolds seems friendly enough – in fact he's almost in awe of SG-1. Their missions have provided so many amazing devices for study, his group can scarcely keep up. After a quick tour of the Area 51 labs, they meet up with Colonel Maybourne, whom Teal'c is less than happy to see following the events of *Bane* (see page 35). O'Neill bluntly accuses him of being involved with the theft of the Touchstone, and with the use of the second Stargate for illegal purposes. No stranger to intrigue, Maybourne plays it cool, but O'Neill insists on seeing it for himself, and Maybourne finally relents. At the storage facility they pry open the crate and indeed the artifact is packed up as promised. However, Captain Carter notes that the “gate” in the crate is actually made of plastic!

Maybourne at first is shocked, but under pressure from O'Neill he bristles and implies that if, just if, the Stargate were moved, perhaps it wasn't without orders. Perhaps authorization came from someone very powerful – someone outside the military, who SG-1 would be well served not to impede. The team is escorted out under armed guard, now certain that Maybourne is involved.

Back at the SGC, Carter notes that the odd weather patterns she was tracking have disappeared, meaning that finding the Touchstone will be impossible. However, there still may be a way to locate the second gate's position on Earth. O'Neill and Jackson return to Madrona with a MALP robot probe and a portable generator. By dialing the address for Earth while simultaneously overpowering the Madronan Stargate, they hope to make the wormhole jump from the SGC's Stargate to connect with the Antarctic Stargate, wherever it may be on the Earth. On Madrona, conditions have deteriorated severely. The rivers have turned to ice and their crops are all but destroyed. They don't have much time left.

Carter's plan works, and the probe emerges on Earth through the second Stargate. The video signal is cut short by a hand wielding a pistol that fires directly into the camera, cutting off the data that Carter needs. She is only able to narrow the MALP's location to somewhere in southern Utah – certainly too wide an area for a search. Though the cause seems lost now, General Hammond declares that he has one last marker to call in before giving up.

Later, at a nondescript location, wearing civilian clothes, Hammond meets with a mysterious civilian he calls Whitlow. Though Hammond eschews the “cloak and dagger stuff,” Whitlow insists that they walk as they talk, to make electronic surveillance more difficult. He has his fingers in many agencies (and is aware of the existence of the SGC), but knows nothing about the Touchstone or the missing Antarctic Stargate. However, he does know that a C5 galaxy – one of the few planes large enough to move a Stargate – was detailed to land at an NID site in southern Utah. He gives Hammond the location.

Colonel O'Neill's special ops training kicks in as he leads the team on a covert raid of a deserted air strip at the established coordinates. SG-1 spies several men inside a hangar with a large flat crate that could contain a Stargate. Quietly they creep in, gaining the element of surprise on three clean-cut men in unmarked blue jumpsuits. The men are forced to surrender at gunpoint, but suddenly the sounds of a DHD being activated issue from inside a trailer rig parked in the hangar.

O'Neill moves for the truck, but he's too late. The Stargate engages, sending an annihilating blast upward through the top of the crate. The men all break for the wormhole. One tries to grab a nearby case – likely the Touchstone – but O'Neill fires a warning burst from his MP5 that changes the fellow's mind. Another goes for it, and O'Neill fires again, wounding the man in the arm and driving him away from the device.

After the last of them makes it through the wormhole, the Stargate disengages before Daniel can get into position to see the glyphs they dialed on the DHD. However, the mission is a success: the case contains the Touchstone. They immediately return to Madrona, where Roham reinstalls it in its ceremonial position. With a few seconds of manipulation the device begins to function again, dissipating the harsh weather conditions and restoring the placid environment the Madronans have become used to.

Later, Hammond and SG-1 confer back at base, but there's little to show for the adventure. The investigation has been taken out of Hammond's hands. However, he did get one consolation. The second gate will be placed under the security of the SGC, and will have an iris welded in place over it to prevent unauthorized use.

At Area 51 they all have the pleasure of watching as the procedure is carried out, along with Major Reynolds and Colonel Maybourne. O'Neill taunts Maybourne about the loss of the Stargate, but the man is unfazed. “People get reassigned,” he sneers. “Orders change. Every day's a new day...”

BACKGROUND MADRONA

PX7-941 (Madrona) is an unusual Stargate destination, in that it is a satellite of an enormous ringed gas giant world which has ignited in a sustained fusion reaction, making it a miniature star. SGC astronomers believe that the rings could represent an initial terraforming attempt that failed, causing the subject moon to break up. In any case, this secondary star orbits a Class B main sequence star (a hot blue star approximately the size of our sun) at a

distance greater than that of Pluto from our own sun. This primary star has almost no impact on Madrona. It is simply a bright point in the night sky.

In spite of its small size, Madrona possesses a gravity of 0.8G, which indicates that it must have an extremely dense core. This is borne out by the world's great tectonic stability. Regardless, there is no current model of normal planetary formation which would allow Madrona to exist in its current state, or to withstand the enormous tidal forces of its parent gas giant with anything approaching a stable weather system.

Madrona was terraformed approximately 900 years ago by a race which has yet remained undiscovered, though research into the matter remains a high priority to both the SGC and the Madronans themselves. The culture and technological level of this world's population, as well as the time frame of their relocation, make it a near certainty that they were transplanted to Madrona from a world other than Earth. No clue has yet been found to indicate where this world is, but evidence suggests that it may have been more than one world. The Madronans do not have any concrete information regarding their beginnings on the planet, but subsequent archaeological exploration has turned up artifacts which bear glyphs similar to ones found by SG-1 on Heliopolis (*see the Season One sourcebook, page 38, and the episode The Torment of Tantalus*). These writings suggest that the seeders of the Madronans were the mysterious Furlings, known as one of the Four Great Races (the others being the Nox, the Asgard, and the Ancients).

The communities covering Madrona's single continent are small by Earth standards, usually numbering no more than a few thousand people. When the population grows too large, groups split off from the existing village and travel some distance away to form a new community. This does not happen often, which indicates that the Madronan birth rate is only marginally above the level needed to maintain their current population. This is unusual for a primitive population, especially in an environment that could support nearly unlimited growth due to the ideal agricultural conditions provided by the Touchstone. It is possible that the Touchstone, or some as-yet undiscovered artifact, restricts growth of the population, but it is also possible that the Madronans simply have a low fertility rate.

Because of their ideal ecology, the Madronans enjoy a standard of living and degree of leisure unusual for the time. They have developed art and architecture that would not normally be found in a Bronze Age population, as well as complex games and a high rate of literacy. Their equivalent of chess is played on two round boards, using thirty different pieces representing the states of human emotion. They view the game as a metaphor for mastering your own emotions, as it requires a great deal of concentration and intellect to play well. The game also has cultural undertones, as certain moves are considered insulting, while others may be omissions to romance. Nobody is likely to become upset over such things, as they are not taken completely literally, but misunderstandings may arise where the subtext happens to be appropriate.

Madronans hail from both Caucasian and Polynesian descent. Several aspects of Madronan culture are directly traceable to ancient Pacific Island societies, including their modes of dress and basic architecture. On the Caucasian side, certain styles of art, specifically in sculpture, strongly suggest a Greek influence. This is a far from definitive finding, however, and the Earthly origin of the non-Asian portion of the Madronan population is still largely in doubt. Future genetic testing may help solve this particular mystery, but it has not yet come to the top of the SGC's priority list.

In any case, the Madronans make little distinction between the two halves of their culture. Most of the population has mixed heritage, and no racial or cultural lines divide any one segment from any other. The SGC believes that the two populations were simultaneously transplanted from separate worlds to Madrona 900 years ago, and interbred from there. One batch of artifacts discovered by SG-7 has come under close scrutiny on this point. These ancient carvings are pictographic representations of a solar system not corresponding to P7X-941's, with two different planets marked as significant, and a representation of a foreign body passing through the plane of the system. Collaboration by SGC archaeologists and astronomers has led to the conclusion that the populations both occupied planets in the same solar system, probably originally placed there by the Goa'uld. They were resettled because a significant mass (perhaps a neutron star) was due to pass through their system, fatally disrupting the orbits of the planets.

In spite of diligent exploration and investigation, no other remnants of the technology used by the species that transported the Madronans have been found, with the exception of the StarSeer (*see page 151*), which is intrinsically tied to the effective use of the Touchstone.

NELLIS AIR FORCE BASE AND AREA 51

Nellis Air Force Base and the Nellis Range Complex lie in southern Nevada and encompass more than 5,000 square miles of real estate, with an additional 7,700 square miles of airspace set aside for military flight operations in the area. Nellis AFB, located 8 miles northeast of Las Vegas, is best known for its fighter aircraft, and is home to some of the most advanced and comprehensive combat flight training operations in the world. The Nevada Test Site (NTS) begins 65 miles northwest of Las Vegas, and covers 1,350 square miles. It is administered by the Department of Energy, and hosts all of the United States' nuclear munitions detonation programs, typically carried out at Frenchman Flat. The Flat is a dry lake basin used for both Department of Energy weapons development programs and Department of Defense weapon effects testing. Nuclear Weapons are likely housed at an area on the northwest edge of Nellis AFB, typically referred to as Nellis Area II (though that information is, of course, classified).

The place of most interest to Stargate Command personnel is a portion of the Nellis Complex known cryptically as Area 51, located 90 miles north of Las Vegas. Also known as the Groom Lake Facility, due to its location near that dry lake bed, Area 51 has found a place in modern

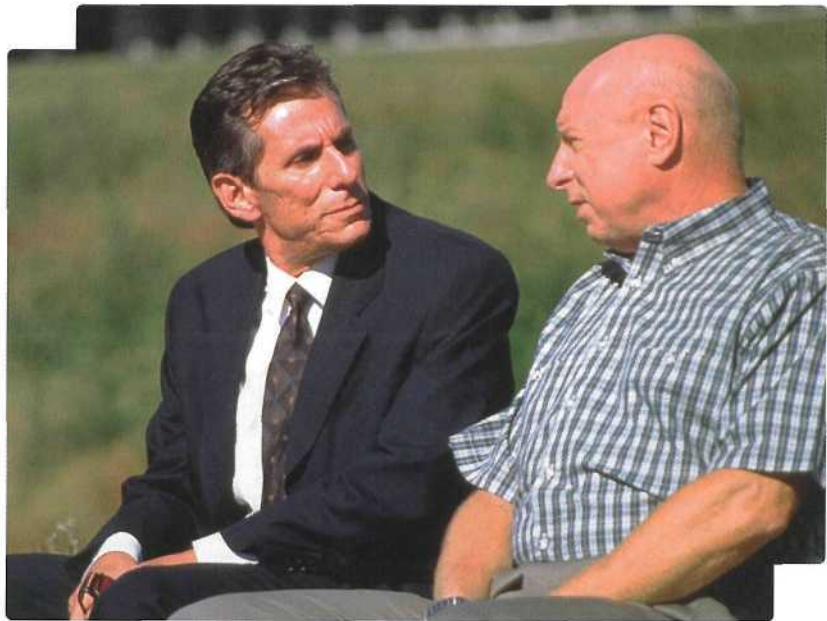
folklore as a hiding place for the military's most secret projects. All artifacts returned from other worlds through the Stargate are sent to Area 51 for further research and study, or for storage if the item is considered too dangerous to experiment with.

An enormous amount of scientific study takes place within the facility, all subject to the most draconian secrecy provisions possible. In spite of the fact that Area 51 is an Air Force facility, all scientific research is carried out under the auspices of the National Intelligence Division (NID), making the NID the *de facto* authority there.

Research at Area 51 is broken into sections by area of study, then further divided into subprojects. Some sections, such as Medical Research, Artifact Study, Space Metallurgy, and the High Energy Devices Engineering (HEDE) team, are dedicated to the examination of the technologies acquired by the SGC. Other sections, such as Geology and Bio Research, primarily examine samples returned through the Stargate and report back to the SGC on those findings. Soil samples are checked for useful minerals such as naquadah, and genetic screening of native populations can be carried out to prove lineage connections to Earth.

In addition, Area 51 also carries out a great deal of basic research in Astrophysics, concentrating on wormholes and hyperspace. Although the Antarctic Stargate has never been made available for testing, advanced computer models of the gate have been constructed for the researchers to use in their studies. Dr. Rodney McKay (*see the upcoming Season Five sourcebook, and the episode 48 Hours*) was employed in this section of Area 51, and distinguished himself as one of the facility's most brilliant scientists in matters relating to the Stargate's operation.

More information on Area 51 can be found in the *Season One* sourcebook, page 79.



BROOMSTICK. The advances made by understanding Goa'uld technology were useful in bridging the gap toward understanding the Asgard technology, but that was no longer the primary focus. The unit's mandate expanded to include the acquisition of new technologies by secret use of the newly-acquired Antarctic Stargate. CEDAR STAR would act as the unit's research and development component, while BROOMSTICK would be the field operations arm, dispatching personnel through the Stargate on covert operations. BROOMSTICK came under the command of Colonel Harry Maybourne.

The operation was initially staged from the most secure sublevel of Area 51, but soon moved to an abandoned airfield in southern Utah. Using inside intelligence from Stargate Command, Maybourne was able to configure the mission schedules for his teams to closely match those of SGC teams. By activating their own gate immediately after the Cheyenne Mountain gate was used, the NID masked the use of the Antarctic Stargate from detection by the SGC. While there was a sympathetic energy surge in the SGC gate, it would only be detected if the records were reviewed, and Colonel Maybourne ensured that the records were doctored to exclude those readings. Unfortunately his mole failed to erase the tertiary backup logs, which eventually allowed Captain Carter to uncover the scheme. When the SGC started their investigation, Maybourne ordered the gate moved to a new location, but SG-1 arrived before the operation could be completed.

The setback proved damaging to operation BROOMSTICK, but Maybourne is a resourceful man. While his teams may be out of action for the moment, he believes it's only a matter of time before he can find some way to send them back into the field...

PROJECT RED CLOVER

In spite of the highly classified nature of Area 51's primary research areas, there are still more venues, deeper underground, unknown to the majority of the scientific staff. Some of these projects date back to the earliest days of Area 51's existence.

One such project is code named RED CLOVER. The scientists originally assigned to this unit in 1956 received a number of partially-intact devices of extraterrestrial origin, all with varying degrees of damage. They were also shown three obviously non-human corpses, now known to be Asgard. The team was split into a physical resources team to study the technology and a biological resources team to study the physiology of the aliens. Little was learned, and the project was discontinued in 1965.

When Goa'uld technology began filtering into Area 51, RED CLOVER was reactivated under the auspices of the NID, and split into two subprojects: CEDAR STAR and

NEW NID TECHNOLOGY

Stargate Command is not a research and development facility. They do have laboratories for preliminary analysis of materials returned through the Stargate, and for solving immediate problems resulting from current missions, but

they have don't have the budget, staff, or equipment to carry out long-term investigations into the nature of alien technology. That task is left to Area 51.

Most Stargate personnel have never seen Area 51, and in fact the place is never mentioned directly in official documents or statements within Stargate Command. Materials recovered by SG teams are sent to "a dedicated research facility at the Nellis Range Complex."

Once there, the material falls under the auspices of Project CEDAR STAR (see page 49), where it is analyzed thoroughly. Basic research is carried out, but the primary goal is to reverse engineer the technology so that it can be duplicated. A full understanding of the properties on which it operates on is a secondary goal. So far the NID has had limited success, but their programs continues. Some of their equipment is covered in the *Season One* sourcebook, pages 79-80. More information is contained below.

Broca Divide virus: The virus brought back from P3X-797 (see the *Season One* sourcebook, page 18, and the episode *The Broca Divide*) causes regression to a primitive state of behavior and a loss of higher reasoning capabilities in those infected. It has been studied by several top scientists, including Dr. Timothy Harlow (see page 98) and is the subject of an ongoing investigation by a team from USAMIRIID (US Army Medical Research Institute of Infectious Diseases). The NID has specimens in storage for possible use as biowarfare agents. It is worth noting that this virus shares many characteristics with the disease that wiped out the male population of P2X-555 (*Aemonus* – see page 76). That agent may have been a tailored from this virus.

EM Shielding: A radiation shield discovered on P3X-513 (see the *Season One* sourcebook, page 21, and the episode *The First Commandment*) is capable of protecting a vast area from ultraviolet rays. The NID used Captain Carter's report on the device's technology to improve on current EM shielding technology. NID equipment designed using this technology is immune to the effects of electromagnetic pulses that typically damage or destroy normal electronic equipment. ECM and signal power ratings of such equipment are increased by +2.

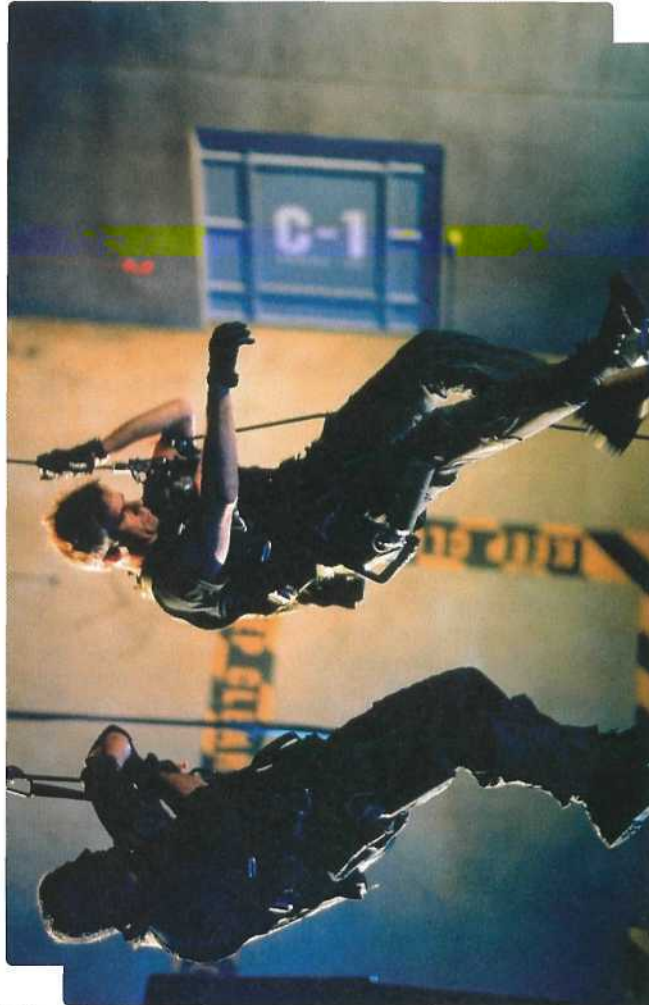
Nanites: After the deactivation of the nanites implanted in the people of P3X-8596 (see the *Season One* sourcebook, page 24, and the episode *Brief Candle*), SG-7 brought back a few blood samples for examination. NID scientists hope to use them to create microscopic healing devices for field agents and soldiers, and to increase bone and muscle density in human subjects. At least one human subject has been put through this procedure already. Though he showed no outward signs of accelerated aging, the subject died within 3 months. Nearly up to the time of his death, however, he exhibited increased physical capabilities (+4 to Str, Dex, and Con)

and extreme resistance to injury (3 points of inherent damage resistance). The NID is working on refining the technology to improve the longevity of test subjects.

New Synthetic Blood: "Blood" samples were obtained from the robot duplicates of SG-1 produced on P3X-989. Research on these samples has been a very fruitful endeavor, resulting in an advanced synthetic plasma. The NID eventually released this discovery to the civilian world, resulting in many lives saved and millions of dollars in profit for the NID and the civilian company that acted as its front.

Space Fighters: Two Goa'uld death gliders captured by SG-1 were stored at Area 51. The information gleaned from that research was applied in the subsequent development of the X301 and X302. The X301 was little more than a retrofit of the original craft, but the X302 was a

wholly new vehicle: Earth's first ground-based, space-capable fighter interceptor. By the year 2003, the X302 (renamed the F302) was being manufactured in great enough numbers to warrant the establishment of the 1st Space Fighter Wing ("The Snakeskinners") headquartered at a newly constructed Combat Space Flight Operations Center (COMSPACE) at Area 51 (see the *Season Seven* episode *Fragile Balance* and the upcoming *Unexplored Worlds* sourcebook for more). Plans eventually call for the 1st SFW and COMSPACE to be relocated to Nellis AFB when the existence of the F302 is declassified.



2-15: A MATTER OF TIME

World Visited: P3W-451.

Thermosphere: Hot (CR 1; close orbit; 3d20 + 50°F).

Atmosphere: Very thin (leaking) (CR 1; 0.4 atmospheres; Auto -2 Int/Wis; Exp. Inc: 10 minutes; SV: Fort (DC 20); Dmg: 1d6 subdual; Recup :2 rounds).

Hydrosphere: Arid (CR 0; daily weather 1-89: none, 90: flood 1d10 MPH, 91-93: rain 1 in. or snow 1d4-2 in., 94-95: dust storm, 96-100: wind 1d10 MPH.)

Geosphere: Very Unstable tectonic activity (daily earthquakes 1-90: none, 91-95: minor, 96-99: moderate, 100: major; 3 small, 1 medium volcanoes within 9 miles of Stargate).

Seasons: Very mild (1-42: spring, unchanged; 43-50: summer, +2d6°F; 51-92: autumn, unchanged; 93-100: winter, -2d6°F).

Anthrosphere: N/A (no natives).

Origin: Egyptian.

Stargate Location (equatorial region): A dune valley in a hot desert; a hauntingly empty area.

EPISODE SUMMARY

In deep space, a desert world orbits her sun. Invisible at first but for a small stream of matter linking the two, this sun has a twin, a dying star moments from collapse into a black hole. Suddenly, with an implosion forceful enough to be carried even through the thinnest particulate matter surrounding the dying star, it collapses. Asteroids from the local belt begin to tumble toward the singularity. The solar system enters its death throes.

Nearby, on P3W-451 four airmen witness the cataclysm, and realize its implications. They make double time to the Stargate. Though they are running hell bent for leather, their progress is painfully slow as time itself begins to dilate and expand. They reach the Stargate and begin to dial home, but it is already too late.

Back in the SGC, as Captain Carter gives Colonel O'Neill a primer on wormhole physics – again – the pair are interrupted by the unscheduled activation of the Stargate. SGC is already receiving a transmission, but the computers can't recognize the signal – intermittent, low frequency RF pulses. Carter, however, orders Lt. Simmons to play back the signal, but faster. This time, the computer recognizes it as SG-10's code. General Hammond wonders aloud why the transmission would be coming through so slowly. The iris is opened, but within only seconds, the wormhole closes, with no new arrivals at Stargate Command.

Almost immediately, O'Neill requests the rescue mission be assigned to SG-1, but Hammond is more cautious. He orders a probe prepped for embarkation, and tells O'Neill to prep SG-1 and SG-3 for the rescue mission, to be launched if and when Hammond gives the order. For his part, though, O'Neill is adamant. He recommended Major Boyd for command of SG-10, and he feels responsible for his friend. Teal'c reassures O'Neill that Boyd is a capable warrior, whom O'Neill trained well, but it's cold comfort.

Finally, the wormhole is established once more, and the MALP trundles through the gate. Its transmission from P3W-451 does little to solve the mystery, however. It is little more than a blotchy red image, apparently frozen in time. According to the computer, the MALP is transmitting telemetry, but at an even slower rate than SG-10's earlier signal. Carter deduces the image has distorted toward the infrared end of the spectrum, likely due to its extremely low frequency. Then the image clears, revealing Boyd and his team, apparently panicked, and fleeing for the gate. Hammond orders Lt. Simmons to play the feed back in real time, but the SGC has only received eleven frames of digital video – only a fraction of a second's worth over the course of six minutes. Regardless, SG-10 is obviously in trouble, and O'Neill once more requests the rescue operation. Just as Hammond nods his assent, Carter intervenes. "We can't help them," she says. She orders Simmons to widen the image, revealing the new black hole in the sky behind them.

Suddenly, SG-10's situation is clear. The closer you get to a black hole, the more time slows down. The team is doomed. Hammond gives a curt nod, and orders Simmons to shut down the gate, but he can't. He tries again... three times. The Stargate won't shut down.

Meanwhile, outside Cheyenne Mountain, Colonel Frank Cromwell takes command of a quarantine force currently establishing a perimeter outside the mountain. They're preparing to rappel directly down to sub-level 28, the heart of Stargate Command. The SGC has been out of contact for four hours. Even prior to that, though, communication was "funky," as if everyone within were talking in slow motion...

Meanwhile, below, Hammond picks up the hot line in his office, a direct link to the White House. The line is dead. In the command center, SG-1 oversees efforts to shut down the gate, assisted by Sergeant Siler. Their efforts are stymied for the moment however, as the gate components seem to be stuck fast. As Teal'c leaves to assist Siler in disconnecting the gate's superconductive interface, Hammond returns. Carter meets him at the stairs with surprising news: the Stargate has just passed the theoretical time limit – 38 minutes – on how long it can maintain a wormhole. Carter theorizes this is because time is passing more slowly at the other end of the wormhole. As the pair reaches the observation window, Hammond notices something else: the normally placid ripple effect of the wormhole has reformed into a gentle eddy. Simmons cuts in, reporting that communications have been lost below sub-level 24. Hammond leaves for NORAD, above, to attempt once again to reach the president, leaving command to O'Neill.

O'Neill soon wonders aloud, "What would happen if we just... pulled the plug?" Willing to try anything at this point, Carter admits she isn't sure. O'Neill, accompanied by Siler, heads for the main power vault. Over the radio, Carter walks him through the procedure to shut down the gate's power source. O'Neill and Siler hit the breakers, and sparks fly – both in the power vault and the gate room. Siler is badly burned, and in the gate room, Teal'c suffers a similar injury as the gate itself shudders and discharges electricity into the gate room. Even with the power cut, the wormhole stands open.

Both Teal'c and Carter notice that the smoke from the electrical short is draining into the wormhole. Intrigued, Carter approaches the wormhole herself. She removes her dog tags and holds them up, only to have them draw toward the event horizon. When she lets go, they fall horizontally through the Stargate. She immediately realizes the cause: the black hole's gravity well is somehow being carried through the wormhole.

Elsewhere, General Hammond steps out of an elevator to be greeted by a squad of armed marines. Major Paul Davis steps forward and introduces himself as an officer attached to the joint chiefs. He informs Hammond that the General's aircraft is waiting, and that Davis will brief him en route.

Within Stargate Command, Colonel Cromwell and his team arrive, none too subtly. It's clear from O'Neill's reaction the two have history. For now, however, O'Neill sets that aside (other than a few snide remarks). He leads Cromwell to the command center and briefs him. Soon, Carter joins them. Cromwell informs Carter the SGC has been out of touch for over five hours now, but that strikes her as out of synch. This confirms Carter's fears of time dilation.

"WHAT EXACTLY DOES 'FUNKY' MEAN, SERGEANT?"

- COL. FRANK CROMWELL

Further, Lt. Simmons calls from the embarkation room... slowly. The time dilation is now readily apparent, as Lt. Simmons – only a short distance away – is moving and speaking perceptibly slower. Further, he reports the gravity field from the Stargate is worsening: he's reading 7 G's at the iris. Carter orders him to keep his distance. She concludes the time dilation is moving in advance of the gravity field, probably due to some sort of lensing effect of the wormhole. She insists that if she leaves the facility, she'll be able to contact the Pentagon and have more time to work out a solution.

Hammond, however, has already been there and back again. He greets his officers – and Colonel Cromwell. The time dilation is now so pronounced that what seemed like a matter of minutes in the SGC was enough time for General Hammond to fly to Washington and back, to say nothing of an all-night meeting with the President's think tank. "I've been gone nearly 18 hours," he says.

Hammond informs them the experts believe it will be necessary to initiate the SGC's auto-destruct sequence in order to destroy the gate and shut down the wormhole. The explosion – ordinarily of enough magnitude to take the top off of Cheyenne Mountain – should be funneled through the Stargate due to intense gravity. Carter begins to disagree, but Hammond cuts her off. "If we don't try, we lose the planet." He gestures toward the gate, "right through that." He explains two volunteers need to stay behind to initiate the auto-destruct sequence, and O'Neill immediately

steps up to the plate – as does his old "pal" Cromwell. Hammond gives the evacuation order over the SGC's public address system, and tells O'Neill to wait five minutes, then start the countdown.

When Carter and Hammond reach the surface, the watch Sergeant informs them Hammond's been below 22 hours, even though Hammond claims he's only been gone for a few minutes. Carter spends hours at a white board, working calculations and equations. She uses Teal'c as a sounding board for some theories, indicating that according to everything she thought she knew about relativity, time dilation moving in *advance* of a gravity field is impossible. Yet, if it wasn't they'd all be torn apart by now, well before the time dilation reached its current severity. She explains to Hammond she fears the black hole's gravity field will dampen the effects of the explosion, leaving the gate intact. After that, the SGC, the whole mountain, the state of Colorado, and eventually the entire planet will be sucked through the gate. Hammond isn't entirely convinced, and assures her that – if she's wrong – they can restart the SGC with the second Stargate.

Suddenly, inspiration hits Carter. The second gate was discovered when a power surge at the far end of the wormhole caused the it to leap from the Cheyenne Mountain gate to the second gate, then in Antarctica. Carter theorizes that if they focus the energy of an explosion into the wormhole, it will cause a similar effect, forcing the far end of the wormhole to jump *away* from P3W-451. After that, they can simply shut down the gate.

Below, Cromwell turns to O'Neill at the last minute before initiating the auto-destruct. Apparently, he left O'Neill behind on a mission. He didn't know that O'Neill was alive, and couldn't risk the rest of the squad to go back for him. As a result, O'Neill spent four months in an Iraqi prison, and the bitterness at being abandoned still remains. Cromwell wonders what the difference is between that scenario and O'Neill's abandonment of SG-10 to their fate. O'Neill counters that the situation is much different. Before the argument can escalate further, however, the bulletproof glass window at the front of the command center shatters, and shards of glass begin "falling" toward the wormhole. O'Neill moves to activate the auto-destruct, but Carter arrives just in time to stop him. She brought a few extra hands down with her... and a shaped charge is on the way. She explains her plan to O'Neill and Cromwell, and further explains the warhead must be placed at a precise distance from the wormhole for maximum effectiveness.

When the warhead arrives, O'Neill and Cromwell begin to rappel "down" toward the wormhole, guiding the explosive on its own line. The climb is excruciatingly slow and agonizingly difficult, thanks to the steadily increasing gravity of the wormhole. Even as the pair descends, the gravity field is expanding. A chair in the command center slowly rolls toward the window. Abruptly, another pane of glass gives out, showering the rappelling colonels with razor-sharp debris. O'Neill momentarily loses his grip and slides a half dozen feet toward. Worse, a shard of glass lodges itself – unnoticed – into Cromwell's rope.

Just as Cromwell sets the charge's timer, the Stargate's titanium iris collapses in the ever increasing gravity, throwing open the wormhole "beneath" them. The sharp increase in the drag hits the pair hard, and they both fall several feet before regaining purchase on their lines. O'Neill hovers only a few feet above the wormhole, and Cromwell makes a play to save him. He secures his line and inverts himself, reaching out to help O'Neill, but O'Neill refuses. Their argument is cut short as the shard of glass finally cuts through Cromwell's line, and he falls past O'Neill. Cromwell snags a hold of O'Neill's harness, but O'Neill clearly can't climb with the both of them – not in this kind of gravity. In a few short seconds, Cromwell braces himself and lets go, sacrificing himself to allow O'Neill to reach the bomb. O'Neill manages to haul himself up to the bomb and set the timer, but only gains a dozen more feet before it erupts, and his world explodes in white.

He awakens hours later in the infirmary, where he is greeted by the news that since he reported for duty yesterday, two weeks have actually passed. That aside, Carter's plan worked. The wormhole jumped from P3W-451 to P2A-870, allowing the SGC to shut down the gate. A new trinium-strengthened iris is being installed to replace the old, but the crisis has been averted.

BACKGROUND

P3W-451

Once, P3W-451 was inhabited by a Bronze Age Egyptian culture, humans transplanted to the planet from Earth millennia ago. Though they worshipped the Goa'uld as gods, they were long since abandoned by their rulers, as Goa'uld monitoring devices detected the impending collapse one of the local binary stars long ago. As such, the people of P3W-451 have been left to their own devices for centuries, and largely forgot their fear of the gods, as well as the Stargate itself. It stands abandoned, many miles from the nearest settlement.

Though SG-10 did not arrive here until well after the collapse of P3W-451's star (and subsequent extinction of the civilization), they nonetheless discovered signs of a fallen society buried in the sand. It was impossible to determine, however, which System Lord to which this planet owed its allegiance. The appearance of the black hole rendered the question unanswerable, at least for the immediate future.

Interestingly, though Stargate Command was forced to deal with the consequences of its collapse, earthbound scientists can still study P3W-451's twin suns, due to the fact that the system is hundreds of light years away. Remarkably, neither of the binary stars shows signs of impending collapse, leading Stargate Command to believe that the sun's collapse was an artificial event triggered by the Goa'uld, though their possible reasons for doing so remain unclear. This is still debated among the SGC's scientific community. Some – those more inclined to ascribe evil motives to all Goa'uld activities – believe the Goa'uld caused the star's collapse through testing a new weapon; others believe it was an unintentional byproduct of Goa'uld experimentation in the nature of stars, possibly in order to harness a sun's energy as a power source.

Regardless of their original intentions, many fear the Goa'uld have discovered a method to induce the controlled collapse of a star. This bodes ill for the Tauri and all of their allies: if the Goa'uld can create black holes at will – and do so near Earth, or another inhabited planet – there will be no stopping the destruction wrought. The fact that they have not yet done so may only mean they haven't perfected the method yet... in which case, the SGC must do everything it can to halt or sabotage such research.

2-16: THE FIFTH RACE

World Visited: P3R-272.

Thermosphere: Unknown.

Atmosphere: Unknown.

Hydrosphere: Unknown.

Geosphere: Unknown.

Seasons: Unknown.

Anthrosphere: Unknown.

Origin: Ancients.

Stargate Location: Inside a sealed room with no visible exit. No evidence exists indicating what kind of world P3R-272 is... or indeed if it is a world at all.

World Visited: Othala (exact coordinates unknown).

Thermosphere: Warm (CR 0; standard orbit; 2d20+25°F).

Atmosphere: Normal (CR 0; 1.1 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Sub-humid (CR 1; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; 1 volcano within 10 miles of Stargate).

Seasons: Mild (1-17: spring, unchanged; 18-50: summer, +2d10°F; 51-83: autumn, unchanged; 84-100: winter, -2d10°F).

Anthrosphere: 5,000,000,000 natives; Asgard (9 picks, 7 RP); Meritocracy; Friendly (+1 with disposition checks); Defensively Pacifistic (50,000 soldiers, squad size 1d2 soldiers); Very Progressive civil rights.

Origin: Asgard.

Stargate Location: A meeting chamber within Gladshiem (the Hall of the Gods).

EPISODE SUMMARY

In the SGC briefing room, Daniel Jackson explains that writings discovered by a probe on the floor of planet P3R-272 match one of the four written languages found on Heliopolis (see the *Season One sourcebook*, page 38, and the episode *The Torment of Tantalus*). This could mean that the race on P3R-272 is an ally of the Asgard and an enemy of the Goa'uld. Realizing the potential of this discovery, General Hammond okays a standard recon mission to the new planet.

The team steps through the gate onto P3R-272 and arrives in a nearly featureless room, containing nothing beyond the Stargate, the DHD, and the circle of runes discovered by the probe. O'Neill suggests they return home since there's nothing there of interest, despite Carter and Daniel's protests. As he walks towards the Stargate, he steps through the circle of runes and the wall opposite the Stargate morphs, revealing a portal of sorts. Teal'c looks into the portal but sees nothing but blackness and colored lights. Then O'Neill decides to take a look.

Suddenly the portal reaches out towards him. Before he can react it grabs his head in a mechanical grip. O'Neill struggles to free himself from the device, then falls to the floor in a state of shock moments later when the it releases him. Carter orders the team to return to the SGC at once.

After recovering in the infirmary, O'Neill is eager to get back to work and heads to the briefing room with the rest of SG-1 to report. But he grows agitated at having to rehash the events of their short-lived mission. Carter and Hammond both ask if O'Neill is okay, and he insists that "there is nothing cruvas with me." Hammond and rest of SG-1 seem surprised, but O'Neill doesn't even realize that he's said anything unusual, and argues when asked about it. Hammond tells him to relax but remain on base. As O'Neill leaves the briefing room, Hammond orders the rest of SG-1 to keep an eye out for him.

After using another odd word ("cozars" instead of legs) while sparring with Teal'c, O'Neill goes to Daniel, hoping to determine what's wrong with him. Daniel decides to try to decipher and/or translate the words Jack has been using, noting that the word "fallatus" sounds similar to Medieval Latin. As he looks up the word in a reference book, O'Neill looks at an image of the alien runes from P3R-272 on a nearby computer monitor and reads the words aloud, surprising both himself and Daniel. Daniel asks if O'Neill knows what the runes say, but O'Neill denies it, noting that somehow the words just pop into his "fron." His cognitive abilities begin increasing by leaps and bounds. Within a few hours, he has created a complex mathematical equation on the chalkboard, which baffles even Carter's formidable scientific mind.

In the infirmary, a series of tests reveals that while most humans utilize only about 10% of their brain capacity at any given time, O'Neill's brain is operating at over 90% capacity. The colonel continues his rapid development in the armory, disassembling a staff weapon and claiming that he needs its naquadah power cell (though he has no idea what he needs it for).

Still later, Daniel informs General Hammond that Jack is able to read the alien language, including both the circle of runes on P3R-272 and the inscription on the wall of Heliopolis. The circle says "The Place of Our Legacy." Noting that O'Neill is now unknowingly reading and speaking an alien language, Daniel hypothesizes that the alien device must have somehow downloaded the language into O'Neill's brain.

P9Q-281

World Visited: P9Q-281.

Thermosphere*: Hot/Broiling (CR 0/1; standard orbit (two suns); 2d20+25°F/5d20 + 100°F).

Atmosphere: Normal (CR 0; 1.10 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Desert (CR 1; daily weather 1-92: none, 93: rain or snow, less than 1 in., 94-95: dust storm, 96-100: wind 1d10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; 1 volcano within 10 miles of Stargate).

Seasons: N/A (no seasons).

Anthrosphere: N/A (no intelligent inhabitants).

Origin: Ancients.

Stargate Location (desert region): Rocky terrain on top of a large flat rock in a vast desert.

* The first values apply when only one sun is in the sky. The second apply when both suns are directly overhead.

Just then Teal'c arrives to inform General Hammond that he is needed in the control room. O'Neill sits at a computer terminal entering some sort of programming language into the base computer, locking down the entire system. O'Neill has no idea what he's doing, but can't seem to stop. When Teal'c drags O'Neill away from the terminal, he protests, wanting to finish what's he's started. The computer system then flickers, and machine code fills the screen. The Stargate dialing program then opens on the monitor, displaying dozens of coordinates, including an entirely new set of destinations, none of which match the addresses on the Abydos Cartouche. Daniel surmises that the alien device downloaded more than a simple language into O'Neill's brain, and suggests that the device is a database of sorts (similar to the one on Heliopolis) that contains all the knowledge of the race which built it.

O'Neill has now completely lost his ability to speak in anything but the alien language. However, working together he and Daniel translate more of the alien inscription, which reads "We are the Ancients." Daniel suggests that these aliens are the race that invented the Stargate, and that the intent of the alien device was to pass on their knowledge (The Place of Our Legacy). O'Neill speaks again in the alien language, and Daniel translates his words as "I need a new location," but Jack has no idea where he needs to go. As Carter leaves, she asks O'Neill about the mathematical equation he has developed, and he responds by writing "10=8," which Carter interprets to mean that the equation is written in Base 8 math.

Meanwhile Dr. Fraiser grows concerned that while losing the ability to speak hasn't affected other parts of Jack's brain, the problem is advancing, and whatever is affecting him may be taking over incrementally. If the effect continues, he may lose the ability to read and/or comprehend humans, or worse, his brain may simply shut down.

A while later Carter updates General Hammond on their efforts at scouting the new planets Jack entered into the dialing computer, hoping that they might find something that can help. The planet P9Q-281 has a pedestal near the Stargate with writings that match the alien language, and Hammond grants permission to travel there, ordering Major Castleman to join SG-1 for this mission. Daniel points out that if Jack isn't going then he should stay as well, noting that translating the alien language is more important than him joining the mission. Daniel is convinced that Jack is speaking the language of the aliens who built the Stargate, while Carter explains that she believes the mathematical equation Jack wrote is a revolutionary equation for calculating the distance between planetary bodies. Lastly, Daniel points out that he's the only one who can understand what Jack says and is his only means of effective communication. Hammond agrees with Daniel, and Carter, Teal'c, and Major Castleman travel through the gate to P9Q-281.

When SG-1 doesn't return the probe on schedule, Hammond orders them to open the gate and make contact. Carter responds via the MALP, telling the SGC *not* to send a rescue team. The DHD seized in mid-dial while trying to send back the MALP, which failed to detect a second sun that is now rising. The surface temperature is rising rapidly, to dangerous levels. They plan to try to manually dial out as soon as they break contact. Hammond tells Carter that they will contact them in one hour if they don't hear from SG-1 before then.

Meanwhile, Jack begins to build a device using the power cell from the staff weapon, but when questioned, he's not sure what the device is supposed to do. At the same time, SGC scientists work on helping SG-1 survive the heat, as well as figure out how to get them home, but have no idea what to do.

An hour later, Carter reports that manually dialing out failed. Hammond explains that he plans to send supplies to help combat the heat, but Carter is not optimistic about their chances.

In Daniel's lab with Dr. Fraiser, Jack finishes his device, but all it seems to do is glow and hum. Just then Daniel arrives and explains SG-1's problem to Jack, showing them a recording of Carter's last message. Jack grabs some paper and drawing tools and begins to sketch something. A short while later Daniel, Jack and Dr. Fraiser arrive in the briefing room, stating that they need to dial out immediately. Jack has created instructions for repairing the DHD, and together they head to the control room.

A short while later the SGC sends the plans to P9Q-281, enabling them to repair the DHD. Carter and SG-1 soon return, weary from the heat. Daniel then shows Jack's device to Carter, who is summoned to the control room. While attempting to send an SG team to a new planet (one entered by O'Neill), the gate won't dial out and the computer freezes, despite a recent diagnostic test. Carter discovers that the Stargate is trying to draw more power than usual from the system.

Suddenly Jack takes his device to the power room and connects it to the main power junctions that run the Stargate. In the control room, Carter informs Hammond that the Stargate just got a huge power boost, drawing ten times more energy than normal. Hammond orders Sgt. Siler to the maintenance room to investigate as the Stargate starts dialing out, the dialing computer seemingly operating on its own. Hammond suggests having O'Neill's device removed, but Daniel points out that Jack insists this is a good thing, and that so far he's done nothing bad. The

dialing computer dials a seventh chevron, but it's not the point of origin, and continues dialing the point of origin (chevron 8) before activating. Tracking systems indicate that the wormhole is leaving the known network of Stargates — traveling beyond our galaxy. The gate needed the extra power to reach that far, and Carter guesses that the extra chevron adds a distance calculation to the existing points, sort of like dialing a different area code.

Jack then moves to leave through the Stargate. After initial reservations, Hammond agrees to let Jack go. Teal'c

wishes to go with him, but Daniel insists that he should go alone. Carter points out that without a GDO, Jack won't be able to get home, but Hammond can't allow it without knowing where O'Neill is going. Daniel warns him, but he steps through anyway.

On the other side, O'Neill erupts from the gate, finding himself in a large chamber. A pair of Asgard stand before him, with a larger number filling the chamber beyond. He speaks to them in the alien language. The Asgard recognizes him as human and his language as that of the Ancients. Realizing that he needs help, the Asgard use a device that removes the Ancient knowledge from Jack's brain, causing him to momentarily pass out.

Back at the SGC, Carter redials, but the address doesn't work, and Sgt. Siler reports that the device connected to the power grid is dead.



On the alien planet, Jack awakens, the alien knowledge gone from his mind. He speaks to the Asgard there, thanking them for helping him. The Asgard can understand him, and explain that they speak many languages. They tell him that he looked into an archive that stores all the Ancients' knowledge, and that it was not meant for him. Human physiology has not advanced to the point where it can handle the technology.

Jack asks where he is, and the Asgard explains that it is the planet of Othala in the galaxy of Ida. When he asks why he came here, the Asgard explain that while the Ancients moved on from their region of space long ago, his subconscious mind used their knowledge to find them on this planet, where he could get help. The Asgard are impressed, not realizing that the human brain had advanced so significantly.

When Jack asks what they've learned from their studies of humanity, the Asgard respond by stating that they (humans) have great potential. They tell him that an alliance of four great races once existed: the Asgard, the Nox, the Furlings, and the Ancients (the builders of the

BACKGROUND

THE ANCIENTS' LEGACY

When the Ancients left our region of space, they left behind a legacy of advanced technology known as the Stargate network, as well as other devices on planets scattered across the galaxy. Some of these remain hidden and will likely never be discovered, while others were simply abandoned no regard for the consequences from their eventual discovery. But beyond the legacy of their technology, the Ancients also left behind a series of "archives" intended to be repositories of their knowledge that could one day be passed on to and used by other races, once they had advanced enough to handle it.

The archive on P3R-272 was the one located closest to Earth: a simple room with virtually no distinguishing features beyond the Stargate, the DHD, and a circle of writing in the Ancients' language on the floor. Though the room contains no visible signs of technology beyond the Stargate, it has some sort of lighting and a breathable atmosphere, most likely maintained by a life support device outside the room itself.

When someone steps through the circle of writing (which says "We are the Ancients. The Place of Our Legacy."), a portal opens on the wall opposite the Stargate. When someone looks into the portal, they see blackness and colored lights. The portal can detect the presence of a Goa'uld symbiote, whether within a host or a Jaffa, and if the observer is "snake free," the portal extends out towards him or her slightly, and then wraps around the observer's head. Once the observer is secured, the archive downloads all the knowledge of the Ancients into his or her brain, including details about the operation of the Stargate, the DHD, and virtually all of the Ancients' technology.

If the observer possesses a Goa'uld symbiote (i.e. they are either a Goa'uld, Jaffa, or Tok'ra), the portal does nothing. Various Goa'uld have visited P3R-272 in the past, but none were able to learn anything from the portal. As a result, the System Lords have written off P3R-272 as a worthless planet. In addition, the device seems to have been a "one-shot," emptying all its data into O'Neill's head and leaving no information behind. Subsequent examination confirmed that the device became inert after O'Neill's misadventure. Similar devices may exist elsewhere, however, and if the Goa'uld could somehow access them, the consequences would be dire.

Unfortunately, unless the physiology of the observer is advanced to a point where they can properly process the downloaded data, the new information begins to dominate the observer's brain. In addition, the downloaded data also contains a subconscious message that compels the subject to seek help to rid themselves of the data. All of the other races of the Ancient Alliance (the Asgard, the Nox, and the Furlings) know of the archives, but have had no need to use them. They also understand the potential dangers of an unready subject and all are capable of removing the data from a subject's brain if need be.



Stargate network). The alliance was built over many millennia, and humans have much to prove before they may interact at the same level. Jack explains that while humans might not be ready, they are out there, exploring the galaxy now. The Asgard takes Jack's hand and tells him that they have already taken the first steps towards becoming the Fifth Race.

Back at the SGC, Carter explains that they may have to reboot the entire system to regain control of the Stargate, but before she is able to do so, the gate begins to dial in. O'Neill steps through the wormhole, and as the gate closes behind him, the system returns to normal. Daniel asks Jack what's happened, and Teal'c asks if he still possesses the Ancients' knowledge. Jack tells him no – the knowledge is gone – but assures Daniel that, regarding the "meaning of life stuff," he thinks they're going to be alright.

OTHER LEGACIES OF THE ANCIENTS

Beyond the archives, some of the other legacies left behind by the Ancients include the following worlds:

HELIOPOLIS

Another legacy of the Ancients was the database SG-1 discovered on PB2-908 (also known as Heliopolis or "Ernest's Planet"), the world that was once a meeting place of the Ancients' Alliance. This device contained collective knowledge of the races of the alliance, recorded in a universal language made up of three-dimensional graphical representations of the atomic structures of the elements. The device and the castle in which it stood were presumably destroyed in a severe storm that struck just as SG-1 escaped from that world. All subsequent attempts at establishing a wormhole to the planet have failed. More information can be found on page 38 of the *Season One* sourcebook, and in the episode *The Torment of Tantalus*.

P9Q-281 – THE PLANET OF TWO SUNS

The planet designated P9Q-281 – which SG-1 visited in an abortive attempt to free O'Neill of the Ancients' knowledge – contains a failed effort to safely harness the power of the twin stars at the center of its solar system. The Ancients attempted to convert the gravitational pull of the stars into a safe power source, the purpose of which is not known. It could be that they were seeking an enhanced power source that might expand the reach of the Stargate network even further across the universe.

Since Carter repaired the DHD on this world, it is now possible for SG teams to return to try to decipher the writings on the pedestal. Shortly after O'Neill was freed of the Ancients' knowledge, the SGC set up weather tracking equipment near the Stargate to record the planet's solar cycle. They determined that during each "day" there is a period of 10 hours during which only one sun shines the sky. These 10 hours offer tolerable conditions under which a team could study the area surrounding the Stargate.

O'NEILL'S LEGACY

During the period when O'Neill possessed the Ancients' knowledge, he created a number of advanced devices and formulae. The SGC is still using and/or researching these items, trying to gain the advantage each has to offer.

Formula for Calculating Distances between Planetary Bodies: Soon after O'Neill's symptoms began, he wrote a complex mathematical formula on a blackboard. At first even Carter couldn't make heads or tails of the equation, but after realizing that was written in Base-8 math, an analysis revealed it as a revolutionary formula for calculating the distance between planetary bodies.

Though unknown at the time, this formula was incorporated into the modifications O'Neill made to the SGC's dialing computer. Unfortunately, without changes to other programs used by the computer, the formula is of no use. Carter (with the help of other staff) has since started to integrate the formula with portions of the computer's programs so as to speed up the rate at which new gate addresses are calculated.

In addition, the formula is also the subject of study by teams of astrophysicists both inside and outside the SGC for potential applications beyond the Stargate Program.

Changes to the Dialing Computer: The modifications O'Neill made to the SGC dialing computer include a number of significant additions and changes. The first and most obvious are the dozens of new Stargate addresses that do not appear on the Abydos Cartouche or any other Goa'uld references. Among these are PB2-908 (Heliopolis) and P9Q-281, as well as several other worlds where the Ancients may have left technology and/or archives similar to the one found on P3R-272 (*see The Ancients' Legacy on the previous page*). The SGC continues to send probes to these worlds and those habitable enough for exploration are included on the docket for SG missions.

As described above, another notable change to the dialing computer is the addition of the formula for calculating the distance between planetary bodies O'Neill scribbled on a chalk board before losing the ability to speak.

One other, and possibly the most significant, change was the program which allowed O'Neill to use the Stargate to travel to the Asgard world of Othala. Unlike normal Stargate addresses, this address comprises eight chevrons: seven that define the destination, and the point of origin. Carter theorized at the time that the eighth chevron may add a distance calculation to the address. O'Neill's experience seems to corroborate this theory, since the address delivered him to a planet in another galaxy. Given the number of symbols on the Stargate, this could mean that there may exist up to 39 distinct galaxies accessible through the Stargate from Earth, each having its own network of Stargates. The implications are staggering.

Since O'Neill's return from Othala, Carter has searched the dialing computer for other addresses with eight (or more) chevrons, but has thus far found none. However, given that the address for Othala remained undetected until the Stargate was properly powered (by O'Neill's boosting device, see below), it's possible that other such addresses exist in the computer's programs, and that they will only be discovered under correct circumstances.

Power Booster Device: Using a liquid naquadah power cell from a staff weapon, O'Neill created a device that – when connected to the grid that powers the Stargate – increased the energy output by a factor of ten. This device seemed to work in conjunction with the modifications to the dialing computer to allow O'Neill to travel to Othala in search of help.

Aside from its power source, the device was created entirely from Earth-based technology. This suggests that the Ancients' technological capabilities don't rely solely on their hardware, but possibly on a completely different understanding of the laws of physics. Since its last functioning moment, this device remains inert and inoperable, even when supplied with a fresh power source. Though a scientific curiosity to be sure, determining how it works remains a fairly low priority for the SGC at this time.

DHD Plans: The last piece of O'Neill's legacy is the plans for the DHD he drafted when SG-1 got stuck on P9Q-281. These plans included both schematics of the DHD and instructions for how to repair it. Since that mission, O'Neill's plans have proven extremely useful in studying

the DHD and in updating the dial up computer. The plans have been professionally drafted and made part of the SGC research library; they are also included in the standard information database software.

THE PLANET OTHALA AND THE GALAXY OF IDA

The galaxy of Ida is the home of the Asgard race. Millennia ago the Asgard developed both interstellar and intergalactic flight and after exploring their own galaxy, went on to explore the Milky Way, after which they eventually joined the Ancients, the Nox, and the Furlings in the Heliopolis Alliance. The galaxy of Ida has an entire Stargate network of its own, which while not as expansive as the Milky Way's, spans hundreds of worlds. Stargates in the Ida galaxy can only be reached from other galaxies using an 8-chevron Stargate address (and a properly powered Stargate).



The planet Othala (located within the Ida galaxy) is one of the Asgard's primary worlds, second in importance only to Halla, the Asgard home world. Othala serves as the headquarters of the Asgard High Council, located within Gladsheim, the Great Hall (the inspiration for the Hall of the Gods in Norse mythology).

The Stargate on Othala stands in a meeting chamber within Gladsheim, and was (and is) used for contact with the other races of the Ancients' Alliance. This Stargate can only be accessed via an address known solely to the member races of the Ancients' Alliance. A device given to the Asgard by the Ancients alerts the Asgard whenever the gate is activated off world (which hasn't occurred in many centuries), indicating not only that an incoming wormhole has been created, but also how many travelers are coming and from where. This alert allows the Asgard to prepare for arriving guests, who are met by guardians of the Othala Stargate.

The remainder of the planet is a hive of Asgard activity, containing meeting halls, shipbuilding facilities, homes, academic centers, and bases for the Asgard military. A series of green parks breaks up the planet-sized city, and while the vast majority of the inhabitants are Asgard, it is possible to spot a few members of other races here and there as well.

2-17: SERPENT'S SONG

World Visited: PB5-926.

Thermosphere: Warm (CR 0; standard orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 1.5 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Desert (CR 0; daily weather 1-92: none, 93: rain or snow, less than 1 in, 94-95: dust storm, 96-00: wind 1d10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Very mild (1-42: spring, unchanged; 43-50: summer, +2d6°F; 51-92: autumn, unchanged; 93-100: winter, -2d6°F).

Anthrosphere: N/A (no intelligent life).

Origin: N/A.

Stargate Location (desert region): An empty plain with a grove of stunted trees nearby.

EPISODE SUMMARY

Summoned to a mysterious set of coordinates by what they think is the Tok'ra, SG-1 finds themselves on a barren world with little or no life. Their sojourn is soon interrupted by a Goa'uld death glider – badly damaged and under fire – streaking across the sky. It crash lands on the far side of the gate, and the team is shocked to see who crawls out of the wreckage: Apophis! Exhausted and badly injured, the Serpent God begs them for help; he has been defeated by a rival System Lord and needs safe haven. Teal'c is tempted to kill him where he lies, but, as Carter admonishes, he's worth much more to them alive than dead. As they stand there debating, the sky suddenly fills with more death gliders: the forces of Apophis' victorious foe. O'Neill orders a retreat and the team escapes through the Stargate before the Jaffa can open fire.

Back at the SGC, an angry Apophis demands sanctuary, only to rebuked by General Hammond. He is placed in the infirmary, under heavy guard, while Hammond convenes a meeting to discuss what to do with him. Dr. Fraiser notes several grievous injuries and a series of lesions on the body of the symbiote itself: Apophis has been tortured and is apparently dying. The team speculates that his failure to destroy Earth (*see The Serpent's Lair, page 6*) left him weakened and exposed to the other Goa'uld. He fell to a superior opponent and now, it seems, needs Earth to keep him safe. O'Neill wants to throw him back through the gate, but the information he holds could be invaluable, and Hammond's orders are to learn as much as they can in the time the symbiote has left.

Apophis soon revives, strapped to a bed in the infirmary and asks to speak to O'Neill. He offers a bargain: a new host in exchange for all the knowledge of the Goa'uld. Dismissive and contemptuous, O'Neill rebukes the offer, and asks Dr. Fraiser to "tell me when he dies." A sneering Apophis then reveals the name of the Goa'uld who defeated him – Sokar – and claims that he came to the Tauri in the

hopes that his foe would destroy *them* as well. Research turns up the name "Sokar" in Egyptian mythology. He was the most feared deity in the pantheon, the original god of death who ruled Earth for a time. Teal'c claims he was overthrown by an alliance of Goa'uld, including Apophis and Ra, and was long believed dead. Apophis' defeat at the hands of the Tauri helped him grow strong again.

The interrogation of Apophis continues, this time with Dr. Jackson asking the questions. He wishes to know the fate of his wife Sha're whom Apophis abducted years earlier (*see the Season One sourcebook, page 6 and the episode Children of the Gods*). Apophis taunts him, calling her "Amaunet" and gloating about how much greater she has become as a possessed host. Daniel quietly responds that he knows the location of the Harsesis child (*see page 31 and the episode Secrets*) and threatens to kill Apophis if he does not tell him where Sha're is. "You have neither the strength nor the will," Apophis retorts, before the pain of his injuries overcomes him again.

Back in the gate room, the SGC receives a surprising guest: Martouf of the Tok'ra and a contingent of his fellow fifth columnists. He admonishes General Hammond to return Apophis where they found him or risk destruction from Sokar. The Tok'ra wish to speak to Apophis, but he is deteriorating rapidly as they approach and barely coherent. Indeed, as SG-1 looks on in shock, the symbiote loses its grip on its host. Their greatest enemy vanishes before their eyes, replaced by a frightened Egyptian scribe who has spent thousands of years living as a possessed slave. O'Neill admonishes Jackson to speak to him. "I don't know what to say," a stunned Daniel replies.

"I SHOULD HAVE SHOT HIM."

— COL. JACK O'NEILL

Unable to convince the SCG to relinquish their prisoner, the Tok'ra prepare to leave. Before they can however, the Stargate activates. It is Sokar, determined to claim his prize. Using a particle accelerator to convey energy through the closed iris, he promises to destroy the Tauri for their insolence. The energy heats up the metallic shield, threatening to melt it if the wormhole isn't closed.

Carter and Teal'c now take a stab at Apophis, hoping to gain some insight on Sokar's weapon. The System Lord has regained some measure of lucidity, but refuses to speak to the shol'va and claims that no defense exists against Sokar regardless. Teal'c does not believe him, however, and mocks his former master with exhortations of Jaffa freedom. When Apophis' pain overwhelms him, Teal'c claims, then the Serpent God will reveal what he knows.

The iris's temperature continues to increase, despite the best efforts of the SGC engineering team. Jackson suggests dialing out once the wormhole disperses to give it time to cool down, but Sokar can dial in faster. After conferring with his superiors, General Hammond is

ordered to cease all medical intervention and send Apophis' body back through the Stargate, rather than risk invasion.

As the next window to dial out approaches, the team returns to the System Lord's bedside to witness his last moments. The symbiote has lost control again, returning the body to the host. Dr. Jackson listens to the man's sad story, then comforts him in ancient Egyptian, promising to enact the proper rites and send him to the next life with his family. The symbiote regains possession one last time, begging for help as his life ebbs away. Jackson performs the funeral ceremony, hoping to give the tormented host a few moments of final peace. Back in the gate room, an accelerated computer program conceived by Major Carter allows them to dial out before Sokar can dial back in. The gate activates and they pass Apophis' body through it, returning it to the planet where they found him. Afterwards, Martouf explains that Sokar will likely revive him with a sarcophagus in order to torture him anew.

BACKGROUND THE FALL OF A GOD

The rapidity of Apophis' destruction was a considerable mental blow to the other Goa'uld, who were still struggling to absorb the death of Ra. At the time of his attack on Earth, Apophis was one of the most powerful System Lords in existence, with numerous ha'tak vessels under his command. He propagated aggressive wars against Heru-ur and Sokar (among others), and some believed that he might succeed in reuniting all System Lords under his rule.

How then, in the space of seven odd months, could he go from dominating warlord to battered fugitive, alone and utterly without resources? It began with his invasion of Earth. SG-1 destroyed two of his ha'taks, along with a huge army of Jaffa (*see The Serpent's Lair, page 6, for more information*). Apophis and Klorrel were forced to flee the debacle without protection, vulnerable to potential attack. Ever paranoid, the Serpent God diverted more of his ha'tak to protect his escape, and initially considered returning to Earth and destroying it once and for all. But he misjudged the strength of his enemies and pulled too many ships away from the front lines. Heru-ur took swift advantage of the weakness, launching devastating attacks against Apophis' worlds. The Serpent God had to abandon his plans for Earth and defend more pressing territory. (He did, however, make a more subtle effort to destroy the Tauri; *see Family, page 30 for more information*.)

For a brief time, he managed to hold back Heru-ur's advance, but it cost tremendous resources and left other areas dangerously unprotected. More Goa'uld began sniping at his flanks, minor System Lords sought to claim disputed planets, and even supposedly loyal underlings turned on him. In the growing chaos, it was Sokar who struck the fatal blow. He watched his rival struggle against the tide, then chose the ideal moment to order an all-out attack. In one swift move, he crushed Apophis' remaining forces, absorbed his territory (though Heru-ur claimed some planets as well), and took the Serpent God prisoner.

Aboard Sokar's flagship, Apophis was subjected to the most horrendous tortures imaginable. Through the use of a hara kash (*see page 148*), Sokar brutalized the symbiote while still within its host, and turned his most creative

interrogators loose to indulge themselves on Apophis' human body. He sought neither information nor subservience; he desired only the most painful death possible for his vanquished enemy. But Apophis still had a few cards to play. In a daring raid, a band of still-loyal Serpent Guards infiltrated Sokar's ship, freeing their lord at the cost of their own lives.

A brief, harrowing chase ensued as Apophis desperately sought to escape Sokar's forces. He initially hoped to reach PB5-926 without being detected – he had a hidden base there from which he could recover in safety – but Sokar's minions tracked him unerringly. Sensing his imminent demise, Apophis resolved to take at least one set of enemies with him: the Tauri, whose victories against him had sparked his collapse. He sent a radio signal on the frequency they used, masquerading as the Tok'ra and asking to meet them on PB5-926. He was prepared to offer information on Goa'uld technology and tactics in the unlikely event they could protect him from Sokar. Otherwise, Sokar would destroy them along with him, and he could die knowing that the humans who dared defy him would join his soul in perdition.

PB5-926

Apophis' "bolt-hole" planet was one of the closest-kept secrets of his rule. None of his Jaffa knew about it, and even his First Primes were ignorant of its exact location. He rarely visited, and never revealed the coordinates to anyone. In the end, it was the only place left for him to flee to.

Apophis chose the planet for its unremarkable nature and lack of abundant resources. It contains no naquadah or other minerals, and no intelligent life forms over which to rule. Most of the planet is unremarkable desert, with a few patches of forest and shallow seas to break the monotony. Yet it has a functioning Stargate, allowing for easy escape should it become necessary. Ignored by the other System Lords, tucked away in a backwater corner of Apophis' realm, it made a perfect hiding place for a paranoid Goa'uld.

The Serpent God constructed a small underground lair near the Stargate, undetectable from space and completely masked from a cursory surface inspection. It contained enough room for Apophis and a small contingent of guards, as well as an armory, a monitoring station, a set of transportation rings, and a sarcophagus for the System Lord's personal use. The entrance is concealed beneath a series of sand dunes, and requires a Spot check DC 30 to notice. A fingerprint sensor protects the heavy blast door covering the entrance, requiring an Electronics check DC 25 to unlock and DC 30 to disable the sensor. Failure on either check triggers a loud alarm which, if not disabled within five minutes by a voice command from either Apophis or Amaunet, will terminate with the detonation of a naquadah bomb (the equivalent of the miniature bomb described on page 418 of the *Stargate SG-1* core rulebook; assume that at least 1 gallon of naquadah is touched by this blast). Successfully mimicking Apophis' or Amaunet's voice command requires a Disguise check, DC 40. A suitable recording or other piece of gear reduces the DC to 20 (subject to the GM's discretion).

Sokar's forces did not uncover the base when they came to PB5-926. Similarly, the SGC has not returned to the planet since the events of *Serpent's Song*, unwilling to risk unnecessary entanglements with the Goa'uld. So the base remains undiscovered to this day, along with any artifacts or alien technology which Apophis secreted there. The only other being who knows about the base (and can access it without difficulty) is his queen Amaunet, currently (i.e., as of *Serpent's Song*) seeking solace with Heru-ur. At some point, the SGC may be willing to risk abducting her in order to learn what her Lord hid under the sands of PB5-926.

2-18: HOLIDAY

World Visited: P3W-924 (Tonnem).

Thermosphere: Warm (CR 0; standard orbit; 2d20+25°F).

Atmosphere: Normal (CR 0; 1 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Moist sub-humid (CR 1; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4 in. or snow 1d6 in., 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20°F; 51-75: autumn, unchanged; 76-100: winter -2d20°F).

Anthrosphere: N/A (no intelligent life).

Origin: Unknown.

Stargate Location: An underground chamber beneath a deserted Goa'uld outpost.

EPISODE SUMMARY

SG-1 steps through the Stargate and enters a room filled with alien technology that even Teal'c does not recognize. Daniel wonders aloud what's behind the curtains at the end of the room. Just after asking the question, a voice booms out "I am in there." An old man slowly emerges through the curtains, announcing that he is unarmed. O'Neill asks the man to identify himself, but before the man can comply, Teal'c approaches him, seemingly recognizing him, and asks if he is the one called "Ma'chello."

The man asks if he knows Teal'c, and Teal'c responds by saying that he has seen images of him. Since before Teal'c was born, this man has been a fugitive from the System Lords. One of Teal'c's first assignments as First Prime of Apophis was to hunt him – he was developing advanced technology with which to battle the Goa'uld. He was captured and tortured, and the System Lords marked him to become a Goa'uld host so his knowledge could be retained, but before the ceremony of implantation, he killed several Jaffa and escaped.

The man denies being Ma'chello, and Daniel tries to calm him, explaining that they are not Goa'uld but visitors from the planet Earth. The man then mimics Daniel,

stating that *he* is "Daniel Jackson from the planet Earth." Carter asks the man if the devices are inventions to fight the Goa'uld, to which he responds by mimicking her words.

When Daniel asks if he can show SG-1 how the devices work, the man asks again if they are Goa'uld. O'Neill is beginning to grow agitated, when the man tells Daniel to move towards one of the alien devices and asks that he put his hands on a pair of handles on one side. The man grabs another pair of handles; the machine hums, and the man promptly falls to the floor unconscious.

O'Neill and Carter ask Daniel if he's okay, and he responds in the affirmative. Carter checks on the man and discovers that he has a weak pulse; O'Neill orders a return to base, bringing the man with them. In the SGC infirmary, Dr. Fraiser examines Daniel, telling him that everything seems fine. When she mentions that Daniel seems out of it, he responds by explaining that he's exhausted, and the doctor tells him to take it easy for a couple of days. On his way out of the infirmary, Daniel asks about the old man. The doctor explains that he is not doing well, and has scar tissue over most of his body, apparently the result of torture.

As the other members of SG-1 debrief General Hammond, Carter explains a notepad device they found in the old man's collection. It appears to be a database for all of Ma'chello's inventions. Each device is represented by an icon which, when pressed, displays a schematic of that particular object. Unfortunately, Carter doesn't understand the language in which the text is written, and she hopes that either Daniel or perhaps Teal'c could help her decipher the symbols. Teal'c examines the symbols and doesn't recognize them.

Daniel then arrives, apologizing for his tardiness and announcing that he's tired. Carter asks him if he recognizes any of the symbols, but he doesn't answer. Hammond dismisses them all, and when Daniel tells him that the doctor suggested that he go home. Hammond tells him to take a day off. Daniel is driven to his apartment, but instead of entering the building, he instead walks down the street, uncertain of where he is.

Back at the SGC, General Hammond calls for O'Neill, Carter and Teal'c to meet him in the infirmary. The old man has regained consciousness and as they enter the room he addresses them all by name. He is not Ma'chello, he claims, but in fact Daniel. O'Neill and Carter immediately doubt the man, given his behavior on the other planet, and he tries to explain that somehow the machine "switched" him and Ma'chello. He knows a lot about Daniel, and about the rest of SG-1, and asks to be tested. After a series of questions, they begin to believe him, leaving them wondering who they just sent home.

On the streets, Ma'chello (in Daniel's body) tries to introduce himself to strangers, asking for help in learning about the world. Most of them ignore him... but a beggar, who introduces himself as Fred, welcomes the attention. Ma'chello wants to feast to celebrate their newfound friendship. Fred agrees so long as Ma'chello is paying.



Back the SGC, Dr. Fraiser confirms that, while her patient is physically an old dying man, he indeed has the mind and memories of Daniel Jackson. She theorizes that somehow the alien device switched the minds (networks of neurons in the cerebral cortex) of Daniel and Ma'chello. Hammond orders SG-1 to find "Daniel," but O'Neill suggests that they go back to the planet and retrieve the device, which they can presumably use to restore things to normal. Hammond agrees, but orders them to treat the device as hazardous material.

SG-1 return to the planet in hazard suits. Carter wants to check out Ma'chello's room, while O'Neill and Teal'c prepare to move the device. She soon uncovers what appears to be a medical device that has kept Ma'chello alive. They consider using it to sustain Daniel (in Ma'chello's body), but Carter's not sure she can get it working again. Teal'c and O'Neill turn back to the "switching" device, but when they touch it, the machine hums again, and the two men swap minds. When they return from the planet, it becomes obvious that they too have now been switched, with Teal'c's mind in O'Neill's body, and O'Neill's mind in Teal'c's body.

DENDRED

World: Dendred.

Thermosphere: Warm (CR 0; standard orbit; 2d20+25°F).

Atmosphere: Normal (CR 0; 1 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Sub-humid (CR 1; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-95: thunderstorm or snowstorm, 96: hurricane or blizzard, 97-98: wind 1d10 MPH, 99: wind 1d10+10 MPH, 100: wind 1d10+20 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 50 miles of the Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20°F; 51-75: autumn, unchanged; 76-100: winter, -2d20°F).

Anthrosphere*: 400,000 natives; Star-faring (3 picks, 2 RP); Empire; Suspicious (-1 with disposition checks); N/A; Poor civil rights.

Origin: Greek.

Stargate Location (city region): Urban terrain, in a courtyard opposite Eris' palace.

* Dendred is ruled by the Goa'uld Eris. Though technologically advanced, the Dendredan technology is tightly controlled, and slowly being eradicated through lost knowledge and lack of use. The Dendredans have no military of their own beyond the remnants of Ma'chello's rebellion.

Assuming the process is reversible, Carter considers experimenting on O'Neill and Teal'c, and they begin a series of experiments to get the machine to work, grasping the handles in the same manner as before. Though the machine hums each time, nothing seems to work.

As the experiments continue, O'Neill-in-Teal'c begins to feel odd. Teal'c explains that it is likely due to his body contracting some form of disease. Teal'c's Goa'uld symbiote can heal his body, but must first be put into a state of *kel-no'reem*. Teal'c instructs O'Neill how, and explains that if he is unable to perform the rite correctly, it could lead to the death of Teal'c body.

In the city, Ma'chello and Fred enter a diner and announce that they wish to feast. Ma'chello then offers to pay for everyone's meal, and gives the waitress one of Daniel's credit cards to cover the bill.

Back in the SGC, O'Neill tries to enter *kelno'reem*. Teal'c continues to help him relax and meditate. Meanwhile, Daniel-in-Ma'chello works with Carter to decipher the language in Ma'chello's database. He identifies it as a mixture of ancient Latin and Greek, but despite the similarity in alphabets, it is an entirely original language with no sentence structure or syntax from which to derive any meaning. Daniel then lapses into unconsciousness.

At the same time, Ma'chello and Fred continue to dine, finishing their feast with large hot fudge sundaes. Ma'chello explains to Fred that he was once a soldier who

fought in many battles, and that he was captured and tortured. He continued to fight and lost all that he loved and cared for. But he knew that he couldn't surrender. Were it not for Ma'chello, Earth might very well have been conquered by now. Ma'chello doesn't want to fight any longer.

In the SGC, O'Neill manages to enter *kelno'reem* and heal Teal'c's body. He awakens just in time to stop Teal'c from shaving O'Neill's head. O'Neill then goes to Hammond's office where he learns that Daniel's credit card was just used at a local diner. He may have been found. O'Neill wants to go and get Daniel, but Hammond denies his request and orders that he stays in the SGC.

Meanwhile, Ma'chello and Fred walk down the street and are approached by a pair of police officers. Ma'chello tries to run, but is soon caught and apprehended. In the SGC infirmary, Daniel emerges from his coma.

Hammond has Ma'chello and the switching device brought into Daniel's room, and insists that Ma'chello reverse what's been done. Ma'chello explains that doing so is impossible. The device records and encrypts each transference, and was deliberately designed to not allow reversals. When asked to reprogram the device, Ma'chello explains that he doesn't have the technology necessary. And even if he could change it, he wouldn't.

When questioned about the language on his database, Ma'chello explains that it is based on his native tongue, but is an original code he devised in case his work fell into enemy hands. Ma'chello then offers to help Carter learn the code, promising that with his technology, they will not only be able to defend themselves against the Goa'uld, but can defeat them. The cost for this knowledge is Ma'chello's freedom. When asked what will happen to Daniel, Ma'chello insists that it is not an issue, and that Daniel should be considered a casualty of war.

Carter brings Ma'chello back to the infirmary to get to know his "casualty." The two talk to each other, and Ma'chello explains that he does not regret what he has done. When asked why, Ma'chello states that he has earned it by sacrificing his life for the people of Earth. The least Earth can do compensate him with another life. Daniel asks what gives Ma'chello the right to judge the value of Daniel's life, and Ma'chello explains that he has suffered more than anyone should suffer in a lifetime. For fifty years he fought against the Goa'uld, after which he was betrayed by his wife whom the Goa'uld had secretly possessed.

Daniel explains that his wife was also taken by the Goa'uld, but Ma'chello counters by pointing out that at least Daniel still has a planet, and friends; two billion of his own people died rather than surrender him to the Goa'uld. Daniel acknowledges that Ma'chello has made great sacrifices and that they owe him much, but that doesn't give him the right to take another's life. Ma'chello insists that if they had the technology, humans would do the same. Daniel disagrees, and points out that doing so would make him no better than the Goa'uld. Ma'chello is outraged by Daniel's words, insisting that he hates the Goa'uld as few others. Daniel points out that Ma'chello's reasoning makes him the same as the Goa'uld, and that Daniel's body is nothing but a host.

Just then Daniel goes into cardiac arrest, and Dr. Fraiser works to revive him, as Ma'chello watches. When Daniel stabilizes, Ma'chello tells Carter that if he could he would switch places with Daniel once again, but unfortunately he is the only person that Ma'chello can't switch with. With this, Carter realizes that while the machine doesn't allow a reversing of transferences, multiple transferences might allow everyone to end up in the proper body. Through a series of switches between the affected pairs, things return to normal.

Just before switching back into his own body, Ma'chello tells them that he wishes he had the time to teach Carter the symbols, so that they might use his technology to fight the Goa'uld. Carter insists she'll figure it out on her own. Once back in his own (still unconscious) body, Ma'chello awakens and tells Daniel "thank you for my holiday," just before he dies.



BACKGROUND MA'CHELLO AND THE GOA'ULD

Ma'chello's history with the Goa'uld spans his entire life, starting at his birth on the enslaved planet of Dendred. But where many worlds ruled by the Goa'uld remain technologically primitive, Dendred was already advanced when the serpents first arrived. Fortunately for the Goa'uld, the Dendredans were for the most part peaceful and had largely abandoned warfare. They posed little challenge to the warlord Ares, who quickly conquered their world.

Growing up under the rule of the System Lords instilled a desire for freedom in Ma'chello that forever shaped the direction of his life. Though talk of independence was common among his people, Ma'chello grew determined to put those words into action, and at the age of twenty, started an underground rebellion. Beginning with small insurgent attacks against Jaffa patrols, his movement slowly grew in size and sophistication. What started as a small group of freedom fighters soon spread to other cities and towns across Dendred. Though not acknowledged publicly, Ma'chello became a hero to the Dendred people, giving them hope that they might one day be free from the tyranny of the System Lords.

But Ma'chello's role extended beyond leadership and inspiration. A brilliant scientist and engineer (secretly instructed, for the System Lords had outlawed learning among his people) he developed weapons and other devices that could be used in his people's struggle against the Goa'uld. These devices ranged from simple but powerful weapons to tools of subterfuge and intelligence-gathering to booby trapped and sabotaged pieces of Goa'uld technology. Nothing that could be conceivably used as a tool or weapon was beneath Ma'chello's consideration. From experiments performed on Goa'uld symbiotes harvested from captured Jaffa, he learned enough of Goa'uld physiology to arm his rebels with a myriad of devices designed to destroy the parasitic conquerors.

As the rebellion swelled in ranks, so too did it become more daring and ambitious, to the point where it drew the attention of Ares himself. No longer content to attack Ares' Jaffa and lieutenants, Ma'chello and his rebels eventually launched attacks against the Goa'uld's personal retinue, as well as against his lieutenants, his palace, and even his orbiting fleet. But the System Lord was far from helpless: Ares' spies eventually learned of Ma'chello, and the Goa'uld sent his troops to hunt him down.

Ma'chello and his operatives were prepared, however. Their next act would enrage the God of War as never before, and forever secure Ma'chello's place among the System Lords' most wanted. Using an early version of his body-swapping device (*see page 150*), two of Ma'chello's operatives swapped bodies with a pair of captured Jaffa, thus allowing them to move freely throughout Ares' planetary strongholds.

They soon gained access to two of the ha'tak vessels in orbit, commanded by Ares' sons Deimos and Phobos. Once onboard, Ma'chello's Jaffa sabotaged the transportation rings – instead of creating an energy stream that passes harmlessly from one set of rings to another, the stream would destroy any and all matter in its path. At a pre-arranged time, the operatives initiated a transport of weapons from one ship to the other. The energy stream cut a swath through both ships, destroying them in a fiery explosion. In one stroke, Ma'chello killed both of Ares' sons and deprived him of two warships.

Ares' fury knew no limit, and the hunt for Ma'chello quickly surpassed any in Goa'uld history. It even drew the attention of more powerful System Lords, who offered their assistance in finding and destroying the upstart rebel. For nearly 50 years Ares and his forces scoured Dendred, slaughtering more than two billion people who chose to die instead of surrendering their hero to the Goa'uld. And just when Ma'chello thought he had eluded his enemies, he was betrayed by the person closest to him. Unbeknownst to him, Ares' spies had captured Ma'chello's wife Sharna and the Goa'uld Eris (one of Ares' underlings) took her as a host. From there, it was a simple matter to track him down.

Once within Ares' grasp, Ma'chello was brutally tortured (kept alive through use of the sarcophagus), but he refused to divulge any information about his inventions or the rebellion. Rather than lose access to Ma'chello's knowledge through his death, Ares instead planned to use him as the next host for his brother, Hephaestus. But before the implantation could be performed, Ma'chello managed to escape – killing several Jaffa in the process – and left Dendred forever via the Stargate.

After his escape, Ma'chello continued to wage his war against the Goa'uld on other worlds for nearly 30 more years, aiding any and all enemies of the System Lords (including Tok'ra operatives, Ohnes freedom fighters, and many others). The price on his head grew until he was among the most sought-after fugitive in the galaxy.

Scrounging and salvaging whatever technology he could find, Ma'chello continued to build devices to be used against the Goa'uld. As he eluded the System Lords, constantly moving from world to world and never staying long enough to be identified, he created a series of hidden laboratories scattered across the galaxy. In addition, he attracted a group of like-minded individuals to his side, including fellow Dendred rebels and a number of Ohnes and Reol. They helped Ma'chello continue his battle with the System Lords, using his laboratories as both temporary bases of operation and hiding places.

Over time, Ma'chello's advancing age prevented him from continuing his fight, and he eventually set up an underground base on the planet Tonnem (P3W-924), where he could remain hidden from his enemies. And though he was no longer able to fight himself, he continued to supply his allies with technology and whatever assistance he could; they continue his work to this day, unaware that their benefactor has passed on.

Though no longer considered one of the Goa'ulds' most wanted, his current status remains unknown to the System Lords, any number of whom would offer substantial rewards for Ma'chello's capture.

DENDRED – MA'CHELLO'S HOME WORLD

Ma'chello's home world of Dendred lies deep within Goa'uld space, controlled by Ares. Though not one of the System Lords himself (he pays homage to Cronus) Ares wields considerable influence among some of the other less powerful Goa'uld near this region. When he first conquered Dendred more than a century ago, it was already far more technologically advanced than Earth, but had long since achieved world peace and all but abandoned weapons and warfare of any kind. This made the conquest a relatively simple matter for the warlord, who ruled with brutality for decades. In the course of Ma'chello's rebellion, the entire population was wiped out – killed rather than surrender



him. Ares reseeded it with slaves from his other holdings, and the planet has slowly recovered since then. In recent years Ares has left Dendred in the charge of his sister Eris, who remains in the body of Ma'chello's former wife Sharna.

Today, Dendred is a world too big for its populace. Its cities are capable of holding many billions of people, but barely 400,000 currently occupy it. Eris responds by clustering the natives in a few key areas, leave the rest of the planet to be slowly reclaimed by nature. Entire continents sit untouched, save by the occasional Jaffa patrol, and numerous abandoned cities lie waiting for someone to reclaim them.

Ironically, the very act of genocide designed to crush the rebellion has allowed it to survive. With so much empty space to occupy, some of Ma'chello's followers were able to hide from Ares and his forces. When new people arrived, they integrated with them, teaching forbidden arts such as *engineering and relating tales of their missing leader*. Through them, the rebellion on Dendred endured and still fights against the Goa'uld however and whenever possible. Though much smaller and weaker than in Ma'chello's day, they remain a thorn in Eris' side and could easily grow again should the right leader appear. If the SGC somehow makes contact with the rebellion, together they could drive Eris and the Goa'uld from Dendred forever.

TONNEM – MA'CHELLO'S BASE

The planet where SG-1 found Ma'chello is designated P3W-924, but was once known as Tonnem. The System Lord Cronus once used it as a secret base, but abandoned it after the base was attacked and destroyed by Heru-ur. Tonnem currently has no other inhabitants, and was never really populated.

Ma'chello's base lies inside an underground bunker beneath what was originally the main facility of Cronus' base, nearly 100 feet beneath the surface. The chambers include the room which houses the Stargate (as well as several of Ma'chello's inventions), and the room in which Ma'chello resided, confined to a medical device of his own invention that kept him alive and in stasis until detecting visitors through the Stargate. An exit located behind the

Stargate leads to an elevator that rises to the surface, and opens into a vast hangar that houses the remains of several damaged death gliders and a pair of wrecked-but-salvageable *al-kesh* bombers.

Across the courtyard from the hangar stands a building that once served as Cronus' palace on this world. Nearby are two barracks that were home to Cronus' Jaffa. While all three buildings are deserted and empty of residents, the power and communications systems are not beyond repair, and it would take only a marginal effort to restore the base to working order.

2-19: ONE FALSE STEP

World Visited: PJ2-445.

Thermosphere: Warm (CR 0; standard orbit; 2d20 + 25°F).

Atmosphere: Normal (CR 0; 1.1 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Moist sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4-1 in. or snow 1d6-1 in., 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of the Stargate).

Seasons: Mild (1-17: spring, unchanged; 18-50: summer, +2d10°F; 51-83: autumn, unchanged; 84-100: winter, -2d10°F).

Anthrosphere: 250,000 natives; No technological development; (0 picks, 0 RP); Gerontocracy; Extremely Open (+3 with disposition checks); Absolute Pacifistic (0 soldiers, squad size 0 soldiers); Very Progressive civil rights.

Origin: Alien.

Stargate Location: Grassy plain flanked by a nearby forest in forested area; the ground is peppered with "song-buds."

EPISODE SUMMARY

In the gate room, Carter supervises last minute adjustments to an unmanned airborne vehicle (UAV). A team of technicians prepares the drone for its next mission, an aerial reconnaissance of PJ2-445. Satisfied, Carter heads for the control room to oversee the mission, where Colonel O'Neill and General Hammond await.

The UAV launches into the wormhole and emerges intact on the other side. Though it does not detect any life forms, Carter reports its instruments are reading sporadic spots of heat. Since the UAV is beyond SG-1's initial reconnaissance range, it could be anything. Abruptly, a gate room technician reports the SGC's computers are losing the UAV's signal. Carter switches to manual control, and brings up a video display of the UAV's flight path. The tech is correct – not only is the UAV's signal spotty, but Carter is losing control. The unmanned vehicle tumbles from the sky, crashing into closely bundled stalks of pale white

vegetable matter. Suddenly, a humanoid form skirts through the UAV's field of view. The being is humanoid – though naked – and apparently quite curious. He peers into the camera for a few moments, then rights the UAV and begins to drag it away.

Unfortunately, in order to determine why the controls failed, Carter needs the UAV's flight recorder, and the UAV itself fell 10 miles from the Stargate. It seems SG-1 is in for a hike. The team journeys to PJ2-445, but before it can even get its bearings, Jackson sneezes violently; his allergies are kicking in. Nonetheless, SG-1 has a job to do. Carter reports that the UAV's locating beacon is silent, so the team heads in the direction of the crash site.

Several hours later, they find the fallen plant. A green, viscous substance leaks from its split trunk. As Carter takes a sample of the fluid, Jackson notices several more of the plants, though they are apparently young – they are still close to the ground, only their closed buds sprouting from the earth. Led by Teal'c the team follows the UAV's drag marks to what appears to be a primitive village. Domed hovels of hardened mud are clustered together in an open plain, with more of the young plants interspersed among them. As O'Neill observes the huts through a pair of binoculars, the being from the UAV's video feed emerges from a nearby bush. Daniel is the first to notice the creature, which seems possessed of a certain naiveté – he mimics O'Neill's use of the binoculars by cupping his hands in front of its eyes. Jackson lifts a hand in greeting, and says, "hi."

Apparently taken off guard, the creature stumbles backward in shock, then flees toward the village. He runs with an awkward gait, and lets out a high pitched ululating cry. As he reaches the clustered huts, more of his kind emerge, and the group mills about in confusion. Curiosity piqued, SG-1 follows slowly. As the team moves among the huts, they are slowly encircled by the creatures, who appear unarmed. Jackson attempts communication, again with a raised hand and voiced greeting. The creatures once more attempt to mimic the strangers, raising their hands in similar fashion, and moving their lips in an attempt to speak as Jackson did. They issue no sound, however. Nonetheless, they seem friendly; when Jackson instructs SG-1 to "try smiling," the alien creatures do so in kind – and move closer.

Tentatively – and much to SG-1's discomfort – the aliens soon begin to touch and prod the intruders. Jackson calms the team, but one of the aliens – a child, judging from his stature – slips Jackson's knife from its sheath and begins to make off with it. Carter gently insists that the child return the knife, and he begins to do so – blade first. When Jackson sneezes once again, the child jerks away and drops the knife, accidentally slicing Carter's hand. Frightened by Jackson's noise, the rest of the aliens retreat back to their huts. Carter's injury, thankfully, is minor.

Jackson heads for the most populous hut alone, hoping not to frighten the aliens. He interrupts some sort of ritual; one of the aliens crouches before the child, painting patterns on its body with a white substance, the color of the local plant life. Nonetheless, the aliens do not seem to object to his presence. He tries to communicate once more,



but quickly concludes the creatures do not speak at all. Baffled, he draws a pictogram in the dirt; once more, the aliens mimic him, tracing nonsense lines and shapes in the ground around them.

Finally, Jackson turns to the last resort: making a fool of himself. He jogs about the hut's interior, arms outstretched as if flying, imitating the hum of the UAV with his own voice. No luck. He soon rejoins SG-1 outside, and reports failure. The aliens are so primitive, they simply do not seem capable of even the most basic communication.

Much to SG-1's surprise, however, four of the creatures soon emerge carrying the UAV. It seems Jackson got through after all. However, one of the creatures was exposed to the UAV's mechanical lubricant. Just as Jackson sneezes one more time, the creature faints, and drops to the ground like a pole-axed cow. Soon, the other creatures begin to sing in beautiful, yet somehow melancholy, chorus. Jackson explains that some of Earth's aboriginal cultures believe music has medicinal power, and wonders if these beings are similar. Regardless, it doesn't seem to help. Soon, a second creature falls. Then more.

Though the rest of SG-1 wonders if they should leave before more of the creatures are stricken, Jackson insists SG-1 is responsible. The creatures don't even know what's happening, much less how to help themselves. O'Neill eventually agrees, and calls home for help. Soon, he and Teal'c greet Dr. Fraiser at the Stargate. SG-1 quickly briefs her, explaining that several factors may have contributed to the illness: the lubricant, Carter's blood, Jackson's sneezing. Though Fraiser does not dismiss these possibilities, she points out that it could just as easily be someone's aftershave, or something else entirely.

An initial examination alleviates some doubts. The illness doesn't seem communicable to humans. However, Fraiser still hasn't pinned down the problem. She requests the opportunity to return to the SGC with one of the stricken creatures in order to run tests; with quarantine procedures in place, it should be safe. O'Neill, Jackson, and Teal'c remain on PJ2-445 in order to attempt to communicate further, while Carter accompanies Fraiser back to the SGC.

Later, as O'Neill and Teal'c march back to the village from the Stargate, O'Neill stumbles, momentarily overcome with weakness. He rises soon enough, but he is clearly irritable. He brushes off Teal'c concern, and asks for a little peace and quiet.

Back in the SGC, Carter joins Fraiser to perform an ultrasound exam on the creature. As she turns on the device, the creature jerks in surprise, then lets out a frightened scream, similar to first creature's as he fled from SG-1. Fraiser immediately kills the power and decides to try a different approach. Eventually, she gets results. Though the alien's blood chemistry seems normal – from a human frame of reference – she finds an organ completely foreign to her experience, located in the creature's lower abdomen.

Meanwhile, on PJ2-445, the aliens are falling like dominoes. As a concerned Jackson makes his way through the village, he rounds a corner to find one of the creatures – the same one SG-1 encountered initially, and who seems to be a leader of some sort – standing before a fully grown specimen of the native vegetation. As soon as he voices his surprise however, the alien turns with a start, and the plant shrinks once more into the ground, as if it had never sprouted at all. When O'Neill and Teal'c return, Jackson explains the sight, and backs off from the plant, hoping it will sprout again. He is unsuccessful. He is clearly troubled over their lack of success in helping the alien creatures, but O'Neill is cranky and dismissive. Jackson returns O'Neill's demeanor in kind. Clearly disturbed by the their irritated tones, the creature steps between them. For the moment, at least, he is successful. O'Neill calms down a bit, and orders Teal'c to return to the gate and update Hammond.

Later in the SGC, Hammond informs Carter and Fraiser of Teal'c's report: the sick aliens now number over a hundred. Fraiser, in turn, informs him that her patient is probably dying, but she can't be sure. His physiology is simply too different from our own to be certain of anything.

Back on PJ2-445, the tension between O'Neill and Jackson increases, soon devolving into childish insults and temper tantrums. Again, the alien intervenes, and the two calm down.

Seconds later, the alien himself goes down, afflicted with the illness. The two humans cooperate long enough to carry him inside, and are followed shortly by Teal'c. The Jaffa has bad news and good news: Fraiser has made no progress with her patient on Earth, but Teal'c remains unaffected. O'Neill and Jackson agree to return through the Stargate to get checked out themselves. Before they leave, Jackson asks Teal'c to keep an eye on the plant he saw grow earlier, as he believes it is important.

When the two return through the gate, they feel better almost immediately, and awkwardly reconcile, citing the "alien affliction" as the cause of their bickering. Fraiser, however, can't find anything wrong with them to suggest an infection. Meanwhile, her other patient is rapidly deteriorating, clearly in need of immediate aid.

On PJ2-445, Teal'c stands stock still in the village. Suddenly, the plants around him sprout and grow. However, as he steps forward to touch one, it recedes just as abruptly. Attempting to get at the heart of the mystery, he draws his knife and begins digging at the dirt around the plants' roots. Once exposed, he realizes the plants are all connected with each other. Further, he notices the same viscous green fluid from the damaged plant SG-1 found earlier, and reaches out to touch it. Almost instantly, he is overcome with pain, and collapses.

Back on Earth, Jackson is reviewing some video he took of the plants on PJ2-445. O'Neill joins him in his office, and Jackson's temper quickly erupts once more. He calms down soon, though, realizing that his headache has returned... just like the one he had on PJ2-445. Later, as Fraiser examines him in the infirmary, Jackson feels fine once more. Fraiser asks him when the problem started and Jackson realizes the cause: the video. He and O'Neill's illness wasn't caused by bacteria, but something the camera was able to record – something SG-1 couldn't see or hear. Carter runs a quick analysis of the tape, and discovers a particularly long amplitude wave, outside the range of human hearing. When she amplifies it, they all realize the sound is the source of the problem. Fraiser adds that long term exposure to certain sounds can cause serious physical side effects, like those experienced by O'Neill and Jackson. Carter adds that the sounds are probably also the cause of the UAV's guidance failure. However, it is *not* the cause of the aliens' illness. Fraiser's patient keeps getting worse, despite its absence in the infirmary.

Their ruminations are interrupted by an incoming wormhole, as Teal'c returns through the gate. As he recovers – just as O'Neill and Jackson did before him – he reports his experience. Suddenly, Jackson realizes the key to healing the aliens, and Carter catches on as well. The creatures need the sound generated by the plants to be at a certain frequency... which changed when the UAV crashed into one of them. The plants are crying out in pain, which is making the creatures of PJ2-445 ill. Fraiser agrees: judging from the alien's reaction when she tried to use the ultrasound, the organ in his body must be sensitive to sound.

Soon, in the infirmary, their theory is confirmed. Jackson inserts a tape of the UAV's audio recording – prior to the crash – and with the sound present, the alien recovers almost immediately. Later, SG-1 sets up a series of transmitters on PJ2-445; while the plants recover, the transmitters will broadcast their true sound, healing all of the aliens. Jackson bids the aliens goodbye, and SG-1 moves to a nearby ridge to observe, based on a hunch of Carter's. As the aliens recover, they soon begin to sing in a beautiful chorus. In mere moments, all of the plants in the village not only grow, but bloom into beautiful pink blossoms. When O'Neill prompts Carter for an explanation of her hunch, she looks a little sheepish.

"I..." she hesitates. "I talk to my plants, okay?"

BACKGROUND

PJ2-445

PJ2-445 has long been ignored by the Goa'uld – and every other advanced race – as having negligible strategic value. In fact, the last race to visit this planet was probably the Ancients themselves when the gate network was first erected. Regardless, any sign of their activity here – if such activity was of any significance – has long since been lost to time. In the millennia since, however, new occupants have taken up residence. In fact, they literally sprang from the ground, evolved not from fauna, but from the flora of PJ2-445. They have no name for themselves (though self-styled humorists at SGC have taken to calling them the pod people, due to their origins), as they have no discernible language.

Descended from the strange "moodshrooms" of the planet, the pod people have never strayed from their roots. They still hold a close symbiotic relationship with their floral forbearers. It is unsurprising, therefore, that the pod people have not strayed far from their ancestral home, as this is the only region on the planet where the moodshrooms grow. While it is possible that other creatures live beyond the thousand square mile or so region immediately surrounding the Stargate, it is unlikely; extensive reconnaissance by SG teams has revealed only non-sentient animal life. Further, if a competing society existed on PJ2-445, the pod people would be easy targets for conquest.

Due to their symbiotic relationship with the moodshrooms, it is not surprising that the pod people have a seasonal life cycle. During the winter, they hibernate along with the moodshrooms, burying themselves within their mud huts to keep out the cold, and refusing to emerge until spring. In spring and summer, their energy is at its height, while in autumn, lethargy begins to set in. Unlike animals, however, they have no need to squirrel away food for the winter. They survive not on proteins or carbohydrates, but on sunlight – photosynthesis – and water.

The pod people have little in the way of formal social structure. The eldest leads, others follow. There are no elections or coups; it is simply a given, and they know no other way. In fact, they possess an involuntary telepathy which forms a hive mind. The eldest lead simply because they are the strongest minds. This telepathy even extends from mud hut village to mud hut village, much as the moodshroom roots stretch beneath the earth. Some theorize that the moodshrooms actually aid in these mental links somehow, and are probably connected to the collective unconscious themselves. Regardless, it is quite clear that the pod people instantly know if any of their kind is in danger or under stress anywhere within their territory.

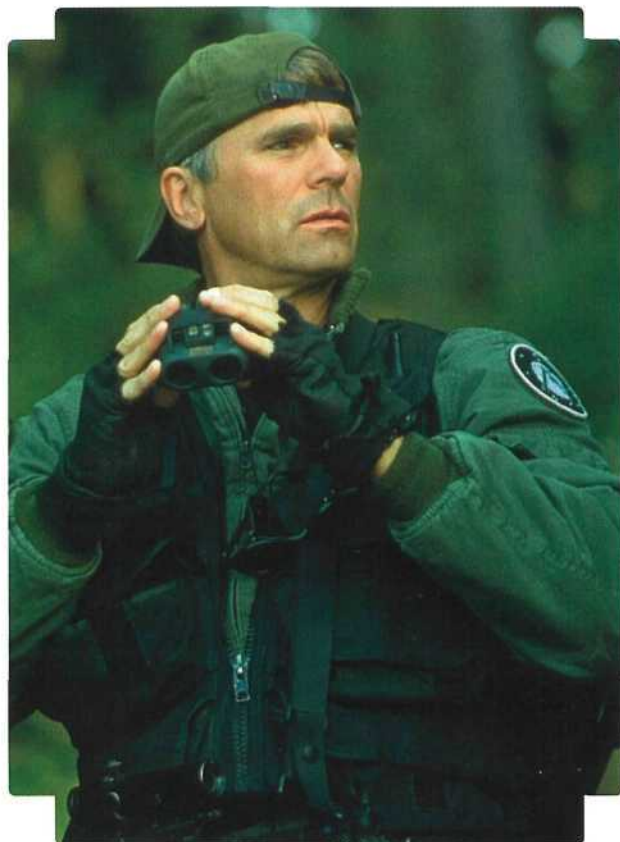
Technologically, the pod people have little, but also have little need. They sculpt their homes out of mud, and the domed structures are held in place by the roots of the moodshrooms which intertwine to give shelter to their ambulatory brethren. The mud soon hardens under the sun, forming a permanent dwelling. Each village encompasses roughly 20 huts, housing four to six pod people apiece. All told, there are roughly 2,500 tiny villages scattered about the area.

Due to their peaceful nature, the pod people would be easy for a System Lord to conquer. It is impossible to say, however, how well they would adapt to life under Goa'uld dominion; they have little understanding of the concepts of servitude, slavery, labor, or punishment. The most likely result of such an attempt would be the System Lord in question wiping out the population after only a few weeks, due to sheer frustration. If a particularly decadent – and patient – System Lord managed to coerce the pod people into song, a chorus in his throne room could be quite a trophy. Otherwise, they would be effectively useless to the Goa'uld – more than excuse enough for the serpents to obliterate them.

The songs of the pod people have minor healing properties, which expand when multiple pod people sing in unison. This too could be a valuable resource, though none are yet aware of it, not even the SGC.

The moodshrooms themselves, unlike the pod people, are unthinking plants. They hold up their side of the symbiosis not out of good will, but out of nature. They naturally emit the frequency required to maintain a pod person's health; in return, happy pod people sing in tones and pitches conducive to the moodshrooms' growth. The effects of the moodshrooms' frequency on animal life, however, are not so beneficial. It makes such creatures irritable, and interrupts sleep patterns on an ever worsening basis. Finally, after extended exposure, the sound waves rupture the soft tissue in and near the ear – including the brain itself.

More on moodshrooms can be found on page 164, and page 481 of the *Stargate SG-1* core rulebook.



2-20: SHOW AND TELL

World Visited: P6J-813.

Thermosphere: Warm (CR 0; standard orbit; 2d20 + 25°F).

Atmosphere: Thin (CR 0; 0.6 atmospheres; Auto -1 Int/Wis; Exp. Inc: 1 hour; SV: Fort (DC 15); Dmg: 1d3 subdual; Recup: 1 round).

Hydrosphere: Semi-arid (CR 0; daily weather 1-88: none, 89: flood 1d10 MPH, 90-92: rain 1d3-1 in. or snow 1d6-2 in., 93: thunderstorm or snowstorm, 94: dust storm, 95: hurricane, 96-97: wind 1d10 MPH, 98: wind 1d10+10 MPH, 99: wind 1d10+20 MPH, 100: wind 1d20+30 MPH).

Geosphere: Very stable tectonic activity (daily earthquakes 1-100: none; no volcanoes within 10 miles of the Stargate).

Seasons: Mild (1-17: spring, unchanged; 18-50: summer, +2d10°F; 51-67: autumn, unchanged; 68-100: winter, -2d10°F).

Anthrosphere: N/A (no intelligent life).

Origin: N/A.

Stargate Location (desert region): Depression amongst rocky outcroppings.

Any signs of life or civilization on P6J-813 have long since been lost to the sands of time. However, now that the Reetou rebels have adopted it as a staging area, the Stargate and surrounding region is alive with activity. There is little here of a permanent nature, instead the Reetou rebels have erected a massive, but temporary, base camp from which to launch operations. They are ready to pack up and move at a moment's notice, should they be discovered by the Reetou Central Authority or the Goa'uld. Following the events of *Show and Tell*, the staging area will be deserted in roughly a week.

EPISODE SUMMARY

The Stargate looms over a nearly empty embarkation room. SG-5 and SG-14 are not due back until tomorrow, and the respite from the usual bustle is welcomed by the command center staff. That is, until the gate is opened from another world, with no command code. Per procedure, the iris is closed, but the command center loses control of the gate iris, and it opens on its own. As the technician attempts to close the iris, the computers seem to override his commands of their own accord.

Soon, a small, hooded figure steps through the gate, clad in rough cloth; the gate closes moments later. Hammond and SG-1 head to the gate room itself, joining the airman who have their weapons trained on the new arrival. As they enter, the small form lowers his hood. He is a child of no more than 10. At Colonel O'Neill's request, Captain Carter steps forward to search the child, and use her naquadah sense to see if he is carrying a symbiote, but he's clean. As Carter rejoins her teammates, the child finally speaks six words: "I am here to warn you."

Dr. Fraiser examines the child and confirms Carter's findings: he is human, and Stargate Command has no reason to fear him. Carter asks the child his name, but he

instead addresses O'Neill. "Your name is Colonel O'Neill," he says. "My mother told me." He then points to empty space, supposedly indicating this "mother." Further, he adds, "She says to speak only to you." Apparently, "Mother" feels O'Neill can be trusted. "She" has been observing SG-1 for many weeks, since following him through the Stargate back to Earth from another world. The child will speak no further, though, unless it is with O'Neill alone.

When the others leave, the child reveals a little more. He knows about Charlie, O'Neill's late son (*see the Season One sourcebook, page 30, and the episode Cold Lazarus*). Though the child has no name of his own, he asks O'Neill if he also can be called Charlie, and – after the briefest hesitation – O'Neill agrees. Charlie is from a world called Reetalia. The Goa'uld destroyed most of the inhabitants, but the Reetou rebels, survivors of the massacre, intend to destroy Earth.

Later, in the command center, Carter walks O'Neill and Hammond through an analysis of the Stargate control computers. It appears the controls were overridden from another console, and the software techs are further analyzing the problem. In other matters, the news of the Reetou massacre prompts Dr. Fraiser to conclude that "Mother" is a defense mechanism, an imaginary being created by Charlie in order to pretend that his dead mother is always with him. This does not, however, explain Charlie's knowledge of O'Neill's son. In an effort to determine the child's truthfulness, Hammond orders Teal'c to join O'Neill in questioning him.

When Teal'c enters the infirmary, however, Charlie shouts "Jaffa!" and scrambles from his bed. Nothing will convince him that Teal'c means him no harm. Thinking quickly, O'Neill turns to address empty space, and attempts to convince "Mother" that Teal'c – indeed, everyone in Stargate Command – is "okay." "Mother" seems to relent, and Charlie relaxes a little, though he still seeks shelter behind O'Neill. As Teal'c approaches the child, he is overtaken by the writhing of his agitated symbiote, and is forced to leave. He advises caution with the child, for the Goa'uld have no compunctions about using the young as weapons.

Though Dr. Fraiser didn't find any hint of such manipulation by the Goa'uld, Charlie does have problems. Nearly all of his major organs are defective in some way; according to Fraiser, he won't live to be much older than he already is. It's as if someone put him together in a hurry, "and got everything just a little wrong."

Later, in the infirmary, Charlie explains why the Reetou rebels wish to destroy Earth: the Goa'uld are too powerful to attack directly, and the rebels believe that only by killing all possible hosts – including the Tauri – can they defeat the parasites. The plan, however, is deeply flawed: there are billions of possible hosts throughout the galaxy, and not all are human. "That is why the Central Authority of the Reetou sent us here," Charlie explains. He goes on to explain that though he is not Reetou, "Mother" is. When asked why he can see her, he looks to "Mother" and smiles. "Because I'm special." Charlie was constructed to serve as an intermediary, but due to his accelerated growth – and the attendant breakdown of his internal organs – they were forced to come to Earth earlier than planned.

REETALIA

World: Reetalia.

Thermosphere: Warm (CR 0; distant orbit; 2d20 + 25°F).

Atmosphere: Thick (CR 1; 2.3 atmospheres; Auto -4 Int/Wis penalty; Exp. Inc: None; SV: Fort (DC 15); Dmg: 1d3 subdual; Recup: 1 round).

Hydrosphere: Moist sub-humid (daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain 1d4 in. or snow 1d6 in., 94-96: thunderstorm or snowstorm, 97-98: hurricane or blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Very stable tectonic activity (daily earthquakes: none; no volcanoes within 500 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +2d20°F; 51-75: autumn, unchanged; 76-100: winter, -2d20°F).

Anthrosphere: 200,000 natives; Cybernetic (6 picks, 5 RP); Meritocracy; Suspicious (-1 with disposition checks); Extremely Sensitive (2,000 soldiers, squad size 1d4 soldiers); Progressive civil rights.

Origin: Exotic.

Stargate Location (equatorial region): A heavily-guarded courtyard within Xx'ylos, the planet's only remaining city.

According to Carter, it is theoretically possible that the Reetou are invisible to the human eye, *if* they are completely out of phase with our quantum wavelength; Teal'c adds that if there is a Reetou in this room, it came through the Stargate – and is capable of controlling the iris, making the SGC vulnerable. Charlie confirms that "Mother" overrode the gate technician's controls, from another keyboard in the command center. Carter protests that it's unlikely the Reetou could operate our technology if they are out of phase, but "Mother" demonstrates by destroying a nearby monitor with a sudden energy blast. General Hammond and SG-1 are convinced.

Though Teal'c can apparently sense the presence of nearby Reetou – judging from his earlier reaction to "Mother's" presence – O'Neill points out that's not much help if it comes to a fight. SG personnel will have no way of knowing where the Reetou are exactly, or what they are doing, only that they are present. That said, the Goa'uld had to be able to see the Reetou to attack them, so Teal'c suggests that the Tok'ra may be of assistance. Hammond agrees, and Carter and Daniel depart to contact the Tok'ra from off world.

Soon, Jacob Carter and his symbiote Selmak, accompanied by another Tok'ra, arrive through the Stargate. Selmak has indeed heard of the Reetou, and orders his associate to return through the Stargate. In the meantime, he asks Hammond to take him to "Mother."

In the infirmary, O'Neill sits with a sleeping Charlie as the child awakens. When he sees Selmak, he again scrambles for refuge in O'Neill's arms.

Selmak is overcome by the same sensations that troubled Teal'c earlier. He stumbles outside as his associate returns, followed by Carter, Hammond, and Daniel. The other Tok'ra hands Selmak a weapon called the transphase eradication rod (TER). "This will illuminate the Reetou if it is there," Selmak claims. "Follow me." They reenter the infirmary, and the two Tok'ra begin scanning the room with the devices. Soon, "Mother" is revealed. She's an insectoid being, roughly as tall as a human, with green chitinous plating. She crouches behind Charlie's bed, and he rises to interpose himself between her and the Tok'ra.

"Please don't hurt her!" he begs.

For now, Hammond agrees, and orders the Tok'ra to hold their fire. Carter agrees; if "Mother" wished them ill, she could have wreaked havoc a long time ago. The two Tok'ra back off and leave the infirmary. Before he follows, O'Neill comforts Charlie. "Nobody's going to hurt you," he promises. "Either one of you."

Later, in the briefing room, the team discusses the situation. Obviously, Charlie has been cloned, probably grown in a Reetou lab. Dr. Fraiser adds that it's likely the modifications made to allow Charlie to see his "Mother" is at least partially responsible for his poor health. Of more immediate concern, however is the threat of a Reetou attack. Selmak informs the team that though the Reetou are a peaceful race, the Goa'uld wiped them out because they were a possible threat. The Goa'uld developed the TERs specifically for this purpose, several versions of which the Tok'ra later stole. In addition to their detection capabilities, the TERs are weapons, and quite capable of taking out a Reetou. Further, Selmak says that though the Reetou as a race are largely peaceful, the Reetou rebels are akin to Earth's terrorists, even down to the fact that they tend to operate in suicide squads, prepared to sacrifice their own lives to inflict maximum damage against their foes.

With the TER's however, the SGC can combat any Reetou they encounter. In an effort to gather intelligence, Hammond orders O'Neill to ask "Mother" if she knows the Stargate address of the rebels' staging world, in preparation to launch a reconnaissance mission.

O'Neill walks into the infirmary as Charlie is drying his eyes. "Mother" is leaving once she's told O'Neill everything that can help, and she isn't taking Charlie with her. She wants to leave him with his own kind – with O'Neill. O'Neill changes the subject, and asks Charlie if "Mother" knows where to find the rebel Reetou. "Mother" will show Charlie the Stargate address, but Charlie has a more pressing concern. "Jack?" he asks tentatively. "Can I be your son for a while?"

O'Neill demurs, obviously affected by Charlie's question, and deflects the boy. "Let's deal with these Reetou. Then we'll talk about it, okay?"

Later, SG-1 leads a recon team, accompanied by the two Tok'ra, to the Reetou staging world. The Stargate seems abandoned, the immediate vicinity empty. However, as the team ranges away from the gate, it isn't long before Selmak is overcome by a Reetou presence. The team moves to a nearby ridge line to observe, and once there, spot hundreds of Reetou on the plains: significantly more than the five or ten Selmak claimed. However, SG-1 manages to go undetected...or so it seems.

Later, at debriefing, General Hammond orders palm scanners installed in the SGC computers at Carter's suggestion. Though Selmak believes no Reetou returned with SG-1 through the gate, he admits there's no way to be sure. The palm scanners should prevent any Reetou – or any other unauthorized personnel – from opening the iris. As Teal'c assists Carter in the installation, he is once more overcome with the presence of a Reetou, even though "Mother" remains in the infirmary with Charlie. It seems a Reetou rebel did return through the gate. Quickly, the second Tok'ra begins scanning the command center, but just as he spots the Reetou, it opens fire on him. He's hit, and the TER drops to the floor. Teal'c struggles to his feet and looks to the fallen weapon, but the Reetou opens fire on him next. He dives out of the way, and rolls to his feet with TER in hand. A single shot takes out the Reetou in a splatter of gore. It is too late for the Tok'ra, however. He lies in a smoking heap on the floor.

Elsewhere, another Reetou intercepts Hammond, O'Neill, and Selmak on their way to the command center. As Selmak clutches his stomach in pain, O'Neill grabs the TER and points it at the Reetou; there isn't just one, but four of the creatures. They immediately scramble for cover and escape. As Selmak recovers, he explains that several of the creatures will try to escape the base and wreak as much havoc as possible; they have cross-phasic explosives, each one as powerful as a small nuke, and won't hesitate to use them. The four O'Neill spotted could take out a couple of cities.

Hammond orders the base locked down, and O'Neill assembles a team to sweep for the intruders and eliminate them. Unfortunately, there are only three TERs, so each of the three sweep teams is only equipped with one. Teal'c leads two airmen, Carter and Selmak lead another, and O'Neill himself is accompanied by Daniel and an airman. Each team methodically searches the facility, sealing blast doors behind them as they proceed.

The job, however, is difficult and costly. The airman accompanying O'Neill is killed before they manage to eliminate his attacker. Carter's group fares worse: Selmak is wounded and Airman Chou is killed. Finally, with most of the base secured, O'Neill and Daniel enter the infirmary. "Hit the deck!" O'Neill shouts, and the civilian personnel take cover. He quickly sweeps the room with the TER, but just as the device reveals a Reetou, it fires on him. He takes a hit in the shoulder and falls to the ground. Before the Reetou can finish him off, though, "Mother" dispatches it with a fierce weapons blast. Once revealed, however, she's an easy target for the other Reetou in the room. As Daniel recovers O'Neill's dropped TER, the second rebel fires on "Mother." Charlie screams as she explodes.

Quickly Daniel turns the TER on the now-revealed rebel, and avenges "Mother."

Moments later, they're joined by Carter and Teal'c. O'Neill, though injured, is still conscious, and asks for a kill count. They got all five of the Reetou intruders, at the cost of a few casualties – and "Mother." O'Neill orders Carter to take a team and sweep the base again, just to be sure. Despite the pain, he rises to his knees as Charlie stumbles

to him, and takes the crying child in his arms. Charlie's pain is short-lived, though, as he falls limp in O'Neill's arms. After a quick examination, Dr. Fraiser explains that the boy doesn't have much time left.

Selmak, however, has a solution. If Charlie goes with the Tok'ra, they can repair his physical defects and he will live to grow up, O'Neill agrees to Selmak's suggestion. Later, as Selmak prepares to depart with Charlie, he leaves the TERs with General Hammond. Then Charlie arrives, hand in hand with Dr. Fraiser. O'Neill moves to him, and crouches before the child. "Y'know, there's another rule that says," O'Neill begins, "that it's okay to be sad when saying goodbye to a new friend.

"I want to stay with you, Jack." Charlie pleads.

But he can't. Selmak is going to take Charlie to a place where he can get well. "But you know what?" O'Neill asks. "I'll come visit... you'll come visit." He wipes the tears from Charlie's eyes and gently takes his hand, walking him to the gate.

Before departing with Charlie, Selmak gives a final warning. The Reetou will not give up.



BACKGROUND THE REETOU

The origins of the Reetou likely lie with planet P5C-353 and the species known as the A't'trr (*see page 71*). Reetou mythology speaks of an ancient paradise, swallowed up by an empty void. Their ancestors were saved by a "web ship," which transported them from the cataclysm to their new home of Reetalia over the course of thousands of years. When they landed, they began life anew. Whether they are indeed the A't'trr or simply a genetically similar species is unknown; not even they could say for sure.

Reetalia was a lush and fertile planet, covered with dense jungles and towering rock spires. The Reetou advanced rapidly, bringing forth new technology and artistic advances with each passing generation. The largest spires were dominated by beautiful cities that stretched to the stars, while science and industry far surpassed those of contemporary Tauri. Like the A't'trr, the Reetou lacked interstellar travel, but they did have the Stargate, which proved more useful to them than the inhabitants of P5C-353. They established several prosperous colonies on nearby planets, and while they lacked humanity's burning desire to explore, their society still spread at a modest rate.

Reetou culture centered around local cities, with populations numbering in the tens of millions. Their genetic disposition helped determine their purpose and function in society, with established castes fulfilling specific duties. The creatively-minded became artists and sculptors, the strong became farmers and laborers, the intelligent scholars and scientists. A ruling "Authority" (governing council)

formulated policy for each city, and stayed in contact with other communities. Despite their highly-ordered lives, they still maintained a sense of identity, and individual Reetou often exhibited unique characteristics all their own. The combination allowed them to make great intuitive leaps without sacrificing the needs of the collective.

The Reetou also existed in a "trans-phasic" state, which rendered them effectively invisible to other creatures. Other intelligent lifeforms simply passed their planets by, unaware of the brilliant civilizations which lay below. They thought it would keep them safe forever... until the coming of the Goa'uld.

Ra and the other System Lords had heard rumors of the creatures for many years, but uncovered their first tangible evidence when a Jaffa scouting party stumbled across one of the outlying colonies. The presence of the Reetou incapacitated the larval symbiotes; a few brief experiments determined why. Believing an invisible species to be too great a threat to their power, the System Lords decided to wipe the Reetou out. They captured several specimens for study, turning them over to Nirrti and other scientists to help develop a weapon. Within a few months, they had one – the transphase eradication rod, which could not only spot the Reetou, but kill them with but a single shot.

The attack was swift and merciless. Led by Cronus, the System Lords struck like thunderbolts. Colony worlds were scoured clean, with ha'tak bombardments supplementing the Jaffa ground troops storming through the cities. Back on Reetalia, the various Authorities heard the news with grim resolve. Clearly the Goa'uld would not stop until every one of them was dead. They reorganized into a Central Authority, able to effect planet-wide decisions, then set about preparing a defense.

Thankfully, their trans-phase abilities helped even the odds. Once the initial shock wore off, the Reetou struck back, slowing the Goa'uld advance and making them pay for each city destroyed. The System Lords pressed forward – slowly scouring the colony worlds free of life – but the defenders bought Reetalia time to prepare a last stand.

When the ha'taks appeared in orbit, the Central Authority ordered the counterattack. Cloaked weapon batteries opened fire, scattering the fleet and inflicting heavy damage on the closest ha'taks. But the System Lords still landed many Jaffa planetside, armed with TERs and orders to shoot all Reetou on sight.

The battle lasted for days, spanning the length and breadth of Reetalia. Entire communities transformed into suicide squads, hurling themselves at the invading Jaffa with fanatic abandon. The ha'taks managed an extensive bombardment, even as the Reetou defenses exacted a high cost. The Goa'uld were used to fighting wars of attrition, but their opponents fought even more fiercely: if they failed, their race would be wiped out. Finally, mercifully, it came to an end. The last ha'tak was sent crashing into the atmosphere, burning up in a colossal ball as bright as the sun. The Jaffa had been wiped out to a man, denied escape through the Stargate, and the System Lords retreated. The Reetou were victorious... but the price was almost too much to contemplate. Their planet was a disaster – civic towers collapsed (along with the natural spires which supported them), landscape riddled with craters, the unburied dead rotting where they fell. Less than 200,000 Reetou remained alive. Normally, the System Lords would have returned to finish the job, but the death of Ra threw them into disarray. In the ensuing chaos, Reetalia was blessedly forgotten.

The majority of the surviving Reetou regrouped in their last intact city. Under the Central Authority, they slowly began to rebuild. Some of their scientific facilities had been preserved, allowing them to restore their former levels of technology. But while much of their efforts went to immediate issues – procreation, preservation, restoring the shattered environment – they knew that the Goa'uld might someday return, and several labs were set aside to developing new weapons.

Despite their horrendous setbacks, the Central Authority remain a largely benevolent body, wishing nothing more than to be left in peace. Sadly, not all the Reetou felt the same way. Some were so consumed by hatred of the Goa'uld that they could think of nothing but revenge. While the Central Authority preached watchfulness and defense, these rebels resolved to take the fight to their enemies. They split off into independent cells – using the Stargate to flee the Central Authority – and began making plots of their own.

Unable to strike against the Goa'uld directly, the rebels opted instead to siphon off the serpents' resources. They struck at naquadah mines, attacked ship-building facilities... and pinpointed sources of potential hosts, whom they destroyed as ruthlessly as any equipment stash or mineral deposit. Genocide bothered them not at all; the way they saw it, they were in a battle for survival. It was either the Goa'uld (and their hosts) or them. To that end, they destroyed several near-human worlds, hoping to deny their populace to the System Lords, and eventually set their sights on Earth.

As their attacks grew more reckless, the Central Authority took notice. They felt some measure of responsibility for the rebels – shocked by the brutality of their tactics – and even devoted badly-needed resources to

thwarting the terrorists' attacks. Charlie – a genetically engineered human designed to bridge the gap between the Reetou and the Tauri – was the result of such efforts.

Today the Central Authority remains largely confined to their home world, focused on rebuilding their shattered society. Life is hard, but thanks to devotion and hard work, they are making progress. The rebels, on the other hand, are scattered across the galaxy, clustered in small cells and using the Stargate to keep on the move. They have gathered a fair amount of resources to their side – including bombs capable of wiping out entire cities – and their fervor has not diminished over time. The Central Authority is hard pressed to contain their activities while simultaneously tending to Reetalia's needs. Should the System Lords ever return, the more peaceful Reetou will need every ally they can get.

2-21: 1969

World Visited: Earth.

EPISODE SUMMARY

While preparing for a mission to P2X-555, the team's departure is held up while Captain Carter completes some last minute adjustments to the computer programs controlling the Stargate. The wormhole's vector will pass within seventy thousand miles of the sun – close enough for its gravity to affect travel. She completes her calculations, but before she can join SG-1 in the gate room, she is stopped by General Hammond, who inquires about the hand injury she suffered recently. He also gives her a folded note, cryptically asking her to keep it in her vest pocket until after she's through the Stargate.

The team heads up the ramp and steps through the Stargate, only to arrive... back in the gate room. Confused, they step down the ramp, but within a few seconds the gate room vanishes around them, to be replaced by the bottom of a Titan missile silo, on countdown to launch! They scramble for the panels on the concrete walls, trying to find a way to abort the countdown. Seconds before it reaches zero, Teal'c fires his zat upward into the missile's engine cone. Two... one... zero. Nothing happens.

Before the team can get over their shock, Air Force Security Police storm into the chamber with rifles poised. These men are in no mood to be trifled with and when O'Neill demands to be taken to their Commanding Officer, he gets a fat lip for his trouble.

While SG-1 is cooling their heels in a holding room, their confiscated equipment is handed off to a lieutenant to be inventoried and packed up for transport. He doesn't know what to make of it, especially the zat guns. Shrugging it off, he begins by packing up the tactical vests, but stops when he sees a small piece of paper sticking out of one pocket. It is labeled "George." Curious, he unfolds it and stares at the writing.

HELP THEM

AUGUST 10th / 9:15 AM

AUGUST 11th / 6:03 PM

Meanwhile, in the holding room, SG-1 discusses their predicament, realizing they have traveled back in time – to approximately 1969. Though the prospects are tantalizing, Captain Carter cautions that they cannot make any effort to change Earth's history. Their very presence is problematic, and they must make every effort to minimize their impact on the people and events around them, or they could destroy the future they know. Their top priority has to be locating and destroying the equipment they brought with them. This is, of course, not going to be easy.

Colonel O'Neill is taken away to be interrogated by Major Robert Thornbird, the officer in charge of security for Cheyenne Mountain. Giving his name as James T. Kirk, then Luke Skywalker, O'Neill quips his way through the questioning, revealing nothing of his origin. Thornbird is unimpressed, and consigns the lot of them to the CIA for further questioning.

30 years in the future, back at the SGC, Gen. Hammond stands in the conference room overlooking the Stargate, wondering if he has done the right thing. He orders SG-5 to embark upon SG-1's original mission, but declines to organize

a search for the missing team. His subordinates are puzzled by his behavior, but the General seems to know more than he is revealing, so they press on, trusting his judgment.

Back in 1969, SG-1 sits in the back of a truck, en route to an unknown fate. O'Neill is intent on plotting their return to the future, but Carter is extremely pessimistic. The best they can hope for is to escape and try to live out the rest of their lives without affecting the world around them. O'Neill won't accept that there's no way home. There has to be.

Their concerns still hang in the air when fortune intervenes in the form of a flat tire. One of the officers goes to change it, while the other gets into the back of the van to keep an eye on the prisoners. He is the Lieutenant who found the note in Carter's pocket earlier. Her eyes grow wide as she reads his nametag and realizes who she's looking at: a young George Hammond.

Hurriedly, Lt. Hammond explains that he arranged the flat tire. He tells her that the note was addressed to him in his own handwriting. Captain Carter reciprocates, revealing that he – his future self – actually wrote it. She's breaking her own rules ten ways from Sunday, but now that there's a cyclical paradox in the game, all bets are off.

The Lieutenant doesn't believe them, but O'Neill convinces him by coming up with personal details about Hammond's life. He relents and releases them, and even

hands over a zat gun that he snuck out of their gear before he packed it for transport. In short order the other two guards are unconscious.

A few minutes later, the truck carrying their gear rolls up and stops to investigate the stopped van. The truck driver and guard are quickly knocked out. After removing one extra zat gun and a GDO from the equipment on the truck, O'Neill triple-zats the footlockers, disintegrating all of the advanced gear. With apologies, he also zats Lt. Hammond, leaving him unconscious and preserving the story that he was overpowered by the prisoners.

Fleeing into the woods, the team makes their way cross country. With the note in their possession, they now know that something is going to happen on August 10th at 9:15

AM, and again the next day at 6:03 PM. With few options available to them, they decide to make their way to New York, to find Catherine Langford – the woman who originally recruited Daniel to work on the Stargate. Her father originally found the gate in 1928, and she's one of the few people outside of the military who might have knowledge of its whereabouts in 1969.

They flag down a ride on the highway, and hop aboard a school

bus converted into a rolling home for two young hippies, Michael and Jenny. Since they are on their way to New York anyway (for a big concert of some sort), the team is invited to ride all the way. The road rolls by, as do the days. From New Mexico they cross through Texas, up into Missouri and across the American Midwest. Teal'c learns to drive the bus and they ditch their olive drab for "native fashions."

Outside of Philadelphia, they camp for the night. Looking into the fire, Carter has a flash of inspiration, and realizes that the cause of the team's predicament was a solar flare. If a flare occurred at the moment the team was passing through the wormhole, the resulting gravitational stress would coil the warp back on itself and send the team back to Earth, but in the past. The theory has never been tested because solar flares are impossible to predict, but General Hammond's note gives them the information they need, from the future. The two times must represent the occurrence of solar flares.

Unfortunately, Michael and Jenny overhear the team discussing their interplanetary predicament. With a straight face, O'Neill spins a yarn for the youngsters, about how they have come from another world to hide among the people of Earth. Now it is time to go home, he tells them, and they need help. The kids agree.

At an observatory in New York, O'Neill and Teal'c use a telescope to confirm the first solar flare, while Captain Carter and Daniel go to the home of Catherine Langford.



Masquerading as a German archaeologist, Daniel convinces her to reveal the location of the Stargate: an armory in Washington DC. At the observatory, O'Neill enjoys success as well, confirming the first solar flare exactly on schedule.

They reach DC, but parting ways is difficult. Michael and Jenny want to come along to the home planet of their new friends. Their desperation is understandable: Michael has been drafted. O'Neill wants to advise him, but Carter intervenes. If history is to be preserved, he must make up his own mind.

"I AM NOT AT LIBERTY TO REVEAL MY IDENTITY."

- TEAL'C

Getting into the armory isn't difficult with the help of a few well placed zat shots. Hastily linking up truck batteries to the Stargate, they go through the laborious process of dialing the ring manually, but are surprised by armory guards just as they activate the wormhole. Carter emphasizes the need for precise timing, but O'Neill overrides her. The situation is deteriorating too fast. It's now or never. They go.

On the other side, they emerge in the gate room, but things are not quite right. It is dark, and much of the equipment is under tarps, as if it is unused. Slowly one door opens, and a silver-haired woman in a white dress enters. She greets them each by name, but it takes a few seconds for Samantha to recognize her. It's Cassandra - Janet Fraiser's adopted daughter - now grown into an old woman.

She tells them that they entered the gate too soon, and has come far into their own future. She explains that Samantha told her of the incident, and explained that she would be the one to send them home. She opens the Stargate with a wrist device, and the team enters once more, this time emerging in their own gate room, in their own time.

General Hammond welcomes them home, explaining that he met them when he was a young Lieutenant, and had been waiting all these years for the right time to give Carter the note. This is going to be a very long, complicated debriefing.

BACKGROUND THE STARGATE 1928 TO PRESENT

Professor Langford's search for the "Ring Object" began in 1926, just four years after Howard Carter's profound excavation of King Tutankhamen's tomb. He had found tantalizing references to the artifact, and believed that it must have played a role in funeral rites, based on references to the ring as a sort of passage to heaven. Langford was convinced that his discovery would be as important as Tut's tomb, and that it would make his name as famous as Carter's. He was correct only on the first count.

In 1928, after two years of diligent research and field work, he found the object he was seeking. It was nothing at all like he expected. He had been looking for a stone ring, possibly intended to be filled with water and used as a cleansing pool, but the Stargate was obviously much more than that. His expedition was financed by a grant from the Egyptian Museum in Berlin, so the ring went there for further inquiry. Unfortunately for Langford, key positions within the German academic community were controlled by members of a secret society, dedicated to the investigation of occult artifacts that might relate to Atlantean mythology. This group, the Hermann Wirth Society, believed that the Atlanteans had been technologically and magically advanced in many ways, and was eager to learn their lost secrets. The Stargate was seized upon arrival in Berlin, and classified, "until a full study of the artifact's origin and possible military applications can be completed." Langford's plans to publish his discovery were crushed.

The rising power of the Nazi party in Germany was already a frightening thing to Professor Langford, and in spite of his dedication to his work, he fled Germany with his daughter in 1931. As the war in Europe heated up in the late 1930s, he found himself called into interviews with various US government agencies regarding his past. In every such interview he mentioned the strange artifact he had discovered, and implored the Roosevelt Administration to take steps to recover it.

Meanwhile, in Germany, Hitler's interest in archaeology had led him to authorize Heinrich Himmler to form a new agency, the *Forschungs und Lehrgemeinschaft Das*

"FAR OUT."

- MICHAEL CLARK

Ahnenerbe. The Ahnenerbe, created as a faction of the SS, drew heavily on the membership of the Wirth Society, essentially moving the organization from a secret society to an official government body. The Ahnenerbe was dedicated to the study of the German peoples' hereditary connection to the ancient Atlanteans. As part of this research, they confiscated artifacts of potential interest and carried out expeditions worldwide to recover artifacts that might relate to the Atlanteans and their supposedly advanced powers. The Stargate immediately became a focus of the group's research.

Though the Ahnenerbe's research was successful, and the gate was indeed activated, it was lost to an OSS operation in 1944 and taken to the United States (*more information on the Nazis' use of the gate can be found in the Season One sourcebook, page 41*). The artifact was first transported to Princeton, New Jersey, where it became the focus of a major research effort. Professor Langford was placed in charge of the project. Though he succeeded in activating the device in 1945, forming an unearthly energy field within it, he was unable to find any practical (meaning

“military”) application for it. Nothing that passed through the energy field ever returned. Prominent scientists were brought in to have a try at deciphering the ring’s intended purpose, including Albert Einstein, but none were successful. The secrets of the ring continued to elude all comers. *(More information can be found in the Season One source-book, page 38, and the episode The Torment of Tantalus.)*

The project was decommissioned in 1946, and the Stargate was removed to a secure site at Mitchel Field in Nassau County, NY, headquarters of the Air Defense Command, First Air Force and Continental Air Command. This inadvertently determined the future of the Stargate, because when the Air Force was established as a separate service in 1947, the artifact fell under its jurisdiction. The gate remained forgotten by the military, gathering dust in a bunker at Mitchel Air Force Base.

Professor Langford died in 1948, but his daughter Catherine did not discover her father’s (incomplete) research notes on the Stargate until 1965 when she sold the family’s home and cleaned out the trunks in the attic. She began lobbying for release of the object for further study. By 1968 the commander of Mitchell AFB was so annoyed by her efforts, that he ordered the object moved to a National Guard armory in Washington, DC. He made sure Catherine knew about it, so that she would cease her inquiries.

The next year, four individuals broke into the armory and gained access to the device. Guards present reported that an unearthly energy field formed within the ring, and that the individuals disappeared through it. The government could never determine the origin of these individuals, but the event rekindled concern that the object might be of interest to foreign powers, so in 1970 it was moved to Nellis Air Force Base in Nevada and placed under guard.

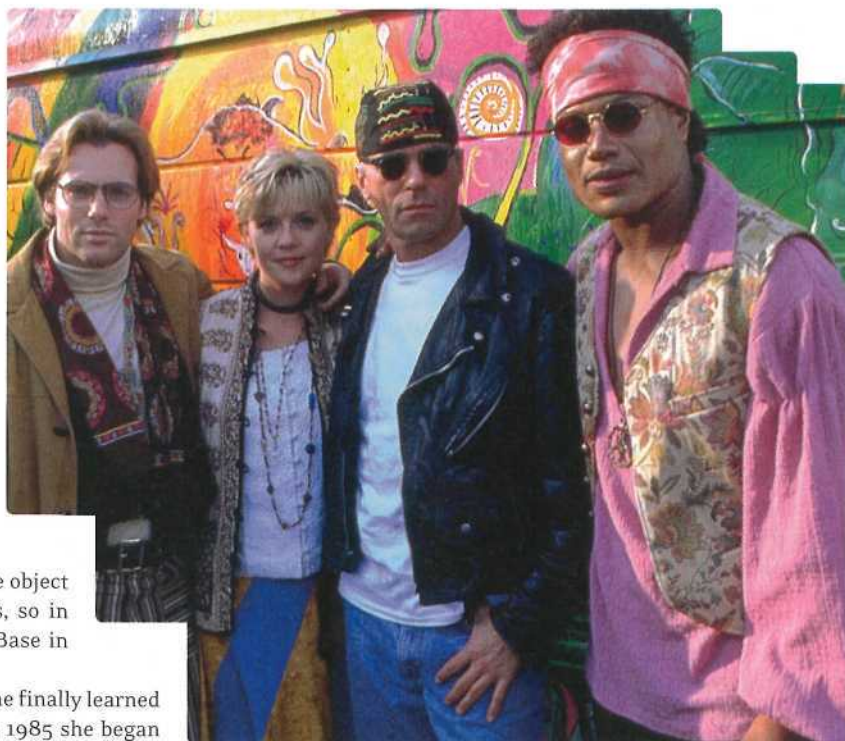
After fifteen years of effort, Catherine finally learned where the ring had been moved, and in 1985 she began her campaign once more. But now she was older and wiser, and knew how to work within the system. She allied herself with an upcoming officer named West, and presented the object to him as a potentially valuable weapon against the Soviets. West was a determined hardliner with connections high in the government. His politics didn’t align with Catherine’s but she knew he could help her.

In the early 1990s, West became a General, and his first official act was to start Project Giza, with Catherine as Head Scientist. The artifact moved to the Cheyenne Mountain Complex in Colorado, and the original cover stones were recovered from the Institute for Advanced Study, where they had resided in a basement unmolested since being recovered from Berlin in 1945. After the successful activation of the gate in 1995, the cover stones were placed in storage at Nellis AFB, but the Stargate has remained in place at Cheyenne Mountain ever since.

THE HAMMOND FACTOR

After his encounter with the “time travelers” in 1969, Lt. Hammond’s life got back to normal, though he was careful to keep the copy he had made of the information contained in the note from his future self (he gave the original to Capt. Carter). Three decades later, when he needed to write down the dates and times on his own, he had no trouble remembering them.

An investigation into the prisoners’ escape found that Lt. Hammond had exercised proper caution, and was not at fault for being overpowered by four “highly-trained foreign agents.” Two years later, he had almost managed to put the matter out of his mind when he met Jacob Carter. The two lieutenants became friends, but it was the introduction of Carter’s young daughter, Samantha, that set his mind afire again. Only one of the time travelers had given her name: Captain Samantha Carter. Jacob’s daughter was the right age and, well, there was no mistaking her.



Thereafter Hammond was more vigilant about looking for signs of his impending future. He monitored Samantha Carter’s career closely, under the pretext of watching out for his friend’s daughter, and learned of Project Giza when Samantha became part of the team under General West. It didn’t take much of a leap to infer that the Stargate must be some sort of time travel device, responsible for her appearance in 1969.

After the first Abydos mission ended, the gate was decommissioned and General West moved on. Hammond decided to make his own fate, and arranged to get command of the operation until its impending shutdown. He knew that somehow the Stargate must be connected to time travel, so he assigned Samantha Carter to research the possibility. He felt sure that she would come up with some-

AEMONUS

World: P2X-555 (Aemonus).

Thermosphere: Warm (CR 0; medium orbit; 2d20+25° F).

Atmosphere: Normal (CR 0; 0.9 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Arid (CR 2; daily weather 1-89: none, 90: flood 1d10 MPH or snow 1d4-2 in., 91-93: rain 1 in., 94-95: dust storm, 96-100: wind 1d10 MPH).

Geosphere: Stable tectonic activity (daily earthquakes 1-99: none, 100: minor; no volcanoes within 10 miles of Stargate).

Seasons: Normal (1-25: spring, unchanged; 26-50: summer, +1d10° F; 51-75: autumn, unchanged; 76-100: winter, -1d10° F).

Anthrosphere: 200,000,000 natives; Cybernetic Age (6 picks, 5 RP); Gynarchy; Hostile (-2 with disposition checks) versus males, Neutral (+0 with disposition checks) versus females; Cautious (2,000 soldiers, squad size 1d2 soldiers); Moderate civil rights.

Origin: Roman.

Stargate Location (equatorial region): Flat terrain in a grassy park, before a grand Coliseum.

thing, based on his knowledge of the future, but some things still didn't fit. The most troubling matter was Daniel Jackson, a civilian whose identity he could never pin down the way he had Carter's. By the time he located him, the first mission to Abydos had been completed... and Jackson was supposedly dead.

This was obviously incongruous. Hammond had read their files, and he clearly recalled the faces of Dr. Jackson and Jack O'Neill as two of the men he had met in 1969, yet Colonel O'Neill's report indicated that Jackson had died on Abydos. Perhaps there was a way to use the gate to go back in time to save Jackson, he thought, or maybe there was a simpler solution.

Maybe O'Neill had lied.

With such certainty in hand, he questioned O'Neill fiercely after the unexpected incursion by Apophis (*see the Season One sourcebook, page 6, and the episode Children of the Gods*). Once Jackson returned to Earth, Hammond realized that things were coming together properly. He approved Samantha Carter's request to join SG-1, telling O'Neill in no uncertain terms that it was not negotiable. Hammond knew it was, in point of fact, destined to be.

Only one man was missing, but Hammond had no idea where to find him. Then SG-1 returned from their first mission with a man they called Teal'c. Though it was an unpopular decision to allow Teal'c to join SG-1, General Hammond fought fiercely for it. Nobody understood why at the time – after all, this being was an alien, and had once claimed allegiance to the greatest foe Earth had ever seen – but there was no mistaking his features for anyone but the fourth time traveler. Teal'c definitely was (would be) a member of SG-1... and Hammond knew that the stoic young man would prove worthy of trust. With his prescient knowledge, he made sure it all happened exactly as it should have. SG-1 was simply fated to be.

P2X-555 (AEMONUS)

The original destination for SG-1's mission, Aemonus was settled by ancient Roman peoples thousands of years ago, probably brought there and later abandoned by Cronus. There is little evidence of that today, however. Approximately one hundred years ago the Aemon reached a level of technological aptitude more advanced than that of current Earth society. During a regional conflict, a biological disaster struck. It is unclear if the plague was an unexpected byproduct of a military program, or a biological weapon released unintentionally. In either case its effects were dramatic.

The plague affected only males – likely it was a retrovirus targeted at the Y-chromosome – and caused uncontrolled aggression and permanent brain damage. The male population of Aemonus became violent and psychotic as the disease spread. Their society was thrown into chaos. In the end the plague proved incurable, and over the course of years, the male populace died out. Luckily, genetic engineering allowed the Aemon to continue as a species, using recombinant genetics and artificial insemination. No men have been born there in a century, and the descendants of the nightmare years want nothing to do with them.

Aemonus has a Global Senate now, formed many decades ago, and the world government has been stable for some time. They enjoy a high standard of living, due to the at-will nature of their population growth. Household units are typically formed in "marriages" of 2-4 women, with child-rearing and professional responsibilities split as desired among them. The source of the original plague on Aemonus is long gone – it died out with its last viable host – but the fear and prejudice it left behind are still evident. The natives expect males to be violent, unpredictable, untrustworthy, and dangerous, and will defer only to female team members during any interaction.

2-22: OUT OF MIND

World Visited: Eskal (P4Z-326).

Thermosphere: Cool (CR 0; standard orbit; 2d20°F).

Atmosphere: Normal (CR 0; 0.9 atmospheres; Auto None; Exp. Inc: None; SV: None; Dmg: None; Recup: None).

Hydrosphere: Moist sub-humid (CR 0; daily weather 1-85: none, 86-87: flood 1d10 MPH, 88-93: rain/snow, 94-96: thunderstorm or snowstorm, 97-98: blizzard, 99: wind 1d10 MPH, 100: wind 1d10+10 MPH).

Geosphere: Very Stable (daily earthquakes: none; no volcanoes within 500 miles of the Stargate).

Seasons: Severe (1-25: spring, unchanged; 26-50: summer, +4d12°F; 51-75: autumn, unchanged; 76-100: winter, -4d12°F).

Anthrosphere: 20,000 residents; Goa'uld; (7 picks, 6 RP); Theocracy; Hostile -2; (-4/-8 Human/Goa'uld interaction with disposition checks); Expansionistic (20,000 soldiers, squad size 2d4 soldiers); Horrid civil rights.

Origin: Exotic (recently-imported troops to staff base).

Stargate Location (prairie region): Flat terrain in prairie near a forest. The Stargate is located on an open plain, 5,000 feet from the nearest treeline, within line-of-sight of four armed guard towers.

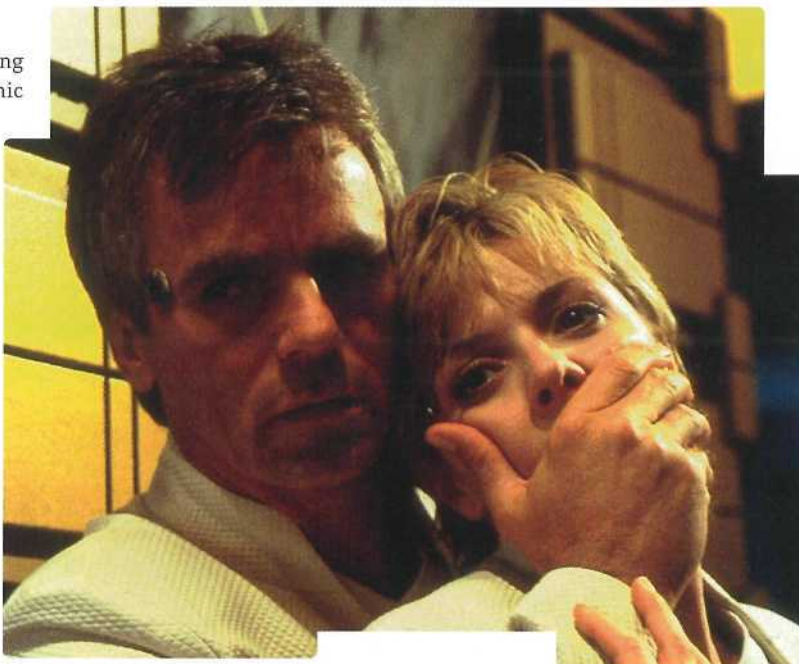
EPISODE SUMMARY

As the episode opens, a cold and shivering Colonel O'Neill is revived from a cryogenic storage tube. Two strangers, introducing themselves as Dr. Raully and Major General Trofsky, explain that he is at the SGC but much has changed. The year is now 2077, and everyone he knows is dead. He was frozen in stasis, they claim, after a mission through the Stargate; some unknown species sent him back to the SGC already in hibernation, and Dr. Fraiser determined that they should keep him there until the technology existed to safely revive him. It's taken 79 years to do the trick.

Once he has sufficiently recovered, General Trofsky takes him on a tour of the facility. There are now 38 Stargate teams – including ten on off-world colonies – and Earth is fighting an extended war with the Goa'uld which is not going well. Trofsky hopes that whoever placed him in stasis can help them defeat the System Lords. He asks O'Neill to submit to a high tech form of memory enhancement – a gift from the Tok'ra – which will help him recall the hours leading up to his hibernation. The device projects thoughts and memories onto a screen, allowing Dr. Raully to visually see O'Neill's experiences. Through it, O'Neill reveals details about the Nox, the Asgard, and similarly advanced races. The effort proves exhausting however, and the session is cut short to let him rest.

While he sleeps, Dr. Raully and General Trofsky enter another lab, where another cryogenic storage tube is being reactivated... revealing a cold and shivering Daniel Jackson. Captain Carter is similarly revived in a device not far away; both are given the same explanation as O'Neill – that they are in the SGC of the late 21st century and that the rest of the team is long-since dead – and asked to help remember anything that can be used against the Goa'uld. Through the recall device, Carter relates how they thwarted Apophis' invasion of Earth (see *The Serpent's Lair*, page 6), and Dr. Jackson explains their encounters with other Goa'uld such as Sokar, Heru-ur, and Hathor.

Meanwhile, Teal'c awakens in the infirmary of the SGC – the modern-day SGC, with Dr. Fraiser and General Hammond looking over him. Hammond explains that when SG-1 was declared overdue, SG-3 and SG-7 were sent after them. They found Teal'c lying unconscious next to the Stargate, and no sign of O'Neill, Carter, or Jackson. Teal'c claims that they were attacked by a mixture of Horus and Serpent Guards, though he does not know which Goa'uld they served. He wishes to return to the planet and search for his friends, but Hammond forbids it. The renegade Jaffa is in no condition to travel, and there's no telling which planet the rest of SG-1 has been moved to. When Hammond reluctantly refuses to expend any more resources in their recovery, Teal'c resigns from the SGC and asks to return to Chulak, where he can continue the search himself. As much as it pains him, General Hammond has no wish to hold Teal'c against his will and sadly allows him to leave.



Back at the “future SGC,” O'Neill slowly reawakens. He has surreptitiously stopped the flow of sedatives into his body, and can now hear Raully and Trofsky nearby... arguing in the language of the Goa'uld. As soon as they depart, he knocks the attendant unconscious and makes his escape. The compound is nearly identical to the SGC he remembers, but the doors to the elevator open into the confines of a Goa'uld complex. He is not in the future and his supposed benefactors are apparently minions of the System Lords. Returning to the faux SGC, he soon tracks down Jackson and Carter, and explains the situation to them. They make their way to the gate room, hoping that perhaps the Stargate will help them escape. No such luck – it's fake – but the accuracy of the false base astonishes them. What Goa'uld would have the knowledge to replicate such details? Before they can properly ponder that question, the answer reveals itself – Hathor decloaks before the gate as her minions come storming in.

The entire affair has been a ruse designed to extract as much information as possible from SG-1. Hathor has been building an army – quietly culled from the forces of other System Lords – but her knowledge on the state of the empire is limited. So she used SG-1 to fill in some of the gaps. With the deception revealed, she offers the team a life of luxury in exchange for everything they know. Naturally they refuse. Vexed by their resistance, Hathor brings in a Jaffa carrying a mature symbiote – a Goa'uld ready to take a host. The season draws to a close as the goddess ponders which member of SG-1 she will implant.

To Be Continued...

BACKGROUND

Further information on the planet of Eskal and the schemes of Hathor can be found in the *System Lords* sourcebook, pages 49-57.



CHAPTER TWO: PERTINENT NPCs

This chapter contains information on the various NPCs portrayed in the second season of *Stargate SG-1*. The first section, "Feature NPCs," includes background on major characters and those intended to play large roles in your campaigns. The second section, "Supporting NPCs" contains information on characters who play a more limited role or who died during the source of Season Two. Finally, we have included an addendum containing compiled stats for characters already described in previous sourcebooks, who made further appearances during the show's second season. All the information in this chapter is considered current as of the conclusion of Season Two. Developments from subsequent seasons will be included in the appropriate Season book.

The title in parenthesis next to each character's name indicates the Season Two episode in which he or she first appeared, or (in the case of NPCs created specifically for this book) the episode most pertinent to him or her.

FEATURE NPCs

Feature NPCs are those who have played a major role in the series, or who are intended as large parts of a *Stargate SG-1* campaign. In most cases, they receive three sets of stats, to better reflect the power levels in your particular campaign.

CARTER, MAJOR GENERAL JACOB/SELMAK (SECRETS)

Air Force Officer/Tok'ra Leader

CARTER

Advancing to the rank of Major-General in the USAF is an achievement to be proud of under any circumstances. Pursuing such a career while raising two bright and strong-willed teenagers on one's own is something else again. Jacob Carter has his doubts about how much credit he deserves for the outcome, but no stars on his shoulders can equal his pride in his children.

Long before stepping through the Stargate, Jacob figured he had come pretty far from a small house in suburban Pittsburgh. He has nothing but respect for the family and neighbors who spent their lives in the steel mill, but from early on he knew he wanted something else. It was the very work ethic he absorbed from that environment that helped him realize his aspirations, studying late into the night to earn an Air Force Academy commission – the same path he would one day watch his brilliant daughter follow.

That focus and drive carried through his years in the Academy and into his promotion to First Lieutenant before pausing for breath when he met Debra Nielsen. The only other American on a late night train in Germany, she was traveling through Europe before her senior year of college. When they returned to the States, Jacob used every scrap of leave he earned to visit her. It was two years before he summoned the nerve to ask her to marry him. Sadly, Debbie was never entirely comfortable with the constant shifting of military family life, and even less so with the often-sketchy information about her husband's assignments. But it was the life she had chosen with open eyes, and though she could have thrown it in Jacob's face to win any argument, she never did.



He was not so fortunate after the car accident that claimed her life; the children held him accountable, blaming the work that had kept him from picking her up on time. Sam's anger was short-lived, but Mark became distant and bitter, until he finally severed relations entirely. As of Season Two, Jacob hasn't spoken to him in years, and has never seen his daughter-in-law or two young grandchildren.

Despite occasional friction, his relationship with Sam remained positive if not always close. Once she was immersed in the Stargate program, the longer gaps between letters and phone calls gave Jacob an ironic insight into how his own work had appeared from his family's point of view. It was clear to him early on that she was involved in something important, and until recently he respected it by simply staying out of her way, allowing her to establish her own credentials and reputation without his interference.

Everything changed with one word from his doctor: cancer. Suddenly, the clock was ticking, and he could no longer stand back and wait for Sam to dust off the goals she had set aside. It was time for the little girl who had sat glued to the television for every launch from Kennedy to have her turn on the rocket. He never imagined that she would turn away when he told her that NASA was ready and waiting. Baffled and hurt by her rebuke, Jacob viewed it as a rejection of his meddling – until she returned from the Tok'ra base to propose the wildest idea he had ever heard, and he learned how far beyond that childhood dream she had already traveled.

SELMAK

Precious symbiotes of Egeria's eldest Tok'ra broods still remain. The death of Selmak, who survived from those precarious early days, would have been an incalculable loss. To others' eyes, her acceptance of the gruff Tauri general as host was merely making the best of a bad situation for both parties. But then, she – or he, at any given time, for Selmak places a low priority on a host's gender – has never seen things quite the same way others do.

Never eager to lead, Selmak always harbored a healthy suspicion of those who assumed power too easily. She nonetheless acknowledged it as the duty of those deemed most capable by their peers, and was instrumental in crafting the organizational structure of the Tok'ra. When Egeria vanished, it seemed their cause might vanish with her. In

the chaotic days that followed, the Goa'uld uncovered numerous Tok'ra symbiotes... before Selmak and a handful of others gathered those who remained and lead them into hiding. There the Tok'ra reinvented themselves, taking stock of their resources and determining how best to apply them to the dismantling of the System Lords' empire. While scientists adapted recently-discovered alien technology to create their untraceable subterranean bases, Selmak and the other *de facto* leaders formed the first Grand Council to codify the architecture of ideas that governs the movement to this day. They now had a new center, embodying the spirit of their lost queen, and emerged to renew the fight against the System Lords.

Selmak has only intermittently served as a member of the Council since that time, preferring to offer advice on critical decisions rather than be tied to the full range of administrative responsibilities. No one has forgotten her actions in those early desperate years, and it would be difficult to find any Tok'ra, especially among the younger broods, who do not love and revere her. She appreciates the first but has little use for the second, and defuses it whenever possible with the occasionally eccentric sense of humor so valued by her previous host, Saroosh.

They have also learned better than to shelter her from entering the field, though Saroosh's age and failing strength made such work impossible for a time. In that sense, and many others, Jacob Carter has been a blessing. By the standards of his people, Carter was nearing the end of his career when the cancer appeared. Now both can contribute actively to the fight for years to come, and Selmak is grateful for the chance to do so in the company of the man whose smile and unpretentious manner endeared him to her immediately. Their blending has brought a rare and unexpected gift: not only a new host, but a new family, something too many of their human partners have lost forever. Even as she mourns Saroosh, Selmak can share Jacob's pride in his firstborn's accomplishments and courage, and understand the true value of the simple wedding ring he still wears. It is for the sake of such bonds that the System Lords must someday fall.

JACOB CARTER, PRE-TOK'RA BLENDING

Specialty: Air Force Officer

Rank: Major General (08)

Class: Soldier/Pointman

Level: 5/4

Strength:	14 (9*)	Dexterity:	15
Constitution:	15 (2*)	Intelligence:	14
Wisdom:	13	Charisma:	12
Vitality:	86 (32*)	Wounds:	15 (2*)

Defense: 16 (+4 class, +2 Dex)

Initiative Bonus: +8 (+6 class, +2 Dex)

Speed: 30

Fort: +7 (+1*) **Ref:** +5 **Will:** +9

Special Qualities: *Accurate*, armor use +1, assistance (1/2 time), damage reduction 1/-, lead 1/session, macro-specialty class skills (Escape Artist, Knowledge (Military History), Listen, Sense Motive), tactics 1/session (+1 bonus), versatility (Concentration, Demolitions, Intimidate, Move Silently, Search, Spot, Survival).

Skills: Balance +6, Bluff +4, Bureaucracy +8, Climb +4 (+1)*, Concentration +5, Demolitions +6, Diplomacy +4, Driver +4, Escape Artist +4, First Aid +4, Intimidate +8/+7 (+5/+7)*, Knowledge (Military History) +7, Listen +3, Move Silently +6, Pilot +12, Profession (Military) +5, Search +7, Sense Motive +7, Spot +5, Survival +6, Swim +3 (+1)*.

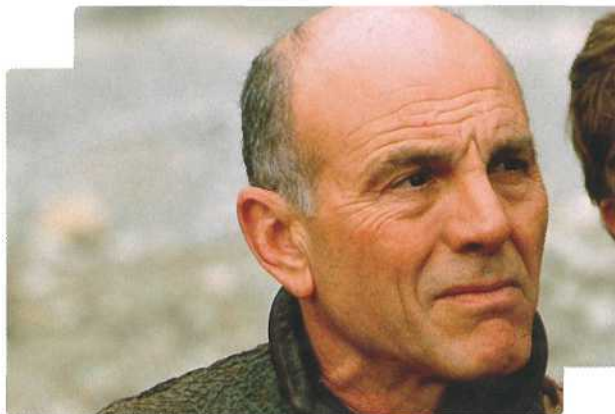
Feats: Armor Group Proficiency (Light, Medium, Heavy), Coolness Under Fire, Fortunate, Point Blank Shot, Promotion (x2), Sidestep, Speed Trigger, Toughness, Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical).

Attacks

Unarmed +10 (+7*) 1d3+2(-1*) (subdual)

Gear: Standard SG team fatigues.

*Strength and Constitution and related skills reduced due to the General's cancer.



Feats: Armor Group Proficiency (Light, Medium, Heavy), Coolness Under Fire, Fortunate, Naquadah Sense, Point Blank Shot, Promotion (x2), Sidestep, Speed Trigger, Toughness, Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical).

Attacks

Unarmed +10 1d3+2 (subdual)
Zat'nik'tel +10 3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Tok'ra robes, zat'nik'tel.

LOW-LEVEL JACOB CARTER/SELMAK

Specialty: Tok'ra Air Force Officer

Rank: Major General (08)

Class: Soldier/Pointman

Level: 5/4

Strength:	14	Dexterity:	15
Constitution:	15	Intelligence:	14
Wisdom:	13	Charisma:	11
Vitality:	86	Wounds:	15

Defense: 16 (+4 class, +2 Dex)

Initiative Bonus: +8 (+6 class, +2 Dex)

Speed: 30

Fort: +7 **Ref:** +5 **Will:** +9

Special Qualities: +2 species bonus to education and inspiration checks, *accurate*, armor use +1, assistance (1/2 time), damage reduction 1/-, immunity to disease, lead 1/session, long life, macro-specialty class skills (Escape Artist, Knowledge (Military History), Listen, Sense Motive), radiation resistance, shared body, symbiotic memory, tactics 1/session (+1 bonus), versatility (Concentration, Demolitions, Intimidate, Move Silently, Search, Spot, Survival).

Skills: Balance +6, Bluff +4, Bureaucracy +8, Climb +4, Concentration +5, Demolitions +6, Diplomacy +4, Driver +4, Escape Artist +4, First Aid +4, Intimidate +8/+7, Knowledge (Military History) +7, Listen +3, Move Silently +6, Pilot +12, Profession (Military) +5, Search +7, Sense Motive +7, Spot +5, Survival +6, Swim +3.

MID-LEVEL JACOB CARTER/SELMAK

Specialty: Tok'ra Air Force Officer

Rank: Major General (08)

Class: Soldier/Pointman

Level: 5/7

Strength:	14	Dexterity:	15
Constitution:	15	Intelligence:	14
Wisdom:	14	Charisma:	10
Vitality:	110	Wounds:	15

Defense: 17 (+5 class, +2 Dex)

Initiative Bonus: +9 (+7 class, +2 Dex)

Speed: 30

Fort: +9 **Ref:** +7 **Will:** +11

Special Qualities: +1 species bonus to inspiration checks, +2 species bonus to education checks, *accurate*, armor use +1, assistance (1/2 time), cross-class ability (all over the world), damage reduction 1/-, immunity to disease, lead 3/session, long life, macro-specialty cross-class (Escape Artist, Gather Information, Knowledge (Military History), Listen, Sense Motive), radiation resistance, shared body, symbiotic memory, tactics 1/session (+1 bonus), versatility (Concentration, Demolitions, Disguise, Intimidate, Move Silently, Search, Spot, Survival).

Skills: Balance +5, Bluff +6, Bureaucracy +8, Climb +4, Concentration +7, Demolitions +6, Diplomacy +2, Disguise +5, Driver +4, Escape Artist +6, First Aid +5, Gather Information +5, Intimidate +8/+6, Knowledge (Military History) +7, Knowledge (Tok'ra) +6, Listen +4, Move Silently +6, Pilot +13, Profession (Military) +6, Search +7, Sense Motive +8, Spot +8, Survival +10, Swim +4.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Coolness Under Fire, Fortunate, Naquadah Sense, Point Blank Shot, Precise Shot, Promotion (x2), Sidestep, Speed Trigger, Toughness, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle, Tactical), World Traveler.

Attacks

Unarmed	+12	1d3+2 (subdual)
Zat'nik'tel	+12	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Tok'ra robes, zat'nik'tel.

HIGH-LEVEL JACOB CARTER/SELMAK

Specialty: Tok'ra Air Force Officer

Rank: Major General (08)

Class: Soldier/Pointman

Level: 5/10

Strength:	14	Dexterity:	15
Constitution:	15	Intelligence:	14
Wisdom:	14	Charisma:	10
Vitality:	134	Wounds:	15

Defense: 20 (+6 class, +2 Dex, +2 natural armor)

Initiative Bonus: +10 (+8 class, +2 Dex)

Speed: 30

Fort: +10 **Ref:** +8 **Will:** +13

Special Qualities: +2 species bonus to inspiration checks, +3 species bonus to education checks, *accurate*, armor use +1, assistance (1/2 time), cross-class ability (all over the world, rough living +2), damage reduction 1/-, immunity to disease, lead 4/session, long life, macro-specialty cross-class (Escape Artist, Gather Information, Knowledge (Military History), Listen, Sense Motive), radiation resistance, serendipity 1/session, symbiotic memory, tactics 2/session (+2 bonus), versatility (Computers, Concentration, Demolitions, Disguise, Intimidate, Move Silently, Search, Spot, Survival).

Skills: Balance +6, Bluff +9, Bureaucracy +9, Climb +4, Computers +7, Concentration +7, Demolitions +8, Diplomacy +3, Disguise +6, Driver +4, Escape Artist +8, First Aid +5, Gather Information +5, Intimidate +10/+8, Knowledge (Military History) +7, Knowledge (Tok'ra) +9, Listen +4, Move Silently +6, Pilot +15, Profession (Military) +6, Search +7, Sense Motive +8, Spot +8, Survival +11, Swim +4.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Coolness Under Fire, Fortunate, Naquadah Sense, Point Blank Shot, Precise Shot, Promotion (x2), Sidestep, Speed Trigger, Toughness, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle, Tactical), World Traveler, Zen Focus.

Attacks

Unarmed	+14	1d3+2 (subdual)
Zat'nik'tel	+14	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Tok'ra robes, zat'nik'tel.

EDREKH THE ASHRAK (IN THE LINE OF DUTY)

Ashrak Assassin (deceased)

Had Jolinar of Malkshur been the only infiltrator to enter the SGC from Nasya, things might have been different. But even as the Tok'ra fugitive was being interrogated, a ruthless ashtrak assassin moved freely among the Tauri in search of her.

Like those before her, Edrek's last victim never knew his name. Unlike them, however, she escaped his first attempt on her life, and continued to evade him for several months before he inevitably ran her to ground. Another might have appreciated the irony of Jolinar's end in the custody of the upstart humans. To Edrek, though, it was merely a means to the overdue end of the chase.

One of the most successful products of ashtrak training and indoctrination, Edrek was never anything else, almost from the moment of his spawning. His absolute dedication to duty made him the most sought-after assassin of his kind, well worth the high price Cronus paid to set him on the trail of Tok'ra. Hunting Egeria's duplicitous children – and the traitors who joined them – requires the utmost in diligence and cunning. Edrek personally eliminated more than twenty Tok'ra targets, though he never boasted of his achievements. He took pride in his work, but it was a private pride. Silent and eerily efficient, he felt his record spoke more eloquently for itself than any empty words.

By the code of the ashtrak that bound him, Edrek's death on the ramp of the Tauri Stargate was no failure, coming as it did after the proper execution of Jolinar of Malkshur. He died as he lived, an implacable instrument of the System Lords.

Note: Although Edrek died during Season Two, his stats may be used for other ashtrak assassins of his type.

LOW-LEVEL EDREKH

Specialty: Goa'uld Assassin

Rank: N/A

Class: Soldier/Scout/Ashtrak

Level: 1/4/4

Strength:	17	Dexterity:	12
Constitution:	13	Intelligence:	12
Wisdom:	16	Charisma:	14
Vitality:	69	Wounds:	13

Defense: 17 (+4 class, +1 Dex, +2 natural armor)

Initiative Bonus: +12 (+7 class, +1 Dex, +4 feat)

Speed: 30

Fort: +8 **Ref:** +5 **Will:** +7

Special Qualities: +2 threat range to Search & Surveillance checks, *accurate*, detect symbiote, dominated body, hand of shadow +2, immunity to disease, imperceptible 1/session, inherited memory, long life, parasite, radiation resistance, rough living +2, *slayer*, sneak attack +1d6, stalker, the chosen +1.

Skills: Balance +4, Bluff +6, Concentration +7, Demolitions +3, Disguise +6, Escape Artist +5, First Aid +5, Gather Information +8, Hide +5, Intimidate +7/+6, Jump +6,



Knowledge (Goa'uld) +5, Listen +6, Move Silently +5, Search +9, Sense Motive +7, Sleight of Hand +5, Spot +8, Surveillance +8, Survival +12.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Concealed Weapon, Hide Possession, Improved Initiative, Improvised Weapon, Martial Arts, Naquadah Sense, Outdoorsman, Power Attack, Stone Cold, Track, Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical).

Attacks

Unarmed	+11	1d6+3 (subdual)
Kinetic blast	+9	2d6 and 2d6 subdual

Gear: Hara kash (electric surge, healing, mind fog, neural spike).

MID-LEVEL EDREKH

Specialty: Goa'uld Assassin

Rank: N/A

Class: Soldier/Scout/Ashrak

Level: 2/4/6

Strength:	18	Dexterity:	12
Constitution:	13	Intelligence:	12
Wisdom:	16	Charisma:	14
Vitality:	91	Wounds:	13

Defense: 20 (+7 class, +1 Dex, +2 natural armor)

Initiative Bonus: +15 (+10 class, +1 Dex, +4 feat)

Speed: 30

Fort: +10 **Ref:** +6 **Will:** +9

Special Qualities: +3 threat range to Search & Surveillance checks, *accurate*, damage reduction 1/-, detect symbiote, dominated body, hand of shadow +6, immunity to disease, *imperceptible* 1/session, *inherited memory*, long life, mantle of fear, parasite, radiation resistance, rough living +2, *slayer*, sneak attack +1d6, stalker, the chosen +2.

Skills: Balance +5, Bluff +8, Concentration +8, Demolitions +3, Disguise +8, Escape Artist +7, First Aid +5,

Gather Information +9, Hide +6, Intimidate +16/+14, Jump +7, Knowledge (Goa'uld) +5, Listen +6, Move Silently +6, Search +9, Sense Motive +7, Sleight of Hand +5, Spot +8, Surveillance +9, Survival +12.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Concealed Weapon, Hide Possession, Holding Basics, Improved Initiative, Improvised Weapon, Martial Arts, Naquadah Sense, Outdoorsman, Power Attack, Stone Cold, Track, Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical).

Attacks

Unarmed	+15	1d6+4 (subdual)
Kinetic blast	+12	2d6 and 2d6 subdual

Gear: Hara kash (electric surge, healing, mind fog, neural spike).

HIGH-LEVEL EDREKH

Specialty: Goa'uld Assassin

Rank: N/A

Class: Soldier/Scout/Ashrak

Level: 2/4/10

Strength:	18	Dexterity:	12
Constitution:	14	Intelligence:	12
Wisdom:	16	Charisma:	14
Vitality:	135	Wounds:	14

Defense: 22 (+9 class, +1 Dex, +2 natural armor)

Initiative Bonus: +18 (+13 class, +1 Dex, +4 feat)

Speed: 30

Fort: +12 **Ref:** +8 **Will:** +12

Special Qualities: +4 threat range to Search & Surveillance checks, *accurate*, damage reduction 1/-, detect symbiote, dominated body, hand of shadow +10, immunity to disease, *imperceptible* 2/session, *inherited memory*, long life, mantle of fear, parasite, radiation resistance, rough living +2, shroud of night, *slayer*, sneak attack +1d6, spirit wrack, stalker, the chosen +4.

Skills: Balance +6, Bluff +12, Concentration +9, Demolitions +4, Disguise +11, Escape Artist +8, First Aid +5, Gather Information +9, Hide +8, Intimidate +18/+16, Jump +7, Knowledge (Goa'uld) +5, Listen +9, Move Silently +11, Search +11, Sense Motive +9, Sleight of Hand +7, Spot +9, Surveillance +9, Survival +14.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Concealed Weapon, Hide Possession, Holding Basics, Improved Initiative, Improvised Weapon, Iron Will, Martial Arts, Naquadah Sense, Outdoorsman, Power Attack, Stone Cold, Track, Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical), Zat Resistance.

Attacks

Unarmed	+19	1d6+4 (subdual)
Kinetic blast	+16	2d6 and 2d6 subdual

Gear: Hara kash (electric surge, healing, mind fog, neural spike).



GARSHAW/YOSUUF (THE TOK'RA)

Tok'ra Grand Councilor

A precious few symbiotes among the Tok'ra are not children of the rebel queen Egeria, but Goa'uld defectors who found some means to throw off their genetic coding and join those who opposed the System Lords. None have done so since its early years, before the Tok'ra's ever-increasing caution made it all but impossible to contact them, let alone prove them trustworthy comrades. Those who did, however, are among their most daring operatives and wisest leaders. Jolinar of Malkshur numbered among the former. Grand Councilor Garshaw of Belote ranks among the latter.

As with other Tok'ra turncoats, Garshaw's surname derives from the moment when she turned her back forever on the Goa'uld. For her, that moment came after her lord Heru-ur ordered the annihilation of a world – Belote – that had been seized by Apophis, to prevent his rival from profiting by its resources. Garshaw had long been troubled by the waste and shortsightedness of the System Lords' endless conflicts, and her feelings grew into disgust with the Goa'uld's utter disregard for other species. Faced with this supreme example, she resolved to stand in Heru-ur's way however she could. She began by falsifying orders to stop the task force, claiming that they had betrayed their allegiance and planned to join with Apophis' forces instead of destroying the planet.

The ruse was discovered, but not before the false intelligence cost Heru-ur three motherships and Garshaw had fled his court. Word of her treason quickly spread, and the member of the Tok'ra cell she eventually encountered were well acquainted with her actions. Seeing the value in her knowledge and experience, they invited her to join them, while keeping a close eye on her actions until they were satisfied that her motivations were pure. Garshaw soon proved herself a loyal ally, and was eventually entrusted with the

planning of several key operations. Ra and Yu personally suffered sharp losses on her account, and the price on her head kept pace with her rise through the Tok'ra leadership.

Garshaw's current host, Yosuf, is a former slave from the retinue of Zipacna (*see The System Lords sourcebook, page 22*). Raised to be neither seen nor heard, it was some time before she took her symbiote's encouragement to speak for herself. Yosuf remains rather shy and hesitant in speaking to strangers, but when necessary will bring a human perspective to Garshaw's words. Though she believes wholeheartedly in the Tok'ra's aims, she cannot imagine taking part in such a rebellion on her own, let alone taking a leadership role. But her partnership with Garshaw has placed her in just such a role, and despite the danger, she is proud and grateful to have left the ignorance and drudgery of her former life far behind.

LOW-LEVEL GARSHAW/YOSUUF

Specialty: Tok'ra High Commander

Rank: N/A

Class: Tok'ra Infiltrator/Tok'ra Councilor

Level: 4/2

Strength:	10	Dexterity:	16
Constitution:	12	Intelligence:	13
Wisdom:	16	Charisma:	15
Vitality:	25	Wounds:	12

Defense: 16 (+3 class, +3 Dex)

Initiative Bonus: +6 (+3 class, +3 Dex)

Speed: 30

Fort: +4

Ref: +7

Will: +10

Special Qualities: Immunity to disease, inherited memory, long life, radiation resistance, shared body, specialty bonus (High Commander), symbiotic blending.

Skills: Bluff +10, Bureaucracy +8, Concentration +6, Cultures +6, Diplomacy +9, Disguise +8, Gather Information +7, Innuendo +6, Intimidate +3/+5, Knowledge (Goa'uld)* +7, Languages +4, Listen +9, Move Silently +9, Search +9, Sense Motive +9, Spot +8, Xeno-Cultures +5.

Feats: Alertness, Armor Group Proficiency (Light, Medium), Charmer, Hide Possession, Naquadah Sense, Persuasive, Stone Cold, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle).

Attacks

Unarmed	+4	1d3 (subdual)
Dagger	+4	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Zat'nik'tel	+7	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Dagger, zat'nik'tel.

* Knowledge (Tok'ra) has been dropped in favor of Knowledge (Goa'uld) as Garshaw was originally a Goa'uld turncoat to the Tok'ra cause.

MID-LEVEL GARSHAW/YOSUUF

Specialty: Tok'ra High Commander

Rank: N/A

Class: Tok'ra Infiltrator/Tok'ra Councilor

Level: 6/4

Strength:	10	Dexterity:	16
Constitution:	12	Intelligence:	13
Wisdom:	16	Charisma:	16
Vitality:	45	Wounds:	12

Defense: 20 (+7 class, +3 Dex)

Initiative Bonus: +7 (+4 class, +3 Dex)

Speed: 30

Fort: +5 **Ref:** +8 **Will:** +8

Special Qualities: Immunity to disease, inherited memory, long life, radiation resistance, shared body, specialty bonus (High Commander), symbiotic blending.

Skills: Bluff +15, Bureaucracy +10, Concentration +7, Cultures +7, Diplomacy +13, Disguise +9, Gather Information +8, Innuendo +9, Intimidate +6/+9, Knowledge (Goa'uld)* +8, Languages +5, Listen +12, Move Silently +9, Search +9, Sense Motive +12, Spot +10, Xeno-Cultures +7.

Feats: Alertness, Armor Group Proficiency (Light, Medium), Charmer, Hide Possession, Mark, Naquadah Sense, Persuasive, Stone Cold, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle).

Attacks

Unarmed	+7	1d6 (subdual)
Dagger	+7	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Zat'nik'tel	+10	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Dagger, zat'nik'tel.

* Knowledge (Tok'ra) has been dropped in favor of Knowledge (Goa'uld) as Garshaw was originally a Goa'uld turncoat to the Tok'ra cause.

HIGH-LEVEL GARSHAW/YOSUUF

Specialty: Tok'ra High Commander

Rank: N/A

Class: Tok'ra Infiltrator/Tok'ra Councilor

Level: 8/8

Strength:	10	Dexterity:	16
Constitution:	12	Intelligence:	13
Wisdom:	18	Charisma:	16
Vitality:	114	Wounds:	12

Defense: 21 (+8 class, +3 Dex)

Initiative Bonus: +11 (+8 class, +3 Dex)

Speed: 30

Fort: +10 **Ref:** +14 **Will:** +15

Special Qualities: Immunity to disease, inherited memory, long life, radiation resistance, shared body, specialty bonus (High Commander), symbiotic blending.

Skills: Bluff +19, Bureaucracy +12, Concentration +9, Cultures +9, Diplomacy +18, Disguise +13, Gather Information +10, Innuendo +11, Intimidate +8/+11, Knowledge (Goa'uld)* +12, Languages +9, Listen +14, Move Silently +13, Search +11, Sense Motive +16, Spot +12, Xeno-Cultures +9.

Feats: Alertness, Armor Group Proficiency (Light, Medium), Charmer, Coolness Under Fire, Fortunate, Hide Possession, Mark, Naquadah Sense, Persuasive, Stargate Explorer, Stone Cold, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle).

Attacks

Unarmed	+12	1d6 (subdual)
Dagger	+12	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Zat'nik'tel	+15	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Dagger, zat'nik'tel.

* Knowledge (Tok'ra) has been dropped in favor of Knowledge (Goa'uld) as Garshaw was originally a Goa'uld turncoat to the Tok'ra cause.

MARTOUF/LANTASH (THE TOK'RA)

Tok'ra Operative

SG-1's unexpected arrival was perplexing to all the Tok'ra; for Martouf and Lantash, it also ended any hope that their mate of nearly a century might return to them. The loss was both eased and complicated by the remnant of her identity left in the soul of Samantha Carter.

Opinionated and direct, Lantash was an obvious match for the zealous and stubborn Jolinar. His quiet young host was at first another matter, but Martouf's patience and diplomacy proved a great asset to the partnership, both in their work as operatives and in their personal life.

Like many hosts among the Tok'ra, Martouf grew up on a world that no longer exists as he knew it. Ryche had been left alone by the Goa'uld for several generations, until it came to Ra's attention as part of territory ceded to him from Cronus. Ra's intolerance for human literacy made destruction of the temple archives a priority in consolidating his rule, placing Martouf and his young students in the path of a brutal raid. The elder scholars were massacred on the spot, but the System Lord wished to choose personal slaves from among the children, and the Horus Guards spared one teacher to keep them in line. Though he had little hope of long-term survival, Martouf saw no choice, and dutifully shepherded the frightened youngsters on the journey to meet their new "true" god. Ra's minions separated him upon arrival at the Sun God's palace, and he never learned their final fate.

In lieu of the immediate execution he expected, however, he was assigned to a labor detail elsewhere on the strange new planet. As Ra intended, the harsh environment and unrelenting work soon took their toll, and Martouf was near exhaustion when one of Ra's underlings arrived on inspection. She was not what she seemed, however and had no intention of reporting back to their master. She called herself Jolinar, and claimed to be part of a group dedicated to the overthrow of the System Lords. It might have been



nothing more than a cruel game, a bluff designed to root out treachery among the slaves. But after all that had happened, it mattered little to Martouf, and he welcomed the opportunity she offered: to live out his natural life and more in return for sharing it with her mate.

Thus agreed, they fled to the Tok'ra homeworld, where Lantash's host of nearly two hundred years, Madoc, lay near death. Through their blending, Martouf stepped not only into the midst of a covert revolution, but also a tempestuous relationship of several decades. The situation became even more complex when Jolinar's host, Nihmat, was killed on Martouf's first mission just a few weeks later. This placed him and Rosha, Jolinar's new host, on much the same footing – at first overwhelmed and confused, but soon making their own mark on the blending... as well as the romantic relationship which occupied much of their thoughts.

For his part, Lantash found his characteristic bluntness tempered by his new host's thoughtful approach. He rediscovered things he had always taken for granted (and sometimes held in contempt as a legacy of his Goa'uld ancestors) through this young man who valued knowledge as nothing else. Always a warrior of decisive action, but never a leader among the Tok'ra, Lantash now found himself wiser than he had believed. Madoc had been more reticent, leaving the symbiote in control of their actions most of the time. Now, Martouf largely spoke to others, shaping their shared thoughts into the reasonable words Lantash could never quite summon.

Decades later, in their semi-official diplomatic role with the Tauri, Martouf speaks almost exclusively, treading carefully around the discomfort many humans feel towards the Tok'ra. He takes especial care during their personal contact with Samantha Carter, to whom they are increasingly attracted. Aware that she remains uncertain of her feelings – she cannot tell how much are hers and how much are Jolinar's – Martouf tries to respect the boundaries necessary to sort it all out. Until she is able to do so, both symbiote and host value each opportunity to see her.

LOW-LEVEL MARTOUF/LANTASH

Specialty: Tok'ra Courier

Rank: N/A

Class: Explorer

Level: 5

Strength:	13	Dexterity:	15
Constitution:	11	Intelligence:	15
Wisdom:	14	Charisma:	16
Vitality:	34	Wounds:	11

Defense: 15 (+3 class, +2 Dex)

Initiative Bonus: +6 (+4 class, +2 Dex)

Speed: 30

Fort: +3 **Ref:** +6 **Will:** +5

Special Qualities: All over the world, bookworm (1/2), direction sense +3, immunity to disease, inherited memory, long life, *obsessed*, radiation resistance, shared body, symbiotic blending, uncanny dodge (Dex bonus).

Skills: Balance +6, Bluff +4, Climb +3, Cryptography +9, Cultures +7, First Aid +9, Gather Information +8, Innuendo +9, Knowledge (Tok'ra) +6, Languages +7, Listen +9, Mechanics +5, Pilot +5, Search +9, Sense Motive +5, Spot +8, Survival +7, Swim +3, Tumble +3.

Feats: Alertness, Armor Group Proficiency (Light), Charmer, Field Operative, Flawless Identity, Naquadah Sense, Surge of Speed, Weapon Group Proficiency (Handgun, Melee), World Traveler.

Attacks

Unarmed	+4	1d3+1 (subdual)
Zat'nik'tel	+5	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel.

MID-LEVEL MARTOUF/LANTASH

Specialty: Tok'ra Courier

Rank: N/A

Class: Explorer/Scout

Level: 5/3

Strength:	13	Dexterity:	15
Constitution:	12	Intelligence:	15
Wisdom:	14	Charisma:	16
Vitality:	63	Wounds:	12

Defense: 18 (+4 class, +2 Dex, +2 natural armor)

Initiative Bonus: +9 (+7 class, +2 Dex)

Speed: 30

Fort: +7 **Ref:** +8 **Will:** +8

Special Qualities: All over the world, bookworm (1/2), direction sense +3, immunity to disease, inherited memory, long life, *obsessed*, radiation resistance, rough living +2, shared body, stalker, symbiotic blending, uncanny dodge (Dex bonus).

Skills: Balance +6, Bluff +5, Climb +3, Concentration +6, Cryptography +10, Cultures +9, First Aid +10, Gather Information +8, Handle Animal +6, Hide +6, Innuendo +10,

Jump +3, Knowledge (Tok'ra) +6, Languages +7, Listen +9, Mechanics +5, Move Silently +6, Pilot +5, Search +10, Sense Motive +7, Spot +10, Survival +12, Swim +3, Tumble +3.

Feats: Alertness, Armor Group Proficiency (Light, Medium, Heavy), Charmer, Desert Training, Field Operative, Flawless Identity, Iron Will, Naquadah Sense, Outdoorsman, Surge of Speed, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle), World Traveler.

Attacks

Unarmed	+6	1d3+1 (subdual)
Zat'nik'tel	+7	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel.

HIGH-LEVEL MARTOUF/LANTASH

Specialty: Tok'ra Courier

Rank: N/A

Class: Explorer/Scout

Level: 5/7

Strength:	13	Dexterity:	16
Constitution:	12	Intelligence:	15
Wisdom:	14	Charisma:	16
Vitality:	91	Wounds:	12

Defense: 21 (+6 class, +3 Dex, +2 natural armor)

Initiative Bonus: +13 (+10 class, +3 Dex)

Speed: 30

Fort: +9 **Ref:** +11 **Will:** +9

Special Qualities: All over the world, bookworm (1/2), direction sense +3, hunter (night vision), immunity to disease, inherited memory, long life, *obsessed*, radiation resistance, rough living +2, shared body, sneak attack +1d6, stalker, symbiotic blending, uncanny dodge (Dex bonus).

Skills: Balance +8, Bluff +7, Bureaucracy +5, Climb +4, Computers +4, Concentration +8, Cryptography +11, Cultures +9, First Aid +10, Gather Information +10, Handle Animal +6, Hide +9, Innuendo +13, Jump +3, Knowledge (Tok'ra) +7, Languages +7, Listen +9, Mechanics +6, Move Silently +9, Pilot +6, Search +11, Sense Motive +10, Spot +11, Survival +14, Swim +4, Tumble +5.

Feats: Alertness, Armor Group Proficiency (Light, Medium, Heavy), Blindsight 5 ft. Radius, Charmer, Coolness Under Fire, Desert Training, Expertise, Field Operative, Flawless Identity, Iron Will, Naquadah Sense, Outdoorsman, Speed Trigger, Surge of Speed, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle), World Traveler.

Attacks

Unarmed	+9	1d3+1 (subdual)
Zat'nik'tel	+11	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel.

THOR

Supreme Commander of the Asgard Fleet

The twentieth "Thor" to become Supreme Commander of the Asgard Fleet, the friend of the SGC is actually the clone of the first Thor who visited Earth, more than 1500 years ago. At 200 years of age, he is one of the youngest fleet commanders to ever serve the Asgard people, and one of the ablest. He holds the rank equivalent to Commander of the Joint Chiefs of Staff for the United States, but his command extends to Halla and all of the colony planets which make up the Asgard's planetary republic. He has held his position, in the face of the Replicators' invasions, Goa'uld uprisings, and system unrest, for the last 100 years.

As is required for all Asgard adults, Thor joined the military to spend his required decade serving his people. Finding that he had not only had the natural inherited aptitude of his predecessors, but that he also felt comfortable in the military environment, he attended the Asgard military college on Halla, and became a commissioned officer in the fleet in his early fifties. He rose up through the scientific ranks from engineering to command over the next two decades, and received his own ship in his third decade of service.

The unexpected incursion by the Replicators decimated the Asgard fleet, prompting some quick thinking on Thor's part. He took action to preserve the lives of many Asgard colonists during the first wave of the invasion. He received a field promotion to commander while helping formulate a line of defense, and held that position for the next three years. The death of the previous Supreme Commander led to an abrupt promotion... and new responsibilities for handling all Asgard military maneuvers.

Thor first encountered humans from Earth when responding to a distress call on Cimmeria, during the invasion by Heru-ur (*see Thor's Chariot, page 22*). He had little direct contact with them at that time, but it was enough to pique his interest, and share the information that the Tauri were rapidly advancing. When Colonel O'Neill became infected with the knowledge of the Ancients (*see The Fifth Race, page 53*), the Tauri found his way to the Asgard world of Othala... and direct contact with Thor's race. Further information confirmed Thor's opinion that the Asgard owed it to the Tauri to help them deal with the Goa'uld threat, since Earth was taking up a task that the Asgard would address were their worlds not under such a massive threat. Contact is sporadic as of Season Two, but the Supreme Commander has quietly vowed that Earth will not face the Goa'uld alone.

In fulfilling the traditions of the previous Thors, the current Supreme Commander has surpassed them both in personal courage and scope. He has a soft, gentle tone, like most of his race, but when faced with a military threat, he is as decisive and indomitable as his mythological counterpart. His analytical mind is without peer, but he sometimes lacks the intuition that allows humanity to find innovative solutions to their problems. That he recognizes this fact – and holds the Tauri in such respect, despite their primitive technology – is a testament to his wisdom and far-sightedness. Humanity could hope for no better friend among the stars than he.



LOW-LEVEL THOR

Specialty: Asgard Protected Planets Enforcer

Rank: N/A

Class: Explorer/Scientist

Level: 3/3

Strength:	8	Dexterity:	12
Constitution:	10	Intelligence:	17
Wisdom:	14	Charisma:	16
Vitality:	37	Wounds:	10

Defense: 16 (+5 class, +1 Dex)

Initiative Bonus: +7 (+4 class, +1 Dex, +2 specialty)

Speed: 20

Fort: +3 **Ref:** +5 **Will:** +7

Special Qualities: +4 species bonus to education checks, all over the world, bookworm (1/2), direction sense +2, improvise +2, learned, *obsessive*, Ph.D. (Knowledge (Goa'uld)), small.

Skills: Balance +2, Boating +3, Computers +6, Concentration +8, Cryptography +6, Cultures +7, Demolitions +5, Diplomacy +9, Driver +3, Electronics +7, First Aid +10, Gather Information +7, Knowledge (Earth Society) +12, Knowledge (Galactic Treaties) +12, Knowledge (Goa'uld) +12, Languages +7, Listen +5, Mechanics +9, Search +5, Sense Motive +4, Spot +4, Xeno-Cultures +6, Xeno-Languages +7.

Feats: Advanced Technology, Armor Group Proficiency (Light), Goa'uld Hunter, Perfect Stance, Scholarly, Sidestep, Weapon Group Proficiency (Handgun, Melee), World Traveller, Xeno-Studies.

Backgrounds: Long-Term Mission (enforcing Protectorate boundaries) 2, Obligation (SG-1) 2.

Attacks

Unarmed +2 1d3-1 (subdual)

Gear: Asgard battle cruiser.

MID-LEVEL THOR

Specialty: Asgard Protected Planets Enforcer

Rank: N/A

Class: Explorer/Scientist

Level: 6/6

Strength:	8	Dexterity:	12
Constitution:	10	Intelligence:	19
Wisdom:	15	Charisma:	16
Vitality:	70	Wounds:	10

Defense: 20 (+9 class, +1 Dex)

Initiative Bonus: +12 (+7 class, +1 Dex, +4 specialty)

Speed: 20

Fort: +5 **Ref:** +8 **Will:** +12

Special Qualities: +6 species bonus to education checks, all over the world (advanced), bookworm (1/2), brilliant +1, direction sense +3, improvise +3, learned, *obsessive*, Ph.D. (Knowledge (Goa'uld)), research (inspiration 1/session), small, uncanny dodge (Dex bonus).

Skills: Balance +2, Boating +3, Computers +10, Concentration +11, Cryptography +7, Cultures +8, Demolitions +8, Diplomacy +13, Driver +3, Electronics +10, First Aid +15, Gather Information +11, Knowledge (Earth Society) +20, Knowledge (Galactic Treaties) +20, Knowledge (Goa'uld) +29, Knowledge (Replicators) +11, Languages +9, Listen +5, Mechanics +14, Search +10, Sense Motive +5, Spot +5, Xeno-Cultures +6, Xeno-Languages +10.

Feats: Advanced Skill Mastery (Scholarly, World Traveler), Advanced Technology (x2), Armor Group Proficiency (Light), Goa'uld Hunter, Iron Will, Perfect Stance, Scholarly, Sidestep, Weapon Group Proficiency (Handgun, Melee), World Traveler, Xeno-Studies.

Backgrounds: Long-Term Mission (enforcing Protectorate boundaries) 2, Obligation (SG-1) 2.

Attacks

Unarmed +6 1d3-1 (subdual)

Gear: Asgard battle cruiser.

HIGH-LEVEL THOR

Specialty: Asgard Protected Planets Enforcer

Rank: N/A

Class: Explorer/Scientist

Level: 9/9

Strength:	8	Dexterity:	12
Constitution:	10	Intelligence:	20
Wisdom:	16	Charisma:	16
Vitality:	103	Wounds:	10

Defense: 23 (+12 class, +1 Dex)

Initiative Bonus: +17 (+11 class, +1 Dex, +5 specialty)

Speed: 20

Fort: +8 **Ref:** +11 **Will:** +16

Special Qualities: +8 species bonus to education checks, all over the world (advanced), bookworm (1/2), brilliant +2, danger sense (melee), direction sense +4,



improvise +5, learned, *obsessive*, Ph.D. (Knowledge (Goa'uld)), research (inspiration 1/session), small, uncanny dodge (Dex bonus, can't be flanked).

Skills: Balance +2, Boating +3, Computers +19, Concentration +16, Cryptography +13, Cultures +10, Demolitions +9, Diplomacy +17, Driver +3, Electronics +18, First Aid +21, Gather Information +15, Knowledge (Earth Society) +26, Knowledge (Galactic Treaties) +26, Knowledge (Goa'uld) +36, Knowledge (Replicators) +20, Languages +10, Listen +8, Mechanics +22, Search +13, Sense Motive +9, Spot +9, Xeno-Cultures +7, Xeno-Languages +14.

Feats: Advanced Skill Mastery (Grease Monkey, Scholarly, World Traveler), Advanced Technology (×3), Armor Group Proficiency (Light), Career Operative, Goa'uld Hunter, Grease Monkey, Iron Will, Mathematical Genius, Perfect Stance, Scholarly, Sidestep, Weapon Group Proficiency (Handgun, Melee), World Traveler, Xeno-Studies.

Backgrounds: Long-Term Mission (enforcing Protectorate boundaries) 2, Obligation (SG-1) 2.

Attacks

Unarmed +9 1d3-1 (subdual)

Gear: Asgard battle cruiser.

SUPPORTING NPCs

Supporting NPCs are those whose presence on the show was limited (usually appearing in only a single episode or two), those who were killed during Season Two, and new NPCs created specifically for this sourcebook. Each includes a single set of statistics.

ADRASTOS/TULENN (THE TOK'RA)

Tok'ra Operative

The System Lord Cronus values strength above all in his underlords, but he does not take well to being challenged by them. Adrastos, a Tok'ra mole within the System Lord's ranks, understood both these things, and made them work for him well enough to earn authority over a world that provided perfect cover – or nearly perfect – for a secondary Tok'ra base. He was eventually exposed and forced to flee, which has disqualified him from covert missions so long as he remains with his current host Tulenn. In the meantime, he is dedicated to the defense of the primary Tok'ra base, determined to keep his comrades safe as he could not on Melia.

ADRASTOS/TULENN

Specialty: Tok'ra Warrior

Rank: N/A

Class: Soldier

Level: 5

Strength:	18	Dexterity:	15
Constitution:	13	Intelligence:	11
Wisdom:	12	Charisma:	13
Vitality:	45	Wounds:	13

Defense: 14 (+2 class, +2 Dex)

Initiative Bonus: +6 (+4 class, +2 Dex)

Speed: 30

Fort: +4

Ref: +3

Will: +5

Special Qualities: +2 species bonus with ranged attack checks made using any Goa'uld weapon, *accurate*, armor use +1, damage reduction 1/-, immunity to disease, inherited memory, long life, radiation resistance, shared body, symbiotic blending.

Skills: Balance +5, Climb +7, Concentration +6, Demolitions +6, Driver +3, Intimidate +10/+7, Jump +6, Knowledge (Tok'ra) +2, Spot +2, Survival +5, Swim +7, Tumble +4.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Controlled Burst, Far Shot, Naquadah Sense, Point Blank Shot, Power Attack, Rapid Shot, Speed Trigger, Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical).

Attacks

Unarmed	+9	1d3+4 (subdual)
Dagger	+9	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+7	2d6 and 2d6 subdual
Staff weapon	+7	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP, AK, TD)
Zat'nik'tel	+7	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Kara kesh, staff weapon, hand device, dagger, zat'nik'tel.

AMOTKIN (SPIRITS)

Goa'uld Explorer

The Goa'uld who ruled so briefly over the Spirit's World is long since gone – or so it is believed. While Amotkin was never a great leader, he was one of the few Goa'uld interested in exploration; not for the sake of discovery but for the resources and power it might bring. To a Goa'uld, any discovery is an advantage. Before finding PXY-887, Amotkin gathered a small measure of power for himself by brokering his discoveries to other, more powerful Goa'uld (particularly Apophis). While not a System Lord himself, he had ambition. He traded his tidbits of information on hyperspace routes, resource-rich worlds and sources of new hosts in exchange for a small share in the spoils as payment for his assistance.

His tenure on the Spirit's World was mercifully brief, and ended when the aliens teleported he and his Jaffa into limbo (*see page 45 for more information*). He has been trapped there for the past six hundred years, but that may soon change. Unknown to the Spirits time does pass there – but with excruciating slowness. Amotkin has made good use of the equipment he finds himself entrapped with. With luck, he can release his forces from limbo and exact revenge upon the Spirits. If his new devices work, he may be able to seize their world for himself once more. If not, he can still flee the planet to his old base of operations.

Of course, he has no idea just how long he has been gone – he thinks his exile was a few weeks at most. However, some secrets keep very well and what he has learned about the Spirits and their world may prove very valuable indeed.

AMOTKIN

Specialty: Goa'uld Noble

Rank: N/A

Class: Explorer/Scientist

Level: 9/3

Strength: 14 **Dexterity:** 15

Constitution: 15 **Intelligence:** 16

Wisdom: 12 **Charisma:** 13

Vitality: 91 **Wounds:** 15

Defense: 20 (+8 class, +2 Dex)

Initiative Bonus: +10 (+8 class, +2 Dex)

Speed: 30

Fort: +7 **Ref:** +9 **Will:** +8

Special Qualities: +3 threat range to Bluff & Innuendo checks, all over the world, bookworm (1/2), danger sense (melee), direction sense +4, dominated body, immunity to disease, improvise +2, inherited memory, learned, long life, *obsessive*, parasite, radiation resistance, PhD (Knowledge (Ancients)), uncanny dodge (Dex bonus, can't be flanked).

Skills: Appraise +6, Balance +8, Bluff +7, Boating +6, Climb +9, Computers +6, Concentration +7, Cryptography +9, Cultures +10, Diplomacy +7, Driver +5, Electronics +7, First Aid +7, Gather Information +5, Handle Animal +3, Innuendo +3, Intimidate +7/+6, Jump +7, Knowledge (Ancients) +17, Knowledge (Goa'uld History) +12, Languages

+14, Listen +7, Mechanics +8, Open Locks +6, Search +13, Sense Motive +4, Spot +8, Surveillance +4, Survival +8, Swim +6, Tumble +6, Xeno-Languages +8.

Feats: Advanced Skill Mastery (Persuasive, Scholar, World Traveler), Advanced Technology, Armor Group Proficiency (Light), Endurance, Naquadah Sense, Outdoorsman, Persuasive, Phase Sense, Rapid Healing, Scholarly, Stargate Explorer, Track, Weapon Group Proficiency (Handgun, Melee), World Traveler.

Attacks

Unarmed +9 1d3+2 (subdual)
Kinetic blast +9 2d6+2 and 2d6+2 subdual

Gear: Kara kesh, TER.

BRADLEY, FIRST SERGEANT LOUIS (1969)

Stargate Operator, SGC

Louis Bradley is secretly on the payroll of the National Intelligence Department, and has been working inside Stargate Command as a mole for some time. He began his career in the Air Force's Air Intelligence Agency and worked his way into field assignments with AFSOC teams deployed worldwide. Usually he was treated as the egghead that the soldiers had to protect, but when trouble came up, he often surprised those men with his ruthless nature and skill at lethal combat. Promotions came easily to him, and with the rise of the Soviet threat in the 1980s his skills in surveillance and intelligence interpretation became hot commodities. Superior officers and politicians were happy to look the other way in light of the information he procured, and his fortunes rose along with his success record.

It was almost inevitable that a man like Louis would come to the attention of the NID in the early 90s. As the government and populace grew critical of the questionable covert activities undertaken during the Cold War, men like Louis were often hung out to dry. The NID gave him a new place to ply his trade, and appreciated his skill at ferreting out information.

Through his activities on behalf of the NID, Louis came to operate far more subtly than in his previous career with AFSOC black ops. He found himself more often talking his way in than busting down doors, more likely to sort through a database than dump over a file cabinet. He took to information security like a duck to water, learning the intricacies of computer systems and how to penetrate them. When Harry Maybourne decided to place a man on the inside of the SGC, he selected Louis because of his wide range of capabilities. He could count on Louis to properly interpret what he saw, meddle with computer records and open backdoors for outside operators. And if things went really poorly he could count on Louis to kill whoever Maybourne needed out of the way.

When Louis's service record went before General Hammond, much of it was true. His efficiency ratings and performance evaluations were unchanged, but the nature of his previous work was completely altered, and his association with the NID obscured. Hammond liked what he saw and agreed to bring Louis into the SGC as a First Sergeant in charge of Stargate Operations. Prior to coming

to the SGC, he held the rank of Senior Master Sergeant, and this is his first command in the role of a First Sergeant.

Since then, Louis has acted as First Sergeant for the SGC, assuming the position of Stargate Operator on a rotating basis to learn the ins and outs of the Command. This has given him access to the dialing computers, field reports, deployment schedules, technical specifications, and a host of other information which he has relayed to the NID. He was responsible for the alteration of the primary and backup Stargate activity computer records that would have revealed the operation of the Antarctic Stargate on Earth by the NID.

Louis is an expert marksman and a highly trained field agent who has no compunction about killing when necessary. He is a flawless actor, completely coolheaded and methodical in carrying out his mission. Around the SGC he is considered a pleasant guy who doesn't talk a lot but is social enough in a group. He does a good job and is a dedicated member of the SGC team.

LOUIS BRADLEY

Specialty: NID Rogue Stargate Team Member

Rank: First Sergeant (E-8)

Class: Soldier/Pointman/Field Analyst

Level: 4/6/5

Strength: 12 **Dexterity:** 16

Constitution: 12 **Intelligence:** 16

Wisdom: 12 **Charisma:** 10

Vitality: 114 **Wounds:** 12

Defense: 25 (+8 class, +3 Dex, +4 specialty)

Initiative Bonus: +14 (+7 class, +3 Dex, +4 feat)

Speed: 30

Fort: +7 **Ref:** +11 **Will:** +11

Special Qualities: +4 specialty bonus to Defense, +4 specialty bonus with Bluff and Disguise checks, *accurate*, assistance (1/2), cross-class ability (bonus combat feat ×1), damage reduction 1/–, *eye for detail*, evidence analysis (grand), favor for a favor 1/session, lead 2/session, leap of logic 1/session, shutterbug, tactics 1/session (+1 bonus, versatility (Computers, Cryptography, Disguise, Electronics, Gather Information, Languages, Search, Surveillance).

Skills: Bluff +9, Bureaucracy +7, Computers +19, Concentration +7, Cryptography +16, Demolitions +11, Disguise +2, Driver +9, Electronics +11, First Aid +5, Gather Information +14, Knowledge (SIGINT) +10, Knowledge (Stargate Operations) +10, Languages +8, Listen +5, Profession (Military) +8, Search +15, Sport (Parachuting) +15, Spot +10, Surveillance +15, Survival +3.

Feats: Advanced Skill Mastery (Analyst, Mathematical Genius), Alertness, Analyst, Armor Group Proficiency (Light, Medium, Heavy), Coolness Under Fire, Flawless Identity, Grand Skill Mastery (Analyst), Improved Initiative, Marksman, Mathematical Genius, Perfect Stance, Police Training, Precise Shot, Weapon Focus (Pistol), Weapon Group Proficiency (Hurled, Handgun, Melee, Rifle, Tactical).

Attacks

Unarmed	+12	1d3 (subdual)
Knife	+12	1d4+1 (normal, error 1, threat 20, range 5 ft./25 ft.)
H&K SOCOM	+15	1d12 (error 1, threat 19-20, range 25 ft. TD, WL IN laser sight)

Gear: H&K SOCOM with suppressor, surveillance bundle, knife.

Note: The USAF has three ranks of First Sergeant, at the E-7, E-8, and E-9 levels. These enlisted men receive the same pay as their counterparts (Master Sergeant, Senior Master Sergeant, and Chief Master Sergeant) but have different duties, primarily leaning toward greater authority and leadership. A First Sergeant can be differentiated by the diamond insignia in the clear field between his sleeve chevrons, but whether an E-7, E-8, or E-9, he is addressed as "First Sergeant." Strictly speaking, a First Sergeant outranks an enlisted man of equivalent pay grade who is not a First Sergeant.

CHARLIE (SHOW AND TELL)

Genetically Engineered Child

Charlie is a genetically engineered child, created by the Reetou, but based on human DNA. Though his physiological makeup roughly matches that of other human children, most of his major internal organs suffer congenital defects. His poor health is immediately visible upon sight: he is thin as if malnourished, his scalp is completely bald, and many of his veins show clearly through his almost translucent flesh.

Lacking human contact for his entire life, Charlie quickly bonded with Colonel Jack O'Neill, viewing him as a father figure. This bond was cemented when Charlie's "Mother" was killed in front of him by a Reetou rebel. Selmak of the Tok'ra subsequently took the boy under his care; though young, Charlie is not too young to serve as a Tok'ra host. The symbiote will repair his failing organs, allowing Charlie to survive and grow into a man. It will also teach him the ways of the Tok'ra, lending him centuries of wisdom and knowledge. More importantly, he will live to visit O'Neill and the SGC again... and may become a valuable ally as he matures into adulthood.

CHARLIE

Specialty: None*

Rank: N/A

Class: Explorer

Level: 1

Strength: 6 **Dexterity:** 10

Constitution: 5 **Intelligence:** 14

Wisdom: 13 **Charisma:** 12

Vitality: 8 **Wounds:** 5

Defense: 11 (+1 class)

Initiative Bonus: +1 (+1 class)

Speed: 30

Fort: -1 **Ref:** +2 **Will:** +2



Special Qualities: All over the world, direction sense +2, *obsessive*.

Skills: Balance +2, Cultures +7, Gather Information +5, Handle Animal +5, Knowledge (Reetou) +6, Listen +5, Spot +5, Xeno-Cultures (Reetou) +3, Xeno-Languages (Reetou) +4.

Feats: Transphasal Senses, World Traveler.

Attacks

Unarmed -2 1d3-2 (subdual)

Gear: None.

* Charlie is a unique being, and too young to have accumulated the training required in order to benefit from a specialty.

CLARK, JENNIFER (1969)

College Student/U.S. Representative

Jenny was truly inspired by her time with Samantha Carter in the summer of 1969. It was a stressful time for her, worrying whether her boyfriend Michael would be sent off to war, and that trip to New York made an enormous impression in her life. She'd never met such an assertive, educated woman as Carter.

Michael eventually submitted to the draft, and when he completed his tour of duty, the two of them settled in Berkeley, where they returned to college using his G.I. benefits. Michael was determined to learn the secrets of the universe, to find the truth about those strangers they had met on the road. Jenny decided that she wanted to make the world a better place – a place she could proudly call home when the aliens finally revealed themselves. She eventually obtained a degree in political science and decided to go to law school, so she could really make a difference. She served as a lawyer for several non-profit organizations over the years before making the leap into politics. She failed in a bid to win election to the US House of Representatives, but was later elected to the California State Assembly.

In the 1990s she decided to run for national office again, and won a surprise victory to become a US Representative for the East Bay. She currently serves on a number of important committees, including the House Armed Services Committee, the House Committee on Science, and the Subcommittee on Energy. In her position, she has been able to obtain access to enough information to assure herself that there is indeed a conspiracy to conceal the existence of extraterrestrials, though of course she has no proof... and no idea of the real facts surrounding the Stargate. She splits her time between California and Washington, DC.

JENNIFER CLARK (1969-ERA)

Specialty: Diplomatic Corps

Rank: n/a

Class: Diplomat

Level: 1

Strength:	8	Dexterity:	12
Constitution:	10	Intelligence:	12
Wisdom:	14	Charisma:	14
Vitality:	6	Wounds:	10

Defense: 12 (+1 class, +1 Dex)

Initiative Bonus: +1 (+1 Dex)

Speed: 30

Fort: +0 **Ref:** +1 **Will:** +4

Special Qualities: +1 threat range to Cultures & Diplomacy checks.

Skills: Bluff +6, Bureaucracy +3, Cultures +3, Diplomacy +6, Gather Information +3, Intimidate +2/+5, Knowledge (Law) +2, Languages +2, Profession (Politician) +3, Sense Motive +4.

Feats: Armor Group Proficiency (Light), Fortunate, Persuasive, Weapon Group Proficiency (Handgun).

Attacks

Unarmed -1 1d3-1 (subdual)

Gear: Hippie bus, camping gear.

JENNIFER CLARK (MODERN)

Specialty: Diplomatic Corps (Politician)

Rank: US Congresswoman

Class: Diplomat

Level: 9

Strength:	8	Dexterity:	12
Constitution:	10	Intelligence:	12
Wisdom:	16	Charisma:	16
Vitality:	34	Wounds:	10

Defense: 16 (+5 class, +1 Dex)

Initiative Bonus: +5 (+4 class, +1 Dex)

Speed: 30

Fort: +3 **Ref:** +4 **Will:** +9

Special Qualities: +2 threat range to Cultures & Diplomacy checks.

Skills: Bluff +16, Bureaucracy +9, Cultures +8, Diplomacy +17, Gather Information +8, Innuendo +10, Intimidate +3/+7, Knowledge (Law) +9, Languages +6, Profession (Politician) +11, Sense Motive +15.

Feats: Armor Group Proficiency (Light), Charmer, Fortunate, Hard Core, Persuasive, Political Clout, Political Favors, Weapon Group Proficiency (Handgun).

Attacks

Unarmed +5 1d3-1 (subdual)

Gear: Cell phone, briefcase of Very Important Documents,TM Capitol Building security pass.

CLARK, MICHAEL (1969)

College Dropout/Professor, UC Berkeley

Michael was 21 years old when he received his draft notice in 1969. He had dropped out of college eight months earlier because he just had no interest in his studies. When he heard about a huge concert in upstate New York, he and his girlfriend Jenny decided to make the trip to the east coast. He originally considered fleeing into Canada to avoid the draft, but after meeting the travelers from another world, his priorities changed. Certainly, he didn't want to go to Vietnam to fight, but he also couldn't bring himself to just run away. It felt small and petty after the enormous implication of aliens among them. He and Jenny got married in a small chapel in New York, and he reported to the draft on time.

As it turned out he did not go to Vietnam. His test scores showed an aptitude for working with computers, so he was shipped off to technical school. He spent most of his tour at bases around the United States as a computer technician and operator, for which he discovered he had great talent. Ironically, six weeks before the end of his enlistment, he was injured when a transformer in his lab exploded. His left leg was amputated below the knee, leading to an honorable medical discharge. He used crutches or a cane for several years, but today his modern prosthetic limb and decades of practice make it very difficult for anyone to notice his injury.

Driven by his certainty that intelligent life exists elsewhere in the cosmos, he returned to college and eventually earned a Ph.D. in astronomy, specializing in the emerging field of radio astronomy. He worked first for the Jet Propulsion Laboratory in Pasadena, CA, where he was a contributor to the telemetry systems for Voyagers I and II, then as a Professor of Astronomy at the University of California, Berkeley. Throughout his career he has been a strong supporter of SETI, and in 1994 he took a full time job with the SETI Institute, coordinating global radio astronomy efforts to locate signs of extraterrestrial intelligence.

He is certain that such evidence has been found (but suppressed) on several occasions. Since the mid-1990s, several incidents have occurred and later been covered up or dismissed by the government with stories that he, as a scientist, found unlikely. He has obtained backup logs of some of these incidents, and believes that extraterrestrials have visited the Earth, though he keeps judiciously silent about it.

He is also convinced that the government is experimenting with some very powerful, and likely alien, technologies. He received a personal visit from an NID representative when he began matching up reports of a disruption of radio telescope signals worldwide. His math indicated that they could only have been caused by a phenomenally powerful gravity source on the surface of the Earth in the middle of Colorado (*see A Matter of Time, page 51*). The NID scared him enough to back off, but he and his wife have not given up the search. Sooner or later, he believes, the aliens will return... and he intends to make a better showing for his people than the generals in the Pentagon.

MICHAEL CLARK (1969-ERA)

Specialty: Civilian Specialist

Rank: n/a

Class: Scientist

Level: 1

Strength: 11 **Dexterity:** 10

Constitution: 12 **Intelligence:** 16

Wisdom: 14 **Charisma:** 12

Vitality: 9 **Wounds:** 12

Defense: 11 (+1 class)

Initiative Bonus: +0

Speed: 30

Fort: +1 **Ref:** +0 **Will:** +4

Special Qualities: +1 specialty bonus with education checks, learned, *professor*, specialty take 10 (Knowledge (Astronomy)).

Skills: Computers +6, Concentration +8, Cryptography +8, Diplomacy +3, Driver +2, Electronics +4, First Aid +4, Forgery +4, Hobby (Gardening) +6, Knowledge (Astronomy) +7, Listen +6, Mechanics +7, Search +7, Sense Motive +4, Spot +6, Survival +6.

Feats: Armor Group Proficiency (Light), Mathematical Genius, Scholarly, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed +0 1d3 (subdual)

Gear: Hippie bus, camping gear.

MICHAEL CLARK (MODERN)

Specialty: Civilian Specialist

Rank: n/a

Class: Scientist

Level: 8

Strength: 11 **Dexterity:** 10

Constitution: 12 **Intelligence:** 17

Wisdom: 16 **Charisma:** 12

Vitality: 51 **Wounds:** 12

Defense: 16 (+6 class)

Initiative Bonus: +3

Speed: 30

Fort: +3 **Ref:** +2 **Will:** +9

Special Qualities: +3 specialty bonus with education checks, brilliant +1, improvise +4, learned, Ph.D. (Knowledge (Radioastronomy)), *professor*, research (versatility (Bureaucracy, Open Lock)), specialty take 10 (Knowledge (Astronomy, Radioastronomy)).

Skills: Bureaucracy +7, Computers +15, Concentration +10, Cryptography +15, Diplomacy +4, Driver +3, Electronics +13, First Aid +6, Forgery +5, Hobby (Gardening) +7, Knowledge (Astronomy) +17, Knowledge (Astrophysics) +13, Knowledge (Radioastronomy) +24, Listen +9, Mechanics +10, Open Lock +3, Profession (Astronomer) +11, Search +6, Sense Motive +6, Spot +6, Survival +6.

Feats: Advanced Skill Mastery (Mathematical Genius, Scholarly), Armor Group Proficiency (Light), Grease Monkey, Mathematical Genius, Scholarly, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed +4 1d3 (subdual)
 Mossburg 500 +5 5d4 (subdual, error 1-2, threat 20, range 30 ft., TD, DP)

Gear: Land rover with radioastronomy bumper stickers ("Listen to the Skies," "SETI: Are We Alone?" etc.) loaded with the following equipment: camping gear, remote EM detection equipment with links for laptop, mini satellite dish, high-quality telescope, electronics toolkit, laptop computer (power rating +5), SATCOM terminal, astronomy reference material, GPS receiver, cell phone, 12 gauge Mossburg Model 500 shotgun with non-lethal shells (see the *Stargate SG-1* core rulebook, page 338).

CORDESH/FIRNAN AND ANKER (THE TOK'RA)

Tok'ra Operative/Goa'uld Infiltrator (deceased)

Throughout their history, the Tok'ra have relied entirely on the ability to move freely within the ranks of the Goa'uld, with nothing tangible – save their ideals – by which they might be distinguished. While this approach remains their best weapon, it is equally dangerous when turned against them. The spy introduced to SG-1 as Cordesh was not Cordesh at all, a vital fact of which his host Firnan, held hostage in his own body, was powerless to divulge. The intelligence he had procured from Cronus' court seemed valid enough, and no one suspected that a Goa'uld spy watched them through Firnan's eyes.

Months earlier, Jolinar's former host Rosha had been prepared to take her own life rather than allowing the Goa'uld to claim it – and her intimate knowledge of Tok'ra secrets. Knowing this, her captors made sure she had no opportunity to do so. She remains at the side of her hated childhood master, tormented by the vindictive Kryse, to whom Cronus gave Rosha as host. It was Kryse who gave the System Lord her host's knowledge of the Tok'ra method of symbiote extraction – a risky procedure normally employed to free an unwilling host – and it was also she who recognized and apprehended Cordesh.

Kryse herself had hoped to personally destroy the Tok'ra from within, but they had as yet no definite word of Jolinar's death, and the risk of her returning to expose the impostor was too great. Thus Firnan became their instrument, carrying a rival underlord, Anker, into the heart of the rebellion. There he gathered additional information, reporting back through a smuggled long-range communication device, before Cronus finally dispatched two motherships to destroy the base. One catalyst for this decision was the arrival of SG-1 and the confirmation of Jolinar's death. Cronus had no desire to see a Tauri/Tok'ra alliance.

Until then, though, Anker played the role of Cordesh to perfection, mouthing the Tok'ra platitudes that he secretly loathed. Realizing that the curious Tauri leader O'Neill had seen the communication device in his quarters, Anker took advantage of the chaotic evacuation to accost another

Councilor. Using the knowledge stolen from Rosha, he forced out and murdered her symbiote, then took its place and left the distraught Firnan to take the blame for his actions. Even when he was caught, the others did not immediately realize that Cordesh had never betrayed them, or that the symbiote condemned to die in a vanishing tunnel had been a Goa'uld all along. Only later, after the crisis had passed, did Garshaw recall Firnan's anguished cry of "Cordesh is no longer," and acknowledge the grave disservice she had done him. Though the Tok'ra can only guess at what happened in Cronus' court, both Cordesh and Firnan are now rightfully remembered among the martyred heroes of the cause. And those who remain are more vigilant than ever, wondering if those closest to them are truly who they appear to be.



CORDESH/FIRNAN

Specialty: Tok'ra High Commander

Rank: N/A

Class: Guardian

Level: 6

Strength: 13 **Dexterity:** 12

Constitution: 18 **Intelligence:** 13

Wisdom: 11 **Charisma:** 14

Vitality: 75 **Wounds:** 18

Defense: 15 (+4 class, +1 Dex)

Initiative Bonus: +3 (+2 class, +1 Dex)

Speed: 30

Fort: +9

Ref: +3

Will: +5

Special Qualities: Accelerated healing (1st level), enforcer (Basic, Advanced), immunity to disease, inherited memory, long life, radiation resistance, shared body, soak 1/session, symbiotic blending, *unbreakable*.

Skills: Balance +2, Bluff +5, Climb +2, Concentration +7, Diplomacy +8, Escape Artist +4, First Aid +4, Hide +6, Intimidate +12/+13, Knowledge (Tok'ra) +3, Move Silently +6, Pilot +6, Spot +3, Survival +5, Tumble +3.

Feats: Advanced Skill Mastery (Enforcer), Ambidexterity, Armor Group Proficiency (Light, Medium,

Heavy), Charmer, Enforcer, Naquadah Sense, Persuasive, Political Favors, Toughness, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle), Zat Resistance.

Attacks

Unarmed	+7	1d3+1 (subdual)
Zat'nik'tel	+7	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Zat'nik'tel.

ANKER

Specialty: Goa'uld Spy

Rank: N/A

Class: Guardian

Level: 4

Strength: 13 **Dexterity:** 12

Constitution: 18 **Intelligence:** 13

Wisdom: 14 **Charisma:** 12

Vitality: 53 **Wounds:** 18

Defense: 13 (+2 class, +1 Dex)

Initiative Bonus: +7 (+2 class, +1 Dex, +4 feat)

Speed: 30

Fort: +8

Ref: +2

Will: +6

Special Qualities: +1 threat range to Disguise & Xenocultures checks, dominated body, enforcer (Basic), immunity to disease, inherited memory, long life, parasite, radiation resistance, soak 1/session, *unbreakable*.

Skills: Bluff +3, Concentration +9, Disguise +6, Escape Artist +4, Hide +6, Intimidate +7/+7, Knowledge (Goa'uld) +4, Move Silently +6, Pilot +3, Spot +6, Survival +4, Tumble +2.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Improved Initiative, Naquadah Sense, Other Memory, Stealthy, Toughness, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle), Zen Focus.

Attacks

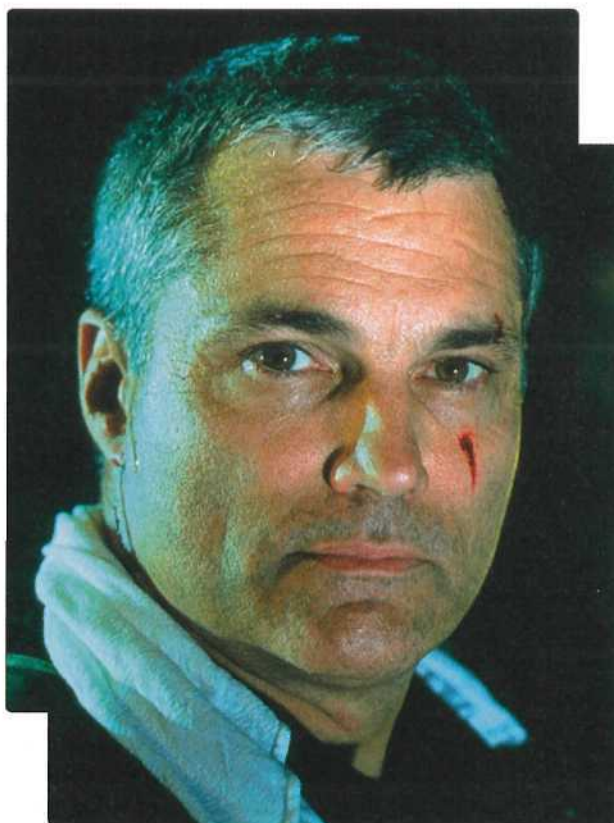
Unarmed	+5	1d3+1 (subdual)
Zat'nik'tel	+5	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Small Goa'uld long-range communications device, zat'nik'tel.

CROMWELL, COLONEL FRANK (A MATTER OF TIME)

Officer, U.S. Air Force (deceased)

Colonel Frank Cromwell is career Air Force, and served on numerous occasions with Jack O'Neill prior to O'Neill's involvement with Stargate command. Even from his earliest days in the academy, Cromwell was clearly a rising star. He graduated with top honors, and served with distinction as young lieutenant in Vietnam. Though he missed the war proper, he took part in several operations in North Vietnamese territory through the late 1970's, well after America's official involvement in that country ended. He received several citations for valor in combat, and quickly rose through the ranks.



Though he entered the service only shortly before O'Neill, he attained the rank of full bird colonel well before his contemporary, and for a number of years, Cromwell was O'Neill's immediate superior. This continued until the first Persian Gulf War. Cromwell's team, including O'Neill, penetrated Iraqi-occupied Kuwait in an effort to sabotage supply lines to the front prior to invasion. Unfortunately, Iraqi intelligence sources were compromised shortly after Cromwell's team was inserted.

Cromwell's team was ambushed just outside the Kuwaiti city of Al Wafrah, and suffered heavy casualties. Several team members died in the skirmish, and O'Neill was seriously injured and later captured. Though he was due for promotion following the war, the brass passed over Cromwell, due in part to his "poor judgment" during the mission; conventional wisdom held that he should have scrubbed the operation at the first sign of enemy contact.

Whether this sentiment was true or not, it marked Cromwell's fall off the merry-go-round of promotion. He continued to serve in Air Force Special Operations, but it became increasingly clear over the next few years that he would never reach flag rank. Nonetheless, he retained top level clearance, and when the SGC went dark in 1998, he was called in to investigate. He died during the crisis, but his actions helped save Cheyenne Mountain – and probably the world – from being sucked into a black hole. He also made his peace with O'Neill, allowing his former subordinate to heal the emotional injuries of the Persian Gulf incident. Cromwell knew the risks and went to his death without regret; in his thinking, he left the game while he was still ahead.

FRANK CROMWELL

Specialty: Air Force Officer

Rank: Colonel (O-6)

Class: Soldier

Level: 13

Strength: 11 **Dexterity:** 16

Constitution: 13 **Intelligence:** 14

Wisdom: 10 **Charisma:** 11

Vitality: 103 **Wounds:** 13

Defense: 18 (+5 armor, +3 Dex)

Initiative Bonus: +13 (+3 Dex, +10 class)

Speed: 30

Fort: +7

Ref: +8

Will: +9

Special Qualities: *Accurate*, armor use +3, damage reduction 2/-, macro-specialty class skills (Bureaucracy, Knowledge (Military History), Profession (Military)), portable cover (1/4 cover), weapon specialization (pistol, shotgun, submachinegun).

Skills: Balance +12, Bureaucracy +10, Climb +9, Demolitions +10, First Aid +6, Intimidate +8/+8, Jump +6, Knowledge (Military History) +8, Pilot +12, Profession (Military) +8, Spot +10, Survival +10, Tumble +8.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Career Operative, Coordinate Fire, Explosives Basics, Hard Core, Machine Gun Basics, Machine Gun Mastery, Point Blank Shot, Precise Shot, Rank (x2), Speed Trigger, Stone Cold, Weapon Focus (H&K MP5A3), Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle, Tactical).

Attacks

H&K MP5A3	+17	1d10+1 (error 1-2, threat 20, range 30 ft./300 ft., qualities CP, CS, IN suppressor)
Beretta 92FS	+16	1d10+1 (error 1-2, threat 20, range 25 ft./250 ft.)
Survival Knife	+13	1d6 (error 1, threat 20, range 5 ft./25 ft.)

Gear: Ballistic helmet, raid bundle, tactical deployment vest.

DAVIS, STAFF SERGEANT LAURA (THE SERPENT'S LAIR)

Stargate Operator, SGC

Staff Sergeant Laura Davis is a Stargate Operator – something that was absent from the list of choices when she picked her specialty upon enlisting in the Air Force. Her parents met in India, where her father was a junior diplomat serving with the US State Department and her mother was a student preparing to go to the United States to get her Ph.D. The two married in the US, and Laura was born an American citizen.

Though her parents both wanted her to go on to college, Laura was eager to get out and experience the world for herself. After graduating from high school as valedictorian, she traveled to India and spent a year there learning about



her heritage. When she returned to the US, she enlisted in the Air Force and signed up for technical operations. Her first assignment was at the Air Force Technical Applications Center (AFTAC) at Patrick Air Force Base in Florida, hosted by the 45th Space Wing.

As a technician at AFTAC, she was responsible for monitoring and operating equipment used in nuclear event detection. As part of her duty, she analyzed sensor logs and made adjustments to the sensors for maximum accuracy and sensitivity. It was during this time that she came to the attention of the Stargate Project. Through clever analysis, she was able to discern the signature seismic disturbances caused by the Stargate's initial operation at Cheyenne Mountain.

When she inquired about this activity, her superiors told her in no uncertain terms to forget about it, but the incident brought her name to the attention of General Hammond, who admired her ingenuity. He arranged to have her transferred to NORAD, where she worked on space-based telemetry related to DoD satellite operations for several months while she was further evaluated. At that time she was approached by the SGC and offered a position, which she eagerly accepted.

Since coming to the program, Laura has fallen in love with her work more than ever before. She's a diligent technician who always makes sure her equipment is in top shape, and documents operations religiously. She has also acquired an enormous respect for the field teams she sends through the Stargate, particularly Samantha Carter – a fact that she does not hide well. Laura also secretly dreams of someday joining a Stargate field team. She is learning all she can about the Stargate, and field operations in general, but realizes that her chances are slim. (For all her brilliance, she has little experience in the field and her talents are far more conducive to analysis than front-line work.) She has confided her aspirations only to Captain Carter, who has become a fast friend.

In addition to English, she is also fluent in Hindi, and while not particularly religious, maintains a keen interest in her Indian roots.

LAURA DAVIS

Specialty: Air Force Technician

Rank: Staff Sergeant (E-5)

Class: Explorer/Scientist

Level: 1/2

Strength:	10	Dexterity:	11
Constitution:	12	Intelligence:	14
Wisdom:	12	Charisma:	12
Vitality:	22	Wounds:	12

Defense: 13 (+3 class)

Initiative Bonus: +2 (+2 class)

Speed: 30

Fort: +2 **Ref:** +2 **Will:** +5

Special Qualities: All over the world, direction sense +2, learned, macro-specialty class skills (Knowledge (Seismology, Stargate Operation)), *obsessive*, Ph.D. (Knowledge (Stargate Operation)).

Skills: Boating +2, Climb +4, Computers +8, Concentration +5, Cultures +5, Electronics +8, First Aid +5, Handle Animal +3, Knowledge (Astrophysics) +9, Knowledge (Seismology) +11, Knowledge (Stargate Operation) +11, Languages +6, Mechanics +8, Profession (Military) +2, Survival +5, Swim +4.

Feats: Armor Group Proficiency (Light), Clean and Polished, False Start (Scholarly), Grease Monkey, Scholarly, Weapon Group Proficiency (Handgun, Melee), World Traveler.

Attacks

Unarmed	+1	1d3 (subdual)
M1911A1	+1	1d12 (error 0, threat 19-20, range 25 ft.)

Gear: M1911A1 (only issued while on security alert).

DAVIS, SERGEANT WALTER (THE SERPENT'S LAIR)

Technician, SGC

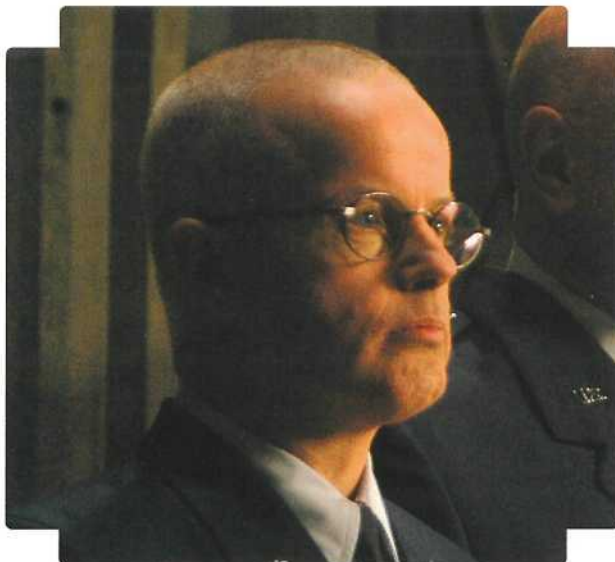
Sergeant Davis is a fixture in Stargate Command, much like the Stargate itself. He has served since the inception of the Stargate program, and will likely be the one to shut the lights off when the program is shut down. One day, perhaps, he may even give tours of the facility to a public curious about humanity's first steps beyond our own solar system.

For now, though, he serves with distinction. As an SGC tech, his responsibilities lack the glamour and mystery of the SG teams, but he is nonetheless at his post every day. He knows the dialing computer's systems inside and out, perhaps better than anyone else serving in the program – even the system's designer, Captain Carter.

Davis is fairly tight lipped about his personal life. Unlike field work, he rarely enters a situation where his life depends on the airman at his back. Indeed, he rarely forms close bonds with his coworkers. This is likely due to the fact that every time an SG team fails to return through the gate, he's one of the first to know. Though the SGC maintains a relatively low casualty rate, this obviously breeds a certain detachment in Davis. It is perhaps because of this detach-

ment that he serves as an ideal liaison between General Hammond and his SG teams, for he rarely takes sides when one of the traditionally independent teams questions Hammond's orders.

On the flip side, this professional detachment makes Davis a dedicated family man. His wife and two sons are by far the most important people in his life. It pains him that he can't tell them *exactly* what he does at work, but maybe some day...



WALTER DAVIS

Specialty: Air Force Technician

Rank: Technical Sergeant (E-6)

Class: Pointman/Scientist

Level: 3/5

Strength:	10	Dexterity:	12
Constitution:	11	Intelligence:	16
Wisdom:	16	Charisma:	14
Vitality:	47	Wounds:	11

Defense: 16 (+5 class, +1 Dex)

Initiative Bonus: +4 (+3 class, +1 Dex)

Speed: 30

Fort: +3 **Ref:** +4 **Will:** +10

Special Qualities: Assistance (1/2 time), *generous*, improvise +3, lead (1/session), macro-specialty class skills (Languages), PhD (Computers), research (inspiration), versatility (Computers, Concentration, Cryptography, Electronics, Listen, Mechanics, Spot).

Skills: Computers +24, Concentration +16, Cryptography +15, Diplomacy +11, Driver +6, Electronics +14, First Aid +7, Knowledge (Alien Worlds) +18, Knowledge (Stargate) +19, Languages (French) +7, Listen +9, Mechanics +9, Profession (Military) +11, Sense Motive +10, Spot +9.

Feats: Advanced Skill Mastery (Mathematical Genius, Scholarly), Armor Group Proficiency (Light, Medium), Mathematical Genius, Scholarly, Training, Weapon Group Proficiency (Melee, Handgun, Rifle).

Attacks

Beretta 92FS +5 1d10+1 (1-2 error, 20 threat, range 25 ft./max 250 ft., 15 shots)

Gear: Computer specialist bundle, professional bundle.

ERIS (SHARNA) (HOLIDAY)

Goa'uld Underlord

Eris, sister of Ares, served as the inspiration for the Greek goddess of discord and strife. In her former host she served under Ares during his rule of Dendred, often ruling in his place when matters took him off world. Eris was fond of her former host, but when Ares asked that she leave it and take Ma'chello's wife Sharna as a new host to help capture the fugitive, Eris leapt at the chance, hoping to sow the discord and strife for which her namesake is known.

Ares only departed Dendred about ten years ago, leaving Eris in total command of the world and his forces there. Eris rules Dendred like her namesake deity, spreading discord and strife among her people and punishing them for Ma'chello's crimes. Though few rebels remain from the days when Sharna fought alongside them, her memories of the rebellion, their tactics, and their safe houses have proven a valuable asset in Eris' assaults. Unknown to the rebellion, a number of Eris' human spies have "joined" them, allowing her to not only keep tabs on their activities, but also plant misinformation in hopes of one day springing a trap that will destroy the rebels once and for all.

ERIS

Specialty: Goa'uld Spy

Rank: N/A

Class: Explorer

Level: 5

Strength: 13 **Dexterity:** 15

Constitution: 12 **Intelligence:** 13

Wisdom: 16 **Charisma:** 17

Vitality: 39 **Wounds:** 12

Defense: 15 (+3 class, +2 Dex)

Initiative Bonus: +10 (+4 class, +2 Dex, +4 feat)

Speed: 30

Fort: +4

Ref: +6

Will: +8

Special Qualities: +2 threat range to Disguise & Xeno-Cultures checks, all over the world, bookworm (1/2), direction sense +3, dominated body, immunity to disease, long life, inherited memory, *obsessive*, parasite, radiation resistance, uncanny dodge (Dex bonus).

Skills: Bureaucracy +5, Cultures +7, Diplomacy +5, Disguise +10, First Aid +7, Gather Information +10, Intimidate +3/+5, Knowledge (Ma'chello's Resistance) +7, Languages +5, Listen +9, Mechanics +5, Search +6, Spot +8, Xeno-Cultures +7.

Feats: Armor Group Proficiency (Light), Fortunate, Improved Initiative, Iron Will, Naquadah Sense, Stealthy, Traceless, Weapon Group Proficiency (Handgun, Melee), World Traveler.

Backgrounds: Hunting (Ma'chello's resistance) 2.

Attacks

Unarmed +4 1d3+1 (subdual)
Kinetic blast +5 2d6 and 2d6 subdual

Gear: Kara kesh.

FRO'TAC (FAMILY)

Serpent Guardian and Secret Rebel (deceased)

Everything came easily to Fro'tac. Born to the highly influential Hathi Meadow clan, he was destined from birth for a high position in the service to the gods. While studying under First Prime Bra'tac, the easy-going Fro'tac met the more phlegmatic Teal'c and they became fast friends. The only dissension between them came – as it often does – over a woman. The two young warriors competed fiercely for the lovely Drey'auc. Even though she eventually chose Teal'c, the three remained good friends.

Over the years, Fro'tac assisted Teal'c's career with the influence and connections his birth put at his disposal. After Teal'c became Apophis' First Prime, Fro'tac served as liaison between Apophis' far-flung armies. Full of wit and charm (for a Jaffa), he was instrumental in ensuring the Serpent Guard's smooth efficiency. As such, he saw much of the System Lord's cruelty and waste, and he began to doubt the wisdom of serving "the gods." When Teal'c rebelled openly and joined the Tauri, Fro'tac publicly renounced his friend as a *shov'la* – and secretly began assisting Bra'tac by subverting warriors, diverting supplies and providing information whenever he could. When Apophis returned, Fro'tac became more important than ever and was put in charge of recruiting and supplying the Serpent God's new armies.

Some months after Teal'c's rebellion, Fro'tac's duties took him among the *kresh'taa* outcasts. There, amongst the desperate and downtrodden, he found Drey'auc and her young son, exiled and forsaken. He could not turn her away. His love for the proud Drey'auc had never waned despite her choice of mate. Soon they were married, Fro'tac raising his old friend's wife and child from the mire to a life of status and privilege once again.

All this turned to ashes in his mouth when he saw Drey'auc embracing Teal'c. In a flash, all of the anger and jealousy at his friend's behavior welled up, and all of his carefully-planned secrecy was cast aside. He resolved to turn Teal'c and his friends over to Apophis, and only his death at the hands of Col. O'Neill prevented the Serpent from capturing SG-1.

Lean and wiry, Fro'tac had the fit build of a Jaffa warrior. In him, the typical Jaffa dourness was tempered with humor and charm. While this "frivolity" might be inappropriate in a leader, he used these qualities to become an excellent adjutant and go-between. His death deprived Bra'tac (and the Tauri) of a potentially powerful ally.



FRO'TAC

Specialty: Jaffa (Serpent Guard)

Rank: N/A

Class: Guardian

Level: 6

Strength: 13 **Dexterity:** 14

Constitution: 16 **Intelligence:** 12

Wisdom: 12 **Charisma:** 11

Vitality: 62 **Wounds:** 18

Defense: 15 (+4 class, +1 Dex)

Initiative Bonus: +3 (+2 class, +1 Dex)

Speed: 30

Fort: +8

Ref: +4

Will: +6

Special Qualities: Accelerated healing (1st level), enforcer (basic, advanced), radiation resistance, soak 1/session, *unbreakable*.

Skills: Balance +4, Climb +3, Concentration +7, First Aid +4, Hide +6, Intimidate +15/+14, Jump +3, Move Silently +6, Pilot +5, Spot +5, Survival +5, Tumble +4.

Feats: Advanced Skill Mastery (Enforcer), Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Point Blank Shot, Political Favors, Stone Cold, Symbiote (Long Life), Toughness, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle), Zat Resistance.

Attacks

Unarmed	+7	1d3+1 (subdual)
Dagger	+7	1d4+3 (normal, error 1, threat 19-20, range 5 ft.)
Staff weapon	+8	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP,AK, TD)

Gear: Staff weapon, dagger, armor as appropriate.

HARLOW, DR. TIMOTHY (BANE)

Senior Scientist, Special Projects, Area 51

Timothy Harlow was born in 1943 in New Jersey. His father was the manager of a chemical plant, a man with little education who wanted better for his son. Tim didn't disappoint. At the age of thirteen he read a newspaper article about a discovery made by scientists James Watson and Francis Crick: something called DNA, that held all the infor-

mation needed to make a living creature. Tim had built models for most of his boyhood. He understood the importance of blueprints and instructions in creating something. The concept that there was a blueprint for making people, animals, every living thing... that was too amazing to pass up. He had to learn how to read it.

Based on his prize-winning science projects in high school, Tim won a scholarship to MIT, where he majored in biology. He did his doctoral work in genetics and earned his Ph.D. in 1969, whereupon he became eligible for the draft. Unwilling to wait for fate to intervene, he decided to look into a new program called the U.S. Army Medical Research Institute of Infectious Diseases (USAMRIID). He spent his enlistment at Fort Detrick, Maryland, doing basic research into defense against rapidly mutating and tailored viruses used as biological weapons.

Having satisfied his commitment to the military, Dr. Harlow gladly took his honorable discharge, but he realized that the most interesting things he could be working on were all part of government programs. He subsequently served at the Centers for Disease Control and Prevention as a researcher for a number of years, but eventually his aspirations grew beyond that agency's mandate, so he applied for (and received) a Department of Defense grant to pursue his own lines of research.

In the years since, Dr. Harlow has become the DoD's primary expert resource in the field of genetics and viral warfare. He splits his time between his laboratory in Maryland and briefing top Pentagon officials. It was in the latter capacity that he met Captain Samantha Carter, a brilliant Air Force physicist assigned to the Pentagon by AF Space Command. He and Carter got on very well, having regular lunches where they'd debate scientific ethics or other topical subjects. Harlow tried to convince Carter to leave the service for a more lucrative and open-ended career as a civilian researcher, but he was unsuccessful.

Shortly after Samantha left the Pentagon to return to her duty station in Colorado, Dr. Harlow was approached by an Air Force Colonel named Maybourne. The Colonel's pitch was so fascinating that Harlow couldn't refuse: the opportunity to study things that could only be described as extraterrestrial. Though Harlow was not cleared to know where his samples came from, he became part of the research effort associated with Project CEDAR STAR at Area 51 (*see page 48*). Though he didn't know it, Harlow was working on Asgard genetics.

In the aftermath of the incident with Teal'c and the infestation flies (*see page 35*), Harlow staged a laboratory accident that destroyed all samples of the creature's venom as well as the dead specimen. Though his story was plausible, Colonel Maybourne was suspicious, and worked to marginalize Harlow's involvement with CEDAR STAR thereafter. However, when Maybourne was removed a year later (following the events of *Shades of Grey*; *see the upcoming Season Three sourcebook for more*), Major Henry Reynolds reinstated Dr. Harlow and in fact promoted him to a Full Clearance member of the project.

DR. TIMOTHY HARLOW

Specialty: Civilian Specialist

Rank: Grade 5

Class: Scientist

Level: 8

Strength: 8 **Dexterity:** 10

Constitution: 9 **Intelligence:** 18

Wisdom: 11 **Charisma:** 14

Vitality: 35 **Wounds:** 9

Defense: 16 (+6 class)

Initiative Bonus: +3 (+3 class)

Speed: 30

Fort: +1

Ref: +2

Will: +6

Special Qualities: +3 specialty bonus with education checks, brilliant +1, improvise +4, learned, Ph.D. (Knowledge (Genetics)), *professor*, research (Boating, Bureaucracy), specialty take 10 (Knowledge (Bio-warfare, Genetics)).

Skills: Boating +6, Bureaucracy +8, Computers +11, Concentration +9, Craft (Model Building) +13, Cryptography +13, Diplomacy +10, Electronics +11, First Aid +4, Hobby (Fishing) +10, Knowledge (Bio-warfare) +18, Knowledge (Biology) +14, Knowledge (Genetics) +25, Knowledge (Xenobiology) +16, Knowledge (Xeno-genetics) +16, Mechanics +10, Profession (Researcher) +11, Spot +3.

Feats: Advanced Skill Mastery (Scholarly), Armor Group Proficiency (Light), Extra Support (x2), False Start (Scholarly), Ordinary Past, Scholarly, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed +3 1d3-1 (subdual)

Gear: None.

HERMOD (THOR'S CHARIOT)

Asgard Teacher

Hermud is named for the messenger of the gods in Norse mythology. Chosen to remain at Cimmeria and help the people in their rebuilding and development, his duties also include protecting and defending the planet from any future Goa'uld attack. He is a typical Asgard in most respects – thoughtful, gentle, overly analytical and a trifle detached. He has become quite fond of his Cimmerian charges, however, and though his position demands a certain distance, there is very little he wouldn't do for them.

HERMOD

Specialty: Asgard Protected Planets Enforcer

Rank: N/A

Class: Explorer

Level: 7

Strength: 11 **Dexterity:** 12

Constitution: 10 **Intelligence:** 16

Wisdom: 16 **Charisma:** 13

Vitality: 46 **Wounds:** 10

Defense: 15 (+4 class, +1 Dex)

Initiative Bonus: +19 (+6 class, +1 Dex, +2 species bonus)

Speed: 20

Fort: +4

Ref: +6

Will: +7

Special Qualities: +4 species bonus with education checks, all over the world (advanced), bookworm (1/2), direction sense +2, *obsessive*, uncanny dodge (Dex bonus).

Skills: Computers +6, Cultures +14, First Aid +13, Gather Information +10, Knowledge (Asgard History) +11, Knowledge (Cimmerian History) +11, Languages +15, Listen +10, Search +11, Spot +10, Xeno-Cultures +6, Xeno-Languages +6.

Feats: Advanced Skill Mastery (World Traveler), Advanced Technology, Alien Healer, Armor Group Proficiency (Light), Clean and Polished, Extrapolate Connections, Goa'uld Hunter, Perfect Stance, Stargate Explorer, Weapon Group Proficiency (Melee, Pistol), World Traveler.

Backgrounds: Liaison 1, Protector 1.

Attacks

Unarmed +5 1d3 (subdual)

Gear: Asgard transport vessel.

JAYDIN/LIANDRA (THE TOK'RA)

Tok'ra High Commander

Gravely wounded in the evacuation of P34-353J, Jaydin's former host Eilaan eventually died from his extensive injuries. While Liandra survived the extraction of the Goa'uld spy Anker, the entire process had traumatized her. Still, she could not bear to see another of her friends lost, and agreed to become Jaydin's new host. The two are still adjusting to their new situation, and are grateful for the support each gives the other through the grieving process. While Liandra eventually confirmed that Anker was not Cordesh, she has been unable to recall any details of Anker's mission. Should this change, Kryse's existence in Rosha could be revealed. With Rosha's extensive knowledge of the Tok'ra, this revelation would be a bombshell, giving Kryse yet another reason to curse Anker's existence.

JAYDIN/LIANDRA

Specialty: Tok'ra High Commander

Rank: N/A

Class: Tok'ra Councilor

Level: 6

Strength: 9 **Dexterity:** 13

Constitution: 14 **Intelligence:** 18

Wisdom: 16 **Charisma:** 14

Vitality: 26 **Wounds:** 14

Defense: 15 (+4 class, +1 Dex)

Initiative Bonus: +3 (+2 class, +1 Dex)

Speed: 30

Fort: +5

Ref: +4

Will: +8

Special Qualities: Immunity to disease, inherited memory, long life, radiation resistance, shared body, specialty training (Diplomacy), symbiotic blending.

Skills: Bluff +5, Bureaucracy +8, Concentration +6, Diplomacy +10, Intimidate +5/+8, Knowledge (Tok'ra) +10, Listen +6, Sense Motive +8.

Feats: Armor Group Proficiency (Light), Charmer, Iron Will, Mark, Naquadah Sense, Persuasive, Political Favors, Stargate Explorer, Weapon Group Proficiency (Handgun, Hurler, Melee).

Attacks

Unarmed	+3	1d3-1 (subdual)
Dagger	+3	1d4-1 (normal, error 1, threat 19-20, range 5 ft.)
Zat'nik'tel	+5	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Dagger, zat'nik'tel.

JOLINAR OF MALKSHUR (IN THE LINE OF DUTY)

Tok'ra Operative (deceased)

Jolinar never imagined that months on the run would end in the stronghold of the Tauri. There she learned what manner of people they truly were, to have become such a thorn in the side of the System Lords so quickly – insights she would never have the opportunity to share.

Hers was the zeal of the convert and the determination of the lifelong warrior. Centuries after leading a portion of Cronus' own armies against him, Jolinar's name ranks among the worst traitors of the System Lords... and the greatest heroes of those who oppose them. Unfortunately, even the murky legends of the battle at Malkshur recall it as a disaster. Jolinar gambled on the unrivaled pettiness of the System Lords, and lost when Cronus and Apophis joined forces long enough to crush the rebellion. But where legend left off, a distinguished secret career began. Tok'ra operatives, by then more than satisfied that Jolinar shared their goals, recruited the renegade Goa'uld to their cause.

It took time for her to adapt to her colleague's methods. Even after the crushing defeat had demonstrated the folly of open war against the System Lords, she was not always satisfied with the Tok'ra's cautious tactics. Despite her ideals, she was still a Goa'uld, and at times betrayed the ego and overconfidence of her race. She soon numbered among their most daring operatives, a distinction that earned equal measures of respect and unease from her comrades.

It was through Rosha, her last true host, that Jolinar further angered Cronus against her, prompting him to send a high-ranking ashvak to eliminate her. Chosen in adolescence as the future host for Cronus' larval queen, Rosha elected instead to help Jolinar and her mate Lantash escape after their mission in Cronus' court was exposed. When Jolinar could not heal her then-host Nihmat of a poisoned wound, Rosha overcame her fears and volunteered to take her place so that Jolinar need not die.

They remained blended for several decades, until Cronus received word that, contrary to earlier reports, the rebel symbiote still lived. He ordered her to be hunted down and executed by *hara kash*. Thus began a lengthy chase

through several systems, as Jolinar and Rosha sought to evade the dogged ashvak assassin on her trail. Never more than a step ahead, they launched a desperate bid to throw him off the trail by separating when their crippled ship reached Nasya. The ruse worked, and the assassin left the rustic planet in pursuit of Rosha while Jolinar concealed herself within a local villager. Knowing that any change in the man's behavior might draw the ashvak's attention, she employed a difficult and risky technique of making minimal connections to sustain herself. She succeeded in hiding even from the substitute host himself, the only trace of her presence a small entry mark – too minor an injury to draw any attention.

Rosha had no such option. As they had hoped, when the ashvak caught up with her and learned that she was no longer blended with his target, he had no reason to kill her. Cronus, however, had use for her, and she was returned to his court to meet the fate she had escaped years before: taken as host by a Goa'uld in his service.

Retracing his steps, the ashvak arrived on Nasya in search of his prey. Cronus, growing impatient, insisted on a sledgehammer glider attack, hoping that it would prompt Jolinar to give herself away by seeking to escape through the Stargate. Instead, her unwitting host was lost among a whole village of refugees seeking sanctuary with the Tauri strangers who had recently arrived. She fled the dying man to the nearest available person, but her luck did not hold a second time. Aware of what was happening, Carter resisted, forcing Jolinar to seize control of her or else be revealed immediately. Known to her comrades as a survivor, Jolinar found herself with no more options once the SGC detected her ruse. Her final act of defiance was giving the last of her strength so that Carter might live to fight for their common cause.

JOLINAR

Specialty: Tok'ra Undercover Operative

Rank: N/A

Class: Explorer

Level: 7

Strength: 12 **Dexterity:** 16

Constitution: 13 **Intelligence:** 14

Wisdom: 12 **Charisma:** 14

Vitality: 53 **Wounds:** 13

Defense: 17 (+4 class, +3 Dex)

Initiative Bonus: +9 (+6 class, +3 Dex)

Speed: 30

Fort: +7 **Ref:** +8 **Will:** +5

Special Qualities: +5 species bonus to Bureaucracy & Gather Information checks when dealing with Goa'uld or their underlings, all over the world (advanced), bookworm (1/2), direction sense +3, immunity to disease, inherited memory, shared body, symbiotic blending, long life, radiation resistance, *obsessed*, uncanny dodge (Dex bonus).

Skills: Balance +7, Bluff +7, Cryptography +8, Cultures +7, Disguise +7, Escape Artist +6, First Aid +7, Gather Information +9, Handle Animal +3, Jump +3, Knowledge

(Goa'uld) +10, Languages +6, Listen +7, Open Lock +8, Perform +5, Search +9, Sense Motive +5, Spot +7, Survival +5, Swim +2.

Feats: Alertness, Armor Group Proficiency (Light), Charmer, Great Fortitude, Martial Arts, Mimic, Naquadah Sense, Rooted Stance, The Look, Traceless, Weapon Group Proficiency (Handgun, Melee), World Traveler.

Attacks

Unarmed	+6	1d3+1 (subdual)
Zat'nik'tel	+7	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: *In Rosha:* Robes, tel'tac, zat'nik'tel. *In Carter:* Standard SG team bundle.

KALAKEK (SHOW AND TELL)

Reetou Rebel

Kalakek is the leader of the rebel faction among the Reetou, resolved to destroy the Goa'uld by any means necessary. Though the assault on Stargate Command was his brainchild, he did not accompany the terrorist team on the assault; he is far too valuable to sacrifice in an attack, however noble the cause. While he does not hate the Tauri, he knows that the System Lords can use them and is determined to deny his foes any advantage. To him, wiping out humanity is no more amoral than destroying a factory or an ammunition dump. He is a canny and patient foe, and the Tauri can expect to tangle with him again in the future.

KALAKEK

Specialty: Reetou

Rank: N/A

Class: Pointman/Soldier

Level: 1/11

Strength:	14	Dexterity:	18
Constitution:	6	Intelligence:	11
Wisdom:	14	Charisma:	8
Vitality:	57	Wounds:	6

Defense: 18 (+4 class, +4 Dex)

Initiative Bonus: +13 (+9 class, +4 Dex)

Speed: 30

Fort: +4 **Ref:** +8 **Will:** +11

Special Qualities: Armor use +2, damage reduction 2/-, damage reduction 25/Reetou phase attacks, *generous*, language restriction, out of phase, portable cover (1/4 cover), weapon specialization (multiphasic blaster).

Skills: Balance +11, Climb +9, Concentration +10, Demolitions +10, First Aid +9, Intimidate +10/+7, Jump +9, Spot +9, Survival +9.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Explosives Basics, Explosives Mastery, Explosives Supremacy, Extreme Range, Far Shot, Glimpse of Madness, Increased Precision, Marksman, Point Blank Shot, Precise Shot, Stone Cold, Transphasic Senses, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle, Tactical).

Attacks

Unarmed	+13	1d3+2 (subdual)
Multiphasic Blaster	+15	4d6+2 damage (error 1-2, threat 19-20, range 15 ft./100 ft. max, 15 shots)

Gear: Multiphasic blaster.

KASUF (SECRETS)

Chieftain of Nagada

Kasuf was born into the Bedan – the free tribes of Abydos who chose to face the hardships of the desert rather than live under the rule of Ra. In the heat of the desert he learned the ways of the sand, how to find water, how to avoid the shifting death of the unstable dunes, and the secrets of taming the mastadge (a large beast of burden native to Abydos, see the *Stargate SG-1* core book page 479).

As he grew into a young man, Kasuf became renowned among his people for his skills at managing the desert. He was treasured by his Chieftain and his tribe for his prowess, and most thought it likely he would become their new leader when their Chieftain died. Among the Bedan there is no heredity of command – the tribe must decide who to follow. A Bedan saying goes: “the man who walks toward water is a leader.”

On rare occasions (approximately yearly, though never on a regular schedule), Kasuf's tribe would travel to Nagada to trade. They would bring spices from remote oases, finely worked crafts, preserved lizard meat, and other items to the city. Before visiting, they would always spy the pyramid from afar, to assure themselves that Ra's palace from the sky was not present.

On one such visit, Kasuf and his tribe were told that they could have no water from Nagada. The idea of denying water to guests was incomprehensible to them, but they soon learned the reason why. The flow of water to the natural wells beneath the city had stopped some time ago, and the reserves were nearly gone. Soon the people of Nagada would be forced to abandon the city for other settlements.

The Chieftain of Nagada offered any wish to the man who could return the waters to Nagada. Kasuf knew he could find the water, and he boasted as much to the men around him as he walked through Nagada's marketplace. He had never failed to find water as long as he could recall – he could smell the merest hint of moisture when he was close. But he could see no reason to help these sedentary people. The Chieftain of Nagada had nothing he wanted.

Then a woman's voice called to him. He turned and saw Sha'miha. He did not know her name then, only that she was lovely. She rebuked him for his boasts, chastised him for his selfishness, and challenged his very manhood. “No man would stand by as a city fell while he had the power to prevent it.” Kasuf was speechless. He would not hear such talk from a woman normally, but her steady gaze held him. He could not raise his voice or his hand to her. She laughed. “I am Sha'miha. If you can save Nagada, Bedan, my father will grant you whatever you desire. If your boasts are not empty, I implore you to prove them.”



He knew then that he had to accept her challenge. Not for Nagada, not for the Chieftain, but for her. He followed the wellsprings deep into the ground, navigating his way through twisting caves. After two days he finally came to the source of the problem: an ancient spillway constructed to divert water toward the city's subterranean wells. The gates had come down because of an earthquake, blocking the flow of water. Kasuf managed to reopen the spillway, allowing water to flow toward Nagada once more. When he returned to the city, he was hailed as a hero. He asked the Chieftain for his daughter, and he eagerly agreed. It was not until later that Kasuf recognized the obligation he was assuming in marrying Sha'miha, but it did not deter him.

When her father died, Kasuf assumed the position of Chieftain of Nagada. Though he did not become Chieftain among the Bedan, he was still much beloved by the free tribes, and ushered in a new era of close cooperation between his two peoples. Sha'miha bore him two children, Sha're and Skaara, and they lived a simple existence between the dark times of Ra's visitations.

Because he had not been raised under the yoke of Ra, Kasuf knew the taste of freedom, and he secretly longed for all Abydonians to be released from their servitude. He knew this was folly, though, and would bring only death, so he never dared speak of it except to Sha'miha just before she died. If she should encounter just gods in the afterlife, she promised to plead the case of the Abydonians.

When the Tauri appeared among them, Kasuf was cautious at first, but once it became apparent they could oppose Ra, he rallied the Abydonians to battle against the evil god and win their freedom. In the following year, his

new son-in-law Daniel Jackson lived among them, learning their ways. Kasuf was pleased, as he expected someday that Daniel would assume his place as Chieftain. Daniel's wisdom and intellect would lead his people to great prosperity.

This was not to pass, though, as a new Goa'uld as evil as Ra appeared to once again terrorize them. Apophis stole Sha're and Skaara, and Daniel left to seek their return. In the wake of his departure, Kasuf ordered the Stargate buried for a year according to Daniel's instructions, but he was shocked when only a few months later Sha're returned. It quickly became apparent that she was pregnant, but Kasuf did not care. No matter if the father was an evil god, Sha're was his daughter and he would not leave nor shun her.

After Daniel returned and Sha're was once again taken by Apophis, Kasuf found himself entrusted with the Harsesis child, his grandson. He took the boy to the Bedan, who agreed to raise the child as one of them. He was of Bedan blood, after all. He has since continued to govern his people as wisely as he knows, strengthened by the knowledge that his son-in-law still fights the false gods... and that his people are no longer alone in the universe.

KASUF

Specialty: Abydonian (Primitive Society Near-Human)

Rank: Chieftain

Class: Scout

Level: 10

Strength: 10 **Dexterity:** 10

Constitution: 10 **Intelligence:** 10

Wisdom: 16 **Charisma:** 12

Vitality: 64 **Wounds:** 13

Defense: 16 (+4 class, +2 natural armor)

Initiative Bonus: +8 (+8 class)

Speed: 30

Fort: +9

Ref: +5

Will: +6

Special Qualities: +3 species bonus with Handle Animal and Survival, hunter (keen senses, woodcraft), rough living +2, sneak attack +2d6, stalker, *trailblazer*.

Skills: Diplomacy +4, Handle Animal +13, Hide +9, Intimidate +5/+6, Listen +16, Move Silently +13, Search +8, Spot +16, Survival +26.

Feats: Advanced Skill Mastery (Outdoorsman), Alertness, Armor Group Proficiency (Light), Desert Training, Endurance, Great Fortitude, Outdoorsman, Talented (Survival), Toughness, Tracking, Unlocked Potential (Survival), Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	+7	1d3 (subdual)
Knife	+7	1d4 (normal, error 1, threat 20, range 5 ft./25 ft.)
Short sword	+7	1d8 (accuracy -, error 1, threat 18-20, range -, qualities and modes: 1h).

Gear: Knife, short sword.

KEEPER, THE (THE GAMEKEEPER)

Android Keeper of "all that is and all that ever will be"

The Keeper maintains the VR environment that shelters and entertains the Volsinii. He is an AI program created with two functions in mind: firstly, to keep the Volsinii safe from harm while they waited for the planet to recover and secondly, to oversee the environmental regeneration of the planet. "He" has been extremely successful in both tasks. Unfortunately, due to a conflict in his programming, he kept the Volsinii in stasis for centuries longer than necessary – to preserve the planet from them.

The Keeper has access to several remote monitoring devices (MALP-like scouts and orbital satellites) and a few automated manufacturing facilities scattered across the planet, as well as several android bodies which he currently uses to interact with those Volsinii who have left the shelter of the VR pods. While very intelligent, the Keeper's personality is somewhat rigid, with a distinct lack of empathy. He simply does not fully understand the needs of his charges. By their nature, his "games" and scenarios focus on events and memories that are most intense (vivid) to those inside the VR pods, not realizing the emotional trauma this can cause. He often mistakes the vividness of a memory for its importance to the owner.



Despite these drawbacks, the Keeper's limited personality is both eager to please and intensely curious. The arrival of SGC personnel provided him with so much to ponder and undreamed vistas to explore and simulate. The training missions and scenarios requested by the SGC provide him with some of the greatest challenges to his abilities in centuries. Since the release of his charges, the Keeper has done his best to make amends by helping them rebuild their society – but always with an eye to preserving the garden-world Volsin has become.

The statistics provided are for one of the Keeper's android bodies. Inside his virtual reality, he is almost impossible to harm. Due to the Keeper's decentralized nature throughout the VR environment and the various planetary systems, it would be extremely difficult for anyone to destroy him permanently or modify him without his consent.

Further details on the Keeper can be found in the *Stargate SG-1* core rulebook, page 81.

THE KEEPER

Specialty: Advanced Society Near-Human (Android)

Rank: N/A

Class: Scientist

Level: 13

Strength:	16	Dexterity:	12
Constitution:	18	Intelligence:	25
Wisdom:	10	Charisma:	10
Vitality:	114	Wounds:	18

Defense: 21 (+10 class, +1 Dex)

Initiative Bonus: +6 (+5 class, +1 Dex)

Speed: 40

Fort: +10 **Ref:** +5 **Will:** +8

Special Qualities: Brilliant +3, improvise +7, know it all 1/session, learned, limited range, PhD (Computers, Knowledge (Ecology)), *professor*, robot, support and maintenance, research (inspiration 1/session, Escape Artist, Gather Information).

Note: The "robot" quality is defined on page 480 of the *Stargate SG-1* core rulebook.

Skills: Bluff +8, Computers +34, Concentration +14, Craft (Virtual Environment) +23, Cryptography +19, Cultures +8, Diplomacy +8, Electronics +20, Escape Artist +14, Gather Information +9, Hobby (Gardening) +10, Knowledge (Civil Engineering) +19, Knowledge (Ecology) +30, Knowledge (Psychology) +15, Languages (Volsinii Languages) +13, Listen +8, Mechanics +19, Search +17, Sense Motive +7, Spot +6, Surveillance +14, Survival +11, Xeno-Languages +9.

Feats: Advanced Skill Mastery (Mathematical Genius), Advanced Technology, Armor Group Proficiency (Light), Electronic Warfare Basics, Grand Skill Mastery (Mathematical Genius), Mark, Mathematical Genius, Scholarly, Virtual Light, Weapon Group Proficiency (Handgun, Melee).

The Keeper androids are not programmed for self-defense.

Attacks

Unarmed	+9	1d3+5 (subdual)
VR Pod Tentacle	+9	Special (see page 153)

Gear: None usually.

KOVACEK, MAJOR STAN (PRISONERS)

Commander, SG-9

Major Stanley Kovacek is the commander of SG-9, the SGC's diplomatic unit. Kovacek was first assigned to the post after Captain Jonas Hanson died during an ill-fated mission on P3X-513 (see the *Season One sourcebook*, page 21 and the episode *The First Commandment*). Prior to his assignment to the SGC, Kovacek worked on diplomatic matters with the Air Force, and he was a natural replacement for Hanson.

Kovacek's first few months in command of SG-9 proved more challenging than he expected; even his considerable experience on Earth couldn't fully prepare him for dealing

with the alien cultures and people he would encounter off-world. But though such a challenge might discourage others, Kovacek has risen to it time and time again. His efforts during talks with the Taldor are but one example of Kovacek's diplomatic skills. Not many diplomats could convince the Taldor to entertain continued discussions, yet he did so, to the point of arranging for General Hammond to travel to the Taldor's world to discuss the imprisonment of SG-1.

During negotiations and encounters with alien species, Kovacek tends towards a cautious approach, preferring to start from as low-risk a position as possible. Given the alien nature of most of his contacts, few could blame him for such tactics.

Recently after an SG team reported encountering Ohnes explorers during a reconnaissance mission, Kovacek and SG-9 attempted to make contact in hopes of strengthening (or perhaps creating) ties with the Ohnes. So far there has been little progress, but both Hammond and Kovacek remain optimistic.

STAN KOVACEK

Specialty: Air Force Officer

Rank: Major (O-4)

Class: Pointman

Level: 7

Strength:	13	Dexterity:	11
Constitution:	16	Intelligence:	16
Wisdom:	14	Charisma:	15
Vitality:	67	Wounds:	16

Defense: 13 (+3 class)

Initiative Bonus: +3 (+3 class)

Speed: 30

Fort: +7 **Ref:** +4 **Will:** +7

Special Qualities: Assistance (1/2 time), cross-class ability (all over the world), *generous*, lead 3/session, macro-specialty cross-class (Gather Information, Perform), tactics 1/session (+1 bonus), versatility (Balance, Cultures, Innuendo, Languages, Surveillance, Survival, Xeno-Cultures, Xeno-Languages).

Skills: Balance +1, Bluff +9, Bureaucracy +11, Computers +5, Cultures +10, Diplomacy +12, Driver +5, First Aid +12, Gather Information +8, Innuendo +5, Knowledge (Ohnes Society) +6, Languages +10, Perform +4, Pilot +7, Sense Motive +10, Surveillance +4, Survival +7, Xeno-Cultures +5, Xeno-Languages +5.

Feats: Armor Group Proficiency (Light, Medium), Charmer, Command Decision, Silver Tongue, Stargate Explorer, Weapon Group Proficiency (Handgun, Melee, Rifle), World Traveler.

Attacks

Unarmed	+6	1d3+1 (subdual)
FN P90	+5	1d10+3 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

Gear: SG team bundle, other bundles as needed.

KRYSE (THE TOK'RA)

Goa'uld Underlord

For Kryse, known as the daughter of Cronus to his Jaffa and human subjects, Anker's ignominious death was better than he deserved. Worse, it left no outlet for the bitter grudge she carried against him for usurping her promised role as destroyer of the Tok'ra. She remains convinced that her rival bungled the mission badly, and that in his place she would have emerged victorious from the ashes of the Tok'ra rebellion, to claim a rich reward from the System Lords.

Instead, despite the apparent honor of the familial title, Kryse clamors among a score of underlords for Cronus' favor. She fares best in collecting the leftover scraps of his worship, shuttling among several worlds and making full use of her host's beauty to elicit the mingled adoration and fear of his slaves. Meanwhile, she remains obsessed with the annihilation of the Tok'ra, as both a means to advancement and an end in itself. While fulfilling the duties to which Cronus has set her, she keeps her eyes open in his court for any face she might recognize through her plundering of Rosha's mind. It is a slim hope, but she remains diligent nonetheless. Perhaps the traitors will have the audacity to try again. Ever defiant, Rosha whispers within that her former comrades would never be so foolish, that the opportunity Kryse seeks will never come and her ambitions are doomed to failure. But Rosha is only a host, less than nothing, and her lies are easily drowned out by the cries of Cronus' slaves... slaves that may one day be Kryse's.

KRYSE

Specialty: Goa'uld Noble

Rank: N/A

Class: Pointman

Level: 8

Strength:	12	Dexterity:	16
Constitution:	13	Intelligence:	12
Wisdom:	13	Charisma:	17
Vitality:	60	Wounds:	13

Defense: 16 (+3 class, +3 Dex)

Initiative Bonus: +10 (+3 class, +3 Dex, +4 feat)

Speed: 30

Fort: +5 **Ref:** +7 **Will:** +7

Special Qualities: +2 threat range to Bluff & Innuendo checks, assistance (1/2 time), cross-class ability (bonus combat feat ×1), dominated body, *generous*, immunity to disease, inherited memory, lead 3/session, long life, parasite, radiation resistance, tactics 2/session (+2 bonus), versatility (Boating, Concentration, Intimidate, Move Silently, Pilot, Search, Spot, Survival).

Skills: Bluff +15, Boating +5, Bureaucracy +8, Concentration +8, Diplomacy +12, Driver +6, First Aid +5, Gather Information +5, Intimidate +10/+12, Knowledge (Goa'uld) +6, Move Silently +8, Pilot +10, Search +6, Sense Motive +7, Spot +6, Survival +7.

Feats: Armor Group Proficiency (Light, Medium), Improved Initiative, Naquadah Sense, Persuasive, Speed Demon, Stone Cold, The Look, Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle).

Attacks

Unarmed	+7	1d3+1 (subdual)
Dagger	+7	1d4+1 (normal, error 1, threat 19-20, range 5 ft.)
Kinetic blast	+9	2d6 and 2d6 subdual
Zat'nik'tel	+9	3d6 (subdual, error 1-2, threat 20, range 10 ft.)

Gear: Kara kesh, dagger, zat'nik'tel.

LA MOOR (TOUCHSTONE)

Madronan Princess

La Moor is a European-descended native of PX7-941 (Madrona). She was born a Princess, destined to someday rule over the people of her village. This mantle was thrust upon her early, when shortly after the theft and return of the Touchstone, word was received that her father had died. When the artifact was stolen, he was visiting several far-away villages, bringing them the news of what SG-1 had told him on their first visit. When the climate suddenly deteriorated, he attempted to return immediately to his own village, but the weather proved too harsh and his entire party perished.



Since then she has tried her best to handle her role as Queen with poise and honor, trusting the judgment of her uncle, High Priest Roham, on many matters. The most contentious issue dividing her people is whether to bury the Stargate. Most Madronans have little notion of high technology, and do not understand the threat posed by weapons such as firearms, but La Moor has questioned the members of the SG-9 diplomatic team at length. She is determined to possess all the knowledge needed to defend her people.

The archaeology and anthropology specialists sent to study Madronan history and culture have also found an ally in Queen La Moor. She has a strong interest in discovering her people's origins, and who it was that saved their civilization from calamity a thousand years ago. She has allowed the SGC's specialists wide ranging access to sites within her control.

On the personal side, La Moor is wise and direct in her manner, questioning basic assumptions and tempering her uncle's more emotional reactions with calm. She possesses a strong empathy for her people, but understands that the most immediate and satisfying answer (i.e., burying the gate) may not be the best course of action for the long term. She has no difficulty in speaking her mind, but also knows when listening would be more advantageous than talking.

PRINCESS LA MOOR

Specialty: Madronan (Primitive Society Near-Human)

Rank: Princess/Queen

Class: Scout/Diplomat

Level: 1/1

Strength:	8	Dexterity:	13
Constitution:	10	Intelligence:	10
Wisdom:	14	Charisma:	16
Vitality:	13	Wounds:	10

Defense: 12 (+1 class, +1 Dex)

Initiative Bonus: +2 (+1 class, +1 Dex)

Speed: 30

Fort: +2

Ref: +2

Will: +4

Special Qualities: +1 species bonus with Jump and Swim checks, stalker, *trailblazer*.

Skills: Balance +3, Bluff +6, Bureaucracy +4, Climb +5, Cultures +3, Diplomacy +6, Gather Information +4, Handle Animal +6, Hide +3, Innuendo +3, Intimidate +2/+6, Jump +3, Languages +1, Listen +3, Move Silently +3, Profession (Diplomat) +3, Sense Motive +3, Sport (Basketball) +4, Spot +4, Survival +5, Swim +5.

Feats: Athletic, Favor of the Gods, Outdoorsman, Persuasive, Weapon Group Proficiency (Hurler, Melee).

Attacks

Unarmed	-1	1d3-1 (subdual)
Knife	-1	1d4-1 (normal, error 1, threat 20, range 5 ft./25 ft.)

Gear: Knife.

LINEA (PRISONERS)

Destroyer of Worlds

As a child growing up on Fithran, Linea studied the legends of the early days, when the entire world was said to possess the technology of the Taldor. Fascinated and consumed by the idea of having access to such technology, she studied diligently in school, mastering mathematics and the basic sciences at a young age. Her eagerness to excel and her natural aptitude for the sciences eventually attracted the attention of a low-level functionary in the Taldor named Kannothe, who selected her to join the select few Rillaanians who study with and serve the Taldor.

Linea excelled at her studies, entering the secondary phase of the Taldor education system (similar to college on Earth) at the top of her class. Unfortunately, as Linea pursued more and more advanced studies, she grew even more ambitious, hoping to one day be the first Rillaanian to claim a seat among the Taldor. But try as she might, her

second-class status as meant that opportunities would be limited. In the years Linea spent among the Taldor, Kannothe, the functionary who selected her, had since become her lover and found himself caught between his devotion to his world and the woman he loved. He sought to help her in whatever manner he could, and though it violated Taldor law, gave Linea access to a device known as an "accelerator," used to enhance chemical reactions. These devices were no longer in use and it was only their relative obscurity that allowed Kannothe to obtain one at all.

Seeking to make the best of this opportunity, Linea focused her research into chemistry, and used the accelerator to create a variety of chemical benefits including food and water purification, repairing degenerative eye disorders such as cataracts and restoring vision, accelerating the rate at which organisms grow and thrive, and even an organic form of cold fusion. Eager to share these discoveries, Linea presented her work to her Taldor instructors, but they denounced it as too unstable for any practical use.

Growing agitated at the perceived lack of respect, Linea soon came upon a new scheme. Rather than try to convince the Taldor that her research was worthy, she instead planned to create a situation where her work would be needed. Towards this end she used the accelerator to develop a disease (to which she herself was immune) that she would later "cure" and prove her worth to the Taldor.

Linea released her disease on her home island state of Fithran, and it soon spread, threatening the entire population. When Linea announced to the Taldor that she had discovered a cure, they allowed her to administer it. At first it seemed to work, but the cure was unstable and within days, it had actually enhanced and strengthened the disease instead of curtailing it. It soon spread beyond the shores of Fithran to the other island states, and before the Taldor was able to effectively deal with Linea's "plague," it had wiped out nearly half the planet.

Suspecting that his actions might have been at the root of this catastrophe, Kannothe questioned Linea and discovered the truth. When he threatened to tell the Taldor, Linea turned the accelerator on her, killing him. She fled immediately, and it was nearly three months before Taldor bounty hunters captured her on the island state of Trywn. In the meantime, scientists had discovered the true source of the plague. Within days Linea was tried and found guilty of crimes against her people and sentenced to life on the prison world of Hadante.

Linea's reputation as the "Destroyer of Worlds" preceded her, giving her a mystique and aura that protected her for the first few days. As this mystique faded, Linea was forced to take more direct measures to protect herself. Before her arrival, she had dissembled her accelerator into a series of small nondescript items on her person, and successfully smuggled it through the gate. She used it against the prisoners who threatened her, killing them as she had Kannothe. The remaining residents of Hadante learned to keep their distance. Over the years she has had to reestablish her position with new arrivals; most quickly learned she was far more than a frail woman. Those who didn't die at her hand. Linea was on Hadante for nearly 15 years prior to SG-1's arrival, and was among the prison's oldest and longest lived inmates before they helped her escape.



In addition, she also used her "agitator" (the name she gave to her modified device) to create new versions of her activators based on the local water and plant life. Though not as powerful as the chemicals she was able to produce in her Taldor laboratory, they helped Linea make life on Hadante more bearable. She created medicines of various types, chemicals that purified the water, and activators able to generate heat, light, and power from the terr root, a vine that grows in abundance on Hadante. These inventions earned Linea a reputation similar to that of a mad scientist among the prisoners, one that only added to her mystique and further established her as someone best left alone.

Of all of Linea's inventions, the one most sought after by the SGC are the power-generating activators she and SG-1 used to power the Stargate. Unfortunately, the "cold fusion" created has limited applications and scope. While more than adequate to power the Stargate for a single use, the chemical reaction is short-lived and difficult to maintain. It's possible that with sufficient study, it might be made practical (or at least useful in limited applications), but the process of creating the activators is known only to Linea, and the terr root is found only on Hadante.

After escaping from the SGC, Linea traveled from world to world, looking for someplace where she could continue her work. General Hammond has issued standard orders to be on the lookout for her, and to consider her armed and dangerous. No SG team has yet to encounter the Destroyer of Worlds off Earth, and it remains unclear what her reaction will be to any future encounter with SGC personnel.

LINEA, DESTROYER OF WORLDS

Specialty: Rillaanian (Advanced Society Near-Human)

Rank: N/A

Class: Scientist

Level: 8

Strength: 10 **Dexterity:** 11

Constitution: 10 **Intelligence:** 19

Wisdom: 16 **Charisma:** 15

Vitality: 51 **Wounds:** 10

Defense: 16 (+6 class)

Initiative Bonus: +13 (+3 class)

Speed: 30

Fort: +2

Ref: +2

Will: +9

Special Qualities: Brilliant +1, improvise +4, immunity to "Linea's Plague," learned, PhD (Craft (Chemistry)), *professor*, research (Gather Information, Intimidate).

Skills: Computers +11, Concentration +11, Craft (Chemistry) +22, Cryptography +14, Diplomacy +10, First Aid +14, Gather Information +5, Intimidate +2/+4, Knowledge (Chemistry) +17, Knowledge (Physics) +17, Listen +12, Profession (Biochemist) +13, Search +12, Sleight of Hand +4, Spot +11, Survival +15.

Feats: Armor Group Proficiency (Light), Concealed Weapon, Forest Training, Mathematical Genius, Scholarly, Stone Cold, Traceless, Weapon Group Proficiency (Handgun, Melee).

Backgrounds: Hunted 5.

Attacks

Unarmed +4 1d3 (subdual)

Agitator +4 Special (see page 149)

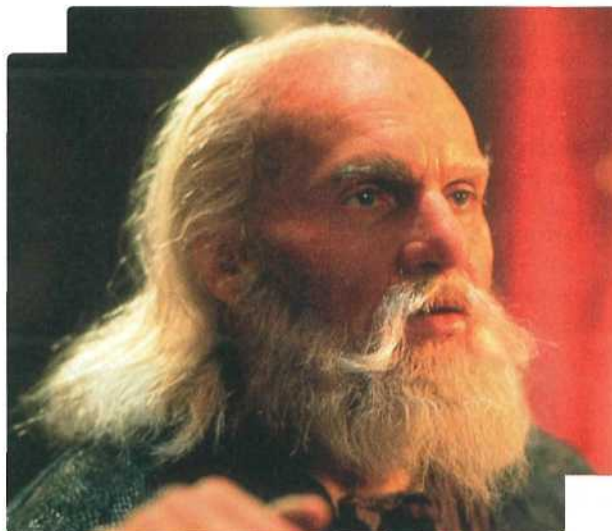
Gear: Prisoner bundle, agitator.

MA'CHELLO (HOLIDAY)

Dendredan Rebel (deceased)

Among the enemies of the System Lords, few were more hunted or more sought after than the man known as Ma'chello. Only Jolinar of Malkshur and the Tok'ra raise the ire of the System Lords more. After starting and leading a rebellion against Ares, the Goa'uld that controlled his home world, Ma'chello continued to fight the System Lords for decades, using guerrilla tactics and advanced technology of his own design. Escaping captivity after being betrayed, Ma'chello waged his battle against the System Lords on worlds across the galaxy.

Well over 100 years old when SG-1 discovered him on P3W-924, Ma'chello's life was sustained by a device of his own invention that kept him in stasis, awakening him only when visitors arrived through the Stargate. Driven by a passionate hatred for the Goa'uld, Ma'chello had hoped to continue his fight in his new body (that of Daniel Jackson), but relinquished when he realized how his burning desire for revenge had caused him to become like his enemy (taking Daniel's body as a new "host," just as Eris had done to his wife). He agreed to return to his own form and passed on soon thereafter; his death was a terrible loss to the enemies of the Goa'uld.



MA'CHELLO

Specialty: Advanced Society Near-Human

Rank: N/A

Class: Scientist/Pointman

Level: 6/5

Strength: 12 [6] **Dexterity:** 13 [5]

Constitution: 14 [6] **Intelligence:** 18

Wisdom: 14 **Charisma:** 15 [9]

Vitality: 75 [10] **Wounds:** 14 [2]

Defense: 18 [14] (+7 class, +1[-3] Dex)

Initiative Bonus: +15 [11] (+4 class, +1 [-3] Dex)

Speed: 30 [10]

Fort: +7 [3]

Ref: +6 [2]

Will: +11

Special Qualities: +3 species bonus with Computers and Electronics checks, assistance (1/2 time), brilliant, improvise +3, lead 2/session, learned, *professor*, Ph.D. (Electronics), research (inspiration), tactics 1/session, versatility (Disguise, Escape Artist, Gather Information, Move Silently, Open Lock).

Skills: Computers +20, Cryptography +15, Cultures +8, Demolitions +13, Disguise +6, Electronics +28, Escape Artist +7, First Aid +8, Forgery +11, Gather Information +10, Hide +7, Knowledge (Goa'uld Physiology) +17, Listen +7, Mechanics +14, Move Silently +7, Open Lock +9, Profession (Scientist/Inventor) +13, Search +10, Surveillance +8, Survival +8.

Feats: Advanced Technology, Armor Group Proficiency (Light, Medium), Command Decision, Coolness Under Fire, Explosives Basics, Mathematical Genius, Mingling Basics, Weapon Group Proficiency (Handgun, Melee, Rifle).

Backgrounds: Dying 2, Hunted 5.

Attacks

Unarmed +6 [+4] 1d3+1 [1d3-1] (subdual)

Gear: Various devices, per GM's discretion.

Note: These statistics represent Ma'chello in his prime. Values in brackets apply to Ma'chello when first encountered by SG-1.

MARTIN, ALLYSON; AKA "ALLY" (BANE)

Denver Street Urchin

Ally's father was a policeman, and the object of his daughter's unbridled affection. She got to ride in his squad car, wear his hat, and flit from desk to desk at the station endearing herself to all of his fellows. Officer Martin was very good at his job, and he used to joke with Ally that he could smell a bad guy a mile away. In truth he was simply an excellent and intuitive judge of people – a trait he passed on to his little girl.



When Ally was eight years old, her father was shot during a burglary of the family's home. He died in front of his wife and daughter. Since then her mother has worked hard to make ends meet, but it's a constant struggle. By the time she was ten, Ally had gotten used to the new way things were: her mother couldn't be home with her anymore, and during the long summer days, Ally was left largely on her own to explore the neighborhood.

It was on one such day that she met Teal'c.

Though the man was frightening in a way, Ally's sense told her that he was good, and that he wouldn't harm her. In fact she strongly sensed that it was he who was in need, hurt, and desperate for help. Her father taught her that the most important thing in life was making good decisions. Ally remembered that when she decided to trust Teal'c, and she never regretted it. When she called Colonel O'Neill to come help him, she knew it was the right thing to do as well. And Dr. Jackson told her that she saved Teal'c's life. That was definitely a good choice.

Since he recovered, Teal'c has been back to visit several times, and has even met Ally's mother. She thought her mom might be afraid of Teal'c at first, but Doctor Jackson came along and smoothed things over. Ally doesn't know what Teal'c does, but she thinks he must be sort of like a policeman. Dr. Jackson has confirmed that yes, it's a little like that.

Teal'c has been very supportive of Ally's dream of someday being a police officer and catching bad guys like her father did. He says, "such a duty carries with it great honor, and great responsibility. I know you will prove worthy."

ALLYSON MARTIN

Specialty: Modern Society (Near) Human

Rank: None

Class: Scout

Level: 1

Strength:	6	Dexterity:	13
Constitution:	10	Intelligence:	11
Wisdom:	14	Charisma:	11
Vitality:	10	Wounds:	10

Defense: 11 (+1 Dex)

Initiative Bonus: +2 (+1 class, +1 Dex)

Speed: 30

Fort: +2

Ref: +2

Will: +2

Special Qualities: +1 species bonus with Bluff and Sense Motive, cultural weaponry, stalker, *trailblazer*.

Skills: Balance +3, Bluff +3, Hide +5, Listen +3, Move Silently +5, Sense Motive +8, Spot +4, Survival (Urban) +8.

Feats: Armor Group Proficiency (Light), Mark, Outdoorsman, Talented (Sense Motive), Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	-2	1d3-2 (subdual)
Ultra-Soaker	+1	wetness (error 1, threat 20, range 10 ft.)

Gear: Ultra-Soaker water rifle, sunglasses, Saint Michael pendant (belonged to her father), candy bar.

MEKISH IV (THE SERPENT'S LAIR)

King of Kreshnor

Mekish of Kreshnor hails from a long line of rulers stretching back almost eight hundred years. When Ba'al first abandoned his people, they were wracked by civil wars, as various factions struggled for dominance. His family emerged victorious, claiming rulership over a planet on the brink of extinction. Through the careful management of resources, they not only survived but prospered after a fashion – thanks in no small part to the establishment of the Horizon Line (see page 8). As the eldest son, Mekish was born to rule, and spent his childhood learning both the privilege of divine right and the responsibilities of rulership. He emerged a hard yet strangely benign leader, his despotic tendencies balanced by a deep sense of *noblesse oblige*. He is used to getting his way (and enjoys what few luxuries his planet provides), but he genuinely wishes the best for his people and is willing to make tough decisions that serve the greater good. He recognizes the value of the Horizon Line, and will not tolerate any attempt to siphon control of it away.

Mekish is a lanky man in his mid-forties, with swarthy skin and a short black beard. He sports a huge Adam's apple, which bobs up and down when he is agitated, and dresses in the tan and brown robes of his office. His voice has the authority of a man accustomed to being obeyed, and while he tolerates debate amongst his subordinates, no one

presumes to speak to him as an equal. He is the unquestioned ruler of his universe, and acts accordingly. He's also something of a ladies' man: his harem includes nine wives (the latest less than half his age) and he regularly dallies with female servants and subjects alike. It's a bit of a joke in the royal court, though no one ever laughs about it in his presence.

MEKISH IV

Specialty: Kreshnor (Primitive Society Near-Human)

Rank: N/A (king)

Class: Native Off-Worlder

Level: 8

Strength: 10 **Dexterity:** 12

Constitution: 15 **Intelligence:** 12

Wisdom: 11 **Charisma:** 14

Vitality: 46 **Wounds:** 15

Defense: 14 (+3 class, +1 Dex)

Initiative Bonus: +4 (+3 class, +1 Dex)

Speed: 30

Fort: +8 **Ref:** +5 **Will:** +4

Special Qualities: Primitive.

Skills: Bureaucracy +7, Climb +5, Craft (Speeches) +8, Diplomacy +9, Profession (Ruler) +11, Search +10, Spot +9, Survival +9.

Feats: Advanced Skill Mastery (Ordinary Past), Armor Group Proficiency (Light), Charmer, Desert Training, Ordinary Past, Silver Tongue, Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed +6 1d3 (subdual)

Gear: Imperial robes, scepter.

"MOTHER" (SHOW AND TELL)

Reetou Scientist (deceased)

"Mother" is a loyal Reetou scientist, serving at the behest of the Central Reetou Authority. She engineered the boy Charlie in order to contact the Tauri and aid them against both the Goa'uld and the rebel Reetou. Unfortunately, the rebels moved to attack the Tauri before Charlie was quite finished, and she was forced to pull him from the artificial womb in which he grew. She is initially distrustful of others, as her kind were almost destroyed by aliens. Once her trust is gained, though, she is a staunch ally. She was slain by the rebels during their attack on Earth, giving her life so that the SGC might be saved.

"MOTHER"

Specialty: Reetou

Rank: N/A

Class: Scientist

Level: 13

Strength: 13 **Dexterity:** 17

Constitution: 2 **Intelligence:** 16

Wisdom: 15 **Charisma:** 9

Vitality: 18 **Wounds:** 2

Defense: 23 (+3 Dex, +10 class)

Initiative Bonus: +8 (+3 Dex, +5 class)

Speed: 30

Fort: +0 **Ref:** +7 **Will:** +10

Special Qualities: Brilliant +3, damage reduction 25/Reetou phase attacks, improvise +7, know it all (1/mission), language restriction, learned, out of phase, PhD (Knowledge (Genetic Engineering, Human Biology)), *professor*, research (inspiration 2/sessions, Xeno-Cultures).

Skills: Balance +13, Computers +22, Concentration +21, Diplomacy +9, Electronics +13, First Aid +15, Knowledge (Genetic Engineering) +30, Knowledge (Human Biology) +30, Listen +12, Mechanics +13, Search +13, Sense Motive +18, Spot +12, Survival +12, Xeno-Cultures +9, Xeno-Languages (English) +8.

Feats: Advanced Skill Mastery (Scholarly, Xeno-Studies), Armor Group Proficiency (Light), Scholarly, Toughness (x2), Transphasic Senses, Xeno-Studies, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed +7 1d3+1 (subdual)

Gear: None.

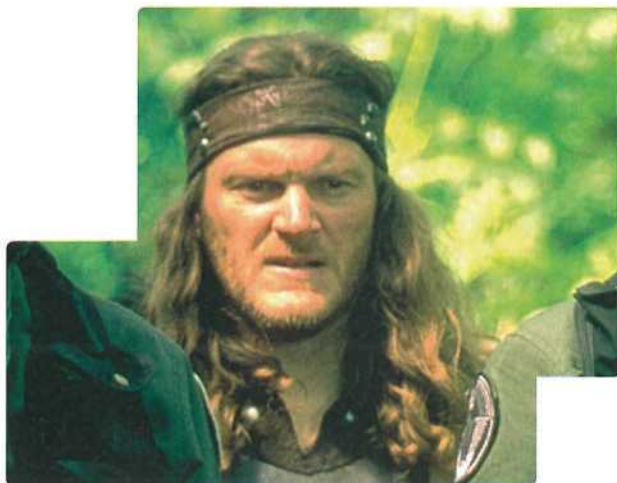
OLAF (THOR'S CHARIOT)

Cimmerian Warrior

Olaf is one of the eldest and most respected warriors in the village closest to the Stargate on Cimmeria. Like Gairwyn and her late husband, Olaf has sworn an oath to Thor to defend his world from any and all who might threaten it. Resembling the stereotypical Viking with blond hair, blue eyes, and broad shoulders, he is a fierce warrior, and a skilled scout and tracker. Though he primarily uses his skills for hunting, the arrival of the Goa'uld provided him the opportunity to fight in defense of his people and his world.

Olaf comes across as gruff to most outsiders, withholding both trust and respect until strangers prove themselves worthy. After SG-1 left Cimmeria following their first mission, Olaf was among many in the local village who feared that their actions would spell doom for all of Cimmeria. When Heru-ur and his Jaffa arrived, Olaf was certain that his fears were correct, and that Thor had abandoned them to the Goa'uld. When Heru-ur invaded, many in the village turned to Olaf for guidance and judgment. It was his respect for Gairwyn and her trust in the humans from Earth that persuaded him to accept SG-1's help against the Goa'uld, and he developed a begrudging appreciation for O'Neill and all of SG-1 after their willingness to sacrifice themselves to protect the Cimmerians.

With the arrival of the Asgard teacher Hermod, Olaf has entered into a sort of retirement, training young men and women in the arts of warfare, scouting, foraging, and survival in the wilderness. As with the other Cimmerians, he would welcome the return of SG-1 or their companions at the SGC.



OLAF

Specialty: Cimmerian (Primitive Society Near-Human)

Rank: N/A

Class: Scout/Soldier

Level: 3/2

Strength:	10	Dexterity:	13
Constitution:	12	Intelligence:	12
Wisdom:	14	Charisma:	11
Vitality:	41	Wounds:	12

Defense: 16 (+2 class, +2 Dex, +2 natural armor)

Initiative Bonus: +7 (+5 class, +2 Dex)

Speed: 30

Fort: +6 **Ref:** +3 **Will:** +8

Special Qualities: +2 species bonus to Balance and Survival checks, bushmaster, cultural weaponry, damage reduction 1/-. *trailblazer*, stalker, rough living +2.

Skills: Balance +4, Concentration +4, First Aid +6, Handle Animal +3, Hide +6, Intimidate +7/+7, Knowledge (Cimmerian Folklore) +3, Listen +8, Move Silently +7, Search +5, Spot +7, Survival +9.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Forest Training, Iron Will, Mountain Training, Outdoorsman, Track, Weapon Focus (Battle Axe), Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	+4	1d3 (subdual)
Dagger	+4	1d4 (normal, error 1, threat 19-20, range 5 ft.)
Battle Axe	+5	1d8+1 (error 1, threat 19-20)

Gear: Dagger, satchel, battle axe.

PYRUS THE GODSLAYER (NEED)

Terellan King (deceased)

700 years ago, Pyrus led a rebellion against Seti, the Goa'uld overlord of his planet. Though only a minor Goa'uld, Seti still had many forces at his disposal, and the fight was long and hard. Nonetheless, Pyrus ultimately slew the living god in his own throne room, and seized rulership over Terella for himself. Ironically, Pyrus ruled much as the Goa'uld before him did. He was a tyrant, but

thanks to his victory over the cruel gods, he was beloved nonetheless. His overriding concern was for the safety of his world and his daughter, though his good intentions were tainted by centuries of sarcophagus use.

It should be noted that unless the characters travel to P3R-636 prior to or during the events of *Need*, Pyrus has succumbed to old age and died.

PYRUS

Specialty: Terellan (Primitive Society Near-Human)

Rank: N/A

Class: Soldier/Pointman

Level: 3/7

Strength:	10	Dexterity:	10
Constitution:	9	Intelligence:	12
Wisdom:	15	Charisma:	16
Vitality:	58	Wounds:	9

Defense: 14 (+4 class)

Initiative Bonus: +6 (+6 class)

Speed: 0

Fort: +7 **Ref:** +5 **Will:** +12

Special Qualities: *Accurate*, assistance (1/2 time), cross-class ability (learned), damage reduction 1/-. godless, technological naiveté, lead (3/session), tactics 1/session (+1 bonus), versatility (Balance, Concentration, Handle Animal, Intimidate, Mechanics, Move Silently, Spot, Survival).

Skills: Balance +5, Bluff +6, Bureaucracy +9, Concentration +10, Demolitions +5, Diplomacy +11, First Aid +7, Handle Animal +7, Intimidate +8/+11, Jump +4, Knowledge (Goa'uld Technology) +16, Mechanics +7, Move Silently +2, Sense Motive +5, Spot +8, Survival +6.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Far Shot, Forest Training, Great Fortitude, Iron Will, Point Blank Shot, Scholarly, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Hurled, Melee), Zat Resistance.

Attacks

Staff Weapon	+7	6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP,AK, TD)
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Gear: Royal vestments, staff weapon.

RAMTHA CAINEI LEPRNA (THE GAMEKEEPER)

Mamacstreve of Volsii

During their long exile in the virtual reality environment, Ramtha gained an enviable reputation for understanding, fairness, and getting the Keeper to behave. In addition to her other qualities, Ramtha descends from some of the most august lineages among the Volsinii, a fact which commands a vast amount of respect from the tradition-minded Residents. Indeed, it was this clout which enabled her seize a place in the Refuge in the first place. Like many of the ruling oligarchs, she ensured her own survival at any cost and like most (but by no means all) of the Residents has had centuries to regret her selfishness.

During SG-1's stay in the Keeper's realm, she heard the strangers' words – that the Keeper lied to them, and that their world was safe and lush once more. She led the group of Residents who overcame the barriers the Keeper had set about these newcomers. When the Keeper fled his virtual world to the real one, she was among the first to follow, emerging from her VR pod as if from a long sleep.

After their release from the Keeper's realm, Ramtha became the de facto leader of the surviving population. Recently they unanimously declared her to be one of the two Mamacstreve (Greater Magistrates) who rule over them. Wise and cautious, Ramtha is very aware of her people's vulnerability. While grateful for SGC's help, she is worried about the future – her world is ill-equipped to resist Gou'ald discovery. However, she feels the greatest problem confronting her people is the many Volsinii who remain inside their VR pods. Between this and caring for those who have emerged into their new world, she is a very busy woman. Unlike many of her fellows, she has shed her comfortable shroud of introspection and feels that in the months and years ahead, there will be much to do.

Over fifty when she entered the VR pod, Ramtha remains remarkably well-preserved for a thousand-year-old. Dark hair and fine cheekbones combined with olive skin give her a classical beauty that harkens back to her Etruscan ancestors. Her voice is low and her speech precise to cajole or exhort with equal ease.

RAMTHA CAINEI LEPRNA

Specialty: Volsinii (Advanced Society Near-Human)

Rank: N/A

Class: Diplomat/Dreamweaver

Level: 6/4

Strength:	10	Dexterity:	14
Constitution:	13	Intelligence:	15
Wisdom:	20	Charisma:	16
Vitality:	44	Wounds:	13

Defense: 19 (+7 class, +2 Dex)

Initiative Bonus: +6 (+4 class, +2 Dex)

Speed: 30

Fort: +4

Ref: +5

Will: +16

Special Qualities: +1 species bonus to Will saves vs. mental domination, dependency (VR pod), long life.

Skills: Bluff +13, Bureaucracy +10, Computers +15, Cultures +10, Diplomacy +14, Gather Information +10, Innuendo +10, Intimidate +8, Knowledge (Ecology) +6, Knowledge (History) +5, Knowledge (Psychology) +6, Knowledge (VR Technology) +5, Languages +7, Profession (Diplomat) +11, Sense Motive +13, Surveillance +8, Spot +8.

Feats: Advanced Skill Mastery (Persuasive), Advanced Technology, Armor Group Proficiency (Light), Charmer, Iron Will, Mark, Persuasive, Political Favors, Virtual Light, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed +6 1d3 (subdual)

Gear: Robes.

REYNOLDS, MAJOR HENRY (TOUCHSTONE)

Program Manager, Area 51

Henry Reynolds has been an aficionado of science fiction books and films all his life. As a boy he harbored dreams of someday becoming an astronaut, but as a teenager he was diagnosed with a congenital inner ear defect. The effect was negligible for any practical purpose, but it was absolutely unacceptable for an astronaut trainee. He would never pass a NASA physical. Still, he wanted to be involved in space, and the Air Force could offer him ways to do that.

He graduated from the Air Force Academy with a degree in Space Operations and a Masters in Physics from the University of Colorado. Before being assigned to Area 51, he managed personnel at both the Air Force Research Laboratory and Air Force Space Command. He was selected for his position at Area 51 due to his exemplary record and straight arrow attitude, and considers the assignment the culmination of all his efforts. The opportunity to see that aliens are real, and that other worlds exist, brought him enormous satisfaction. His duties primarily focused on the storage and disposition of exotic technologies.

When otherworldly artifacts gathered by SG teams started arriving at Area 51 for study, he was the one who knew the most about the situation, and was selected to be the coordinator for all of the incoming materiel. Though he was disappointed not to have the gate itself at Area 51 – a facility he considers more suited to the artifact's secret nature and level of danger – Reynolds kept up with everything happening at the SGC, in awe of the people stepping through the wormhole. Forget NASA. This was where the wonders of the cosmos would be discovered.

Less than a year after the SGC was established, a second Stargate was discovered in the Antarctic and brought to Area 51. Reynolds was delighted at first, but his excitement died when he learned that the second Stargate would be crated and locked down, never to be accessed. Colonel Maybourne had little trouble convincing Reynolds to assist in his operation to divert the Antarctic Stargate from its intended destination. In fact, Reynolds was enthusiastic about it. The chance to have a gate closer at hand was irresistible. He arranged to substitute a plastic facade for the gate that would be crated and stored, and routed the real Antarctic Stargate to the facility he had originally set up for the first.

His admiration for the SGC has never faded, but he firmly believes in Maybourne's assertion that bringing more technology back through the Stargate is essential for the future safety of the Earth. He has no qualms about lying to SG teams – or anyone else – if it means maintaining the integrity of that belief.

When Colonel Maybourne was removed from Area 51 (following the events of the Season Three episode *Shades of Grey*; see the upcoming *Season Three* sourcebook for more information), Reynolds escaped relatively unscathed, as he had done an excellent job of concealing his own involvement in the paper trail. He was subsequently promoted to Lieutenant Colonel and given greater authority over the continuing operation of Project CEDAR STAR.

HENRY REYNOLDS

Specialty: NID Area 51 Infiltrator

Rank: Major (O-4)

Class: Scientist

Level: 4

Strength:	10	Dexterity:	10
Constitution:	11	Intelligence:	14
Wisdom:	12	Charisma:	12
Vitality:	23	Wounds:	11

Defense: 15 (+3 class, +2 specialty)

Initiative Bonus: +2 (+2 class)

Speed: 30

Fort: +1 **Ref:** +1 **Will:** +5

Special Qualities: Improvise +2, learned, PhD (Knowledge (Alien Technology)), *professor*.

Skills: Appraise +6, Bluff +5, Computers +6, Concentration +4, Cryptography +5, Diplomacy +8, Electronics +11, Hobby (Science Fiction) +6, Knowledge (Alien Technology) +18, Knowledge (Stargate Program) +11, Knowledge (Physics) +8, Mechanics +12, Profession (Program Manager) +8, Surveillance +4.

Feats: Advanced Technology, Armor Group Proficiency (Light), Extra Support, Grease Monkey, Scholarly, Training, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed	+2	1d3 (subdual)
Beretta 92	+2	1d10+1 (error 1-2, threat 20, range 25 ft.)

Gear: Beretta 92 pistol, Area 51 security card, sci-fi novel.

Note: With his combination of feats, Major Reynolds has a total of 11 Resource Points (3 of which may only be spent as per the restrictions under the Advanced Technology Feat). He is almost always in possession of a covert alien gadget or two.

ROHAM (TOUCHSTONE)

High Priest of the Touchstone

Roham is the younger brother of the King, and the current High Priest of the Touchstone. He was chosen for the position as a young man because of his hereditary importance to the village. He accepted it as his sacred duty, in spite of the certain knowledge that it would rob him of his sight. He has served as High Priest for the past twenty years, since the previous High Priest, his uncle, died.

Like all High Priests, Roham has suffered permanent damage to his optic nerve caused by repeated use of the StarSeer through the Touchstone. He receives a -10 on all Spot checks, and is nearly blind. He can only distinguish vague shapes at close distances, but is able to work with the Touchstone completely by touch.

Roham's apprentice, his nephew Nori (La Moor's younger brother), was traveling with his father during the time the Touchstone was stolen. Like La Moor's father, he is believed to have perished in the storm. Though it is not unprecedented for the High Priest to take an apprentice

from outside the ruling bloodline, Roham is putting some pressure on La Moor to marry and produce a child who could become heir to the role.



HIGH PRIEST ROHAM

Specialty: Madronan (Primitive Society Near-Human)

Rank: High Priest

Class: Professional

Level: 8

Strength:	7	Dexterity:	8
Constitution:	8	Intelligence:	14
Wisdom:	12	Charisma:	12
Vitality:	21	Wounds:	8

Defense: 14 (+5 class, -1 Dex)

Initiative Bonus: +5 (+6 class, -1 Dex)

Speed: 30

Fort: +1 **Ref:** +5 **Will:** +5

Special Qualities: +3 species bonus to Balance and Handle Animal checks, cultural weaponry.

Skills: Concentration +9, Craft (Woodcarving) +16, Diplomacy +6, First Aid +12, Handle Animal +6, Hobby (Fishing) +14, Knowledge (Madrona) +13, Listen +8, Profession (High Priest) +15, Profession (Meteorologist) +9, Spot +6.

Feats: Advanced Skill Mastery (Ordinary Past), Favor of the Gods, Ordinary Past, Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed	+2	1d3-2 (subdual)
Knife	+2	1d4-2 (normal, error 1, threat 20, range 5 ft./25 ft.)

Gear: Knife.

SELIG, ARMIN (SECRETS)

Investigative Journalist (deceased)

Armin was born in 1961, and named for his maternal grandfather, a field correspondent in Europe during World War II. He began his career with the *Washington Post*, where he quickly distinguished himself as a man who could find things out and write good copy fast.

By far his strongest asset was his professionalism and his ability to gain the trust of a wide variety of sources. Throughout the 1980s he worked hard and delivered consistently good material to his editors, but never made a real name for himself. Rather than grabbing for recognition, Armin enjoyed writing articles on local and national politics, specifically the Pentagon and Congress where he cultivated a large number of contacts in the low- and mid-echelons of the staff. By keeping his profile low, he was able to move more freely and convince his sources that talking to him wasn't going to land their name on the front page.

Through all this, though, he did long for that one big story that would make his name shine; his own Watergate. He always had one eye open, looking for the opportunity to break open something really big. He expected it would be a secret crime by a prominent Senator, an illicit affair, a bribery scandal, or something of that sort. He never expected that his big story would look more at home on the front page of the *National Enquirer* than the *Post*.

During his investigation into the Stargate program, Armin never shared his research with his editor, though he did confide that he was working on a very significant piece. In the aftermath of Armin's death, his editor tried to find out what it was he had been doing, but there was no trace at the reporter's apartment. Armin's computer was mysteriously wiped clean, and the apartment had been thoroughly searched. The police acknowledged that there was evidence of foul play, and investigated the death as a potential homicide, but they never located the car that struck him. Without some evidence to indicate what his last story had been about, there was no way to assign motive to a potential suspect, and eventually the case was filed away unsolved (*more information can be found on page 34*).

ARMIN SELIG

Specialty: Modern Society (Near) Human

Rank: Investigative Journalist

Class: Pointman

Level: 9

Strength: 10 **Dexterity:** 10

Constitution: 10 **Intelligence:** 14

Wisdom: 16 **Charisma:** 14

Vitality: 58 **Wounds:** 10

Defense: 14 (+4 class)

Initiative Bonus: +4 (+4 class)

Speed: 30

Fort: +4 **Ref:** +4 **Will:** +9

Special Qualities: Assistance (1/2 time), cross-class ability (cold read, backup), *generous*, lead 4/session, tactics 2/session (+2 bonus), versatility (Computers, Cryptography, Gather Information, Innuendo, Listen, Open Lock, Search, Spot, Surveillance).

Skills: Bluff +8, Bureaucracy +17, Computers +6, Cryptography +5, Diplomacy +9, Gather Information +17, Innuendo +9, Knowledge (US Government) +12, Listen +9, Open Lock +3, Profession (Journalism) +10, Search +7, Sense Motive +15, Spot +7, Surveillance +10.

Feats: Armor Group Proficiency (Light, Medium), Field Operative, Hard Core, Political Favors, Silver Tongue, Training, Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed +6 1d3 (subdual)

Gear: Pocket tape recorder, pad and pen, penlight, cell phone, laptop computer, good quality surveillance gear including shotgun microphone and video equipment.

NEW RULES

Cold Read: Starting at 2nd level, once per game session as a free action, the character may ask the GM three personal questions about an NPC he has just met, such as "What does the man in the suit do for a living?" or "What is the lady's favorite author?" The GM may refuse to answer by spending an action die for each question ignored. At 11th and 19th level, the character may ask three additional questions each game session. These new questions may be about the same NPC, or a new NPC the character has encountered.

Backup: Starting at 4th level, once per game session, the character may call upon an acquaintance who remembers him fondly. This friend is considered helpful when using the disposition system (*see the Stargate SG-1 core rulebook, page 420*). The friend shows up within 1d6 hours and helps out one time to the best of his ability, as long as doing so doesn't put him or his loved ones in danger. The friend has one specific skill or object (such as a boat or plane) at his disposal, chosen by the character. If the character is calling upon the friend for a skill, the skill is equal to this character's (i.e., Armin's) class level. If calling upon the friend for the use of an object, it cannot cost more than this character's (i.e., Armin's) class level in either resource points or gear picks, and must be returned to the friend after use. For every 4 levels after 4th, the character may use this ability an additional time per game session.

SHA'RE (SECRETS)

Abydonian Woman/Goa'uld Host

Sha're was born daughter of Kasuf, the Chieftain of the Abydonian people, ruler of the city of Nagada. Her mother died of a mysterious wasting sickness when she was a young woman. As girls did in her society, Sha're assumed her mother's mantle, keeping her father's home in order and tending to her younger brother, Skaara.

She fully expected that her father would select a husband for her. Most likely it would be a Chieftain in one of the Bedan tribes, in an effort to strengthen the bonds between Nagada and those who chose to live outside its borders. She did not look forward to leaving Nagada, where water could always be found. The stories she had heard about life in the desert made it sound unpleasant, but she had no say in the matter, and protesting it was simply not an option in her world.

When the strangers arrived, Sha're was immediately intrigued. She wondered if they were of the Bedan. As she gazed upon Daniel Jackson, she hoped they were. Kasuf informed her that they were not, but she was even more

excited to learn that they were agents of Ra. Certainly it was more important to curry favor with Ra than with the free tribes, so Kasuf gifted Jackson with his daughter. Sha're was awestruck.

As she soon learned though, Daniel was no friend to Ra. In spite of the awkward circumstances, he and Sha're were strongly attracted to each other, and eventually fell in love. After Ra was killed, Colonel O'Neill returned to Earth but Daniel remained on Abydos with his new bride. More than a year after O'Neill left, he returned through the Stargate. Skaara and a group of his friends were determined to assist the Tauri soldiers in guarding the Stargate. While Daniel was busy speaking with O'Neill and Kasuf, Sha're took it on herself to tend to the men at the Stargate, cooking meals and fetching water for them.

When the Stargate activated again, they were ready, but it didn't matter. The Jaffa of Apophis came through and killed most of the guards. Shortly thereafter, Apophis himself appeared. Sha're tried to escape, but she was captured and brought before the Serpent God. The Goa'uld decided to spare them, to act as hosts. Sha're did not understand what was to become of her, but she was terrified of being taken from her home, from her father, and from Daniel.



Within a day she was host to the Goa'uld Amaunet, and the long nightmare began. Trapped inside her own body, she could only watch the evil that Amaunet perpetrated with her hands. Worst of all was making love to Apophis, as he attempted to father the forbidden Harsesis child. Once she was pregnant, she was returned to Abydos by starship and left at Nagada. The symbiote within her fell silent, and she was once again in control of her own form. She hoped it was gone forever.

Her father was overjoyed to see her. She knew he could not understand what had happened to her – she did not entirely understand it herself – so she kept quiet. As the months passed and her belly grew, she came to realize that Amaunet was not gone, but only sleeping. In her sleep her dreams revealed Amaunet's plans, and sometimes the Goa'uld's desires wafted through her mind unbidden.

Sha're welcomed this temporary freedom, but feared the day the child would be born, and her body would once again be stolen from her. She hoped Daniel would be able to save her, but she was terrified that he would reject her. She had been taken by his enemy, forced to carry the child of another man, and felt unworthy of his love. Fortunately, Daniel Jackson didn't see it that way. When he returned to Abydos, he reassured her that he loved her with all his heart. Though Amaunet did return, and Sha're is now once again separated from Daniel, her love for him keeps her sane in the darkness of her own mind. Someday, she is sure, they will be together again.

SHA'RE

Specialty: Abydonian (Primitive Society Near-Human)

Rank: n/a

Class: Native Off Worlder

Level: 2

Strength:	12	Dexterity:	10
Constitution:	14	Intelligence:	14
Wisdom:	15	Charisma:	15
Vitality:	9	Wounds:	10

Defense: 12 (+1 class, +1 Dex)

Initiative Bonus: +2 (+1 class, +1 Dex)

Speed: 30

Fort: +4

Ref: +3

Will: +4

Special Qualities: +1 species bonus with Handle Animal and Survival checks, primitive.

Skills: Climb +0*, Craft (Pottery) +3, First Aid +3, Handle Animal +3, Profession (Homemaker) +6, Search +2, Spot +4, Survival +5.

Feats: Armor Group Proficiency (Light), Desert Training, Ordinary Past, The Look, Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed +0 1d3-1 (subdual)

Gear: None.

* Sha're has 1 or more ranks with this skill, but ability penalties and other effects reduce the total skill bonus to +0. She is considered to be trained with this skill.

SHYLA (NEED)

Terellan Princess

Sole daughter of Pyrus the Godslayer, Shyla inherited dominion over the planet of Terella upon her father's death. Unlike her father, however, she need not maintain the worship of her subjects, only their respect. She works with Stargate Command to improve the conditions in her naquadah mines. In return, the SGC receives a percentage of the naquadah recovered from the mines. Despite her alliance with the SGC, Princess Shyla continues to send naquadah through the Stargate as tribute to the gods. It remains unknown whether the ore is collected by the forces of the System Lords, or if it is simply collecting dust, but Shyla believes in playing it safe. She would not be such a just ruler if she believed otherwise.



PRINCESS SHYLA

Specialty Terellan (Primitive Society Near-Human)

Rank: N/A

Class: Pointman

Level: 3

Strength: 11 **Dexterity:** 15

Constitution: 14 **Intelligence:** 12

Wisdom: 11 **Charisma:** 17

Vitality: 27 **Wounds:** 14

Defense: 13 (+1 class, +2 Dex)

Initiative Bonus: +3 (+1 class, +2 Dex)

Speed: 30

Fort: +6

Ref: +4

Will: +3

Special Qualities: Assistance (1/2), *generous*, godless, lead (1/session), technological naiveté, versatility (Hide, Intimidate, Move Silently, Survival).

Skills: Bluff +11, Bureaucracy +6, Diplomacy +8, Hide +7, Intimidate +5/+8, Knowledge (Goa'uld Technology) +8, Move Silently +7, Sense Motive +8, Survival +3.

Feats: Armor Group Proficiency (Light, Medium), Forest Training, Great Fortitude, Persuasive, Weapon Group Proficiency (Hurled, Melee).

Attacks

Knife +2/+4 1d4 (normal, error 1, threat 20, range 5 ft./25 ft.)

Staff weapon +2 6d6 (normal, error 1-2, threat 18-20, range 30 ft., qualities and mods AP,AK, TD)

Gear: Royal vestments, staff weapon.

SILER, SERGEANT SYLVESTER (MESSAGE IN A BOTTLE)

Technician, SGC

Chief Master Sergeant Sylvester "Sly" Siler first earned the notice of the brass during the Persian Gulf War, when the vehicles under his care were far less prone to the mechanical failures endemic during the desert operation. His colleagues concluded that Siler had the "magic touch" in keeping a tank or truck's guts free of desert sand and protected against the heat. For his part, Siler is simply a dedicated professional who goes the extra mile to nail down every last little detail. This dedication shows in his current assignment: keeping the Stargate program operational at the most basic level.

Indeed, Siler is ultimately responsible for every aspect of Stargate Command's technical operations, from the fuse box all the way up to the Stargate itself. He was requested for the assignment by General Hammond himself, who had scoured the Air Force for the most dedicated technician he could find. Siler's perfectionism is put to the test every day at Cheyenne Mountain. It is remarkable that considering the amount of alien technology in use on base, the facility has suffered no more technical malfunctions than most military bases – though admittedly, these malfunctions are frequently catastrophic in nature.



Despite his technical skill, Siler is affectionately considered a bit of a klutz in the halls of Stargate Command – maybe even cursed. While his ability to keep the bells and whistles running up to spec is second to none, he is not quite so adept at keeping himself out of harm's way. It's a rare day when he isn't sporting some sort of bump or bruise accrued in the day's work, and his list of "incidental injuries" is epic in scope. On the rare occasions Siler is injury-free, SGC personnel frequently run a betting pool on how long before his next visit to the infirmary (behind his back, of course).

Though Siler enjoys fishing in his free time, he's thus far avoided accompanying Colonel O'Neill to the Colonel's cabin. Unlike the Colonel – a “purist” – Siler prefers to actually *catch* fish.

SYLVESTER SILER

Specialty: Air Force Technician

Rank: Chief Master Sergeant

Class: Scientist

Level: 11

Strength:	12	Dexterity:	8
Constitution:	17	Intelligence:	18
Wisdom:	13	Charisma:	12
Vitality:	91	Wounds:	17

Defense: 18 (+9 class, -1 Dex)

Initiative Bonus: +3 (+4 class, -1 Dex)

Speed: 30 ft.

Fort: +6 **Ref:** +2 **Will:** +8

Special Qualities: Brilliant +2, improvise +6, know it all 1/mission, learned, PhD (Electronics, Mechanics), *professor*, research (inspiration 1/session).

Skills: Concentration +16, Craft (Welding) +14, Demolitions +7, Diplomacy +8, Driver +7, Electronics +25, First Aid +10, Hobby (Fishing) +9, Knowledge (Alien Technology) +17, Knowledge (Stargate) +17, Listen +6, Mechanics +24, Profession (Military) +6, Search +7, Sense Motive +6, Spot +6, Survival +6.

Feats: Advanced Skill Mastery (Grease Monkey), Armor Group Proficiency (Light), Bandage, By the Book, Grease Monkey, Mother Hen, Scholarly, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed +6 1d3+1 subdual

Gear: Mechanic bundle, repair bundle, technician bundle.

SIMMONS, LIEUTENANT GRAHAM (MESSAGE IN A BOTTLE)

Officer, SGC

One of the more recent recruits to the SGC, Lt. Graham Simmons was personally selected by Dr. Fraiser when she finally received permission from Gen. Hammond to expand the SGC's on-site scientific faculties. Unlike many serving SGC personnel, Simmons came to Cheyenne Mountain straight from training. A post-graduate student of chemistry at MIT, he had supplemented his scholarship with ROTC training. Simmons was shocked when the Air Force reactivated his commission upon graduation. He had hoped to continue his post-graduate research into Rare Earth Element crystallization. The thought of the Air Force dragging him off to some isolated hush-hush military project filled him with dismay – until he got to the SGC. Playing with cutting edge research and investigating the latest findings from the SG teams is by far the best thing that ever happened to him and he wouldn't want it any other way.

Even better, he has the privilege of working with Capt. Carter. Since his assignment to the SGC, Lt. Simmons has developed quite a crush on the brilliant (and lovely) scientist. He has avidly read every one of her reports and papers and understands them better than most. Despite this bad case of heroine worship, he performs his duties very well. He is very aware how much older most of the staff is and this makes him more than a little self-conscious at times.

During the Orb incident, he was badly infected by the virus-borne “We Who Remain.” He survived despite his allergy to antibiotics, displaying a surprising resilience. After his near-fatal experience, he has become a more thoughtful and cautious officer but he is still eager to examine the latest marvels brought back through the Stargate. It is likely that more junior SGC teams will find themselves working with Lt. Simmons on a regular basis.

GRAHAM SIMMONS

Specialty: Air Force Officer

Rank: Lieutenant (O-1)

Class: Scientist

Level: 3

Strength:	10	Dexterity:	13
Constitution:	14	Intelligence:	15
Wisdom:	13	Charisma:	11
Vitality:	26	Wounds:	14

Defense: 14 (+3 class, +1 Dex)

Initiative Bonus: +2 (+1 class, +1 Dex)

Speed: 30

Fort: +5 **Ref:** +2 **Will:** +4

Special Qualities: Improvise+2, learned, PhD (Knowledge (Chemistry)), *professor*.

Skills: Bureaucracy +4, Computers +8, Concentration +6, Electronics +9, Knowledge (Chemistry) +16, Knowledge (Metallurgy) +10, Languages +5, Listen +3, Mechanics +8, Pilot +4, Profession (Military) +4, Search +8, Surveillance +3, Spot +7.

Feats: Armor Group Proficiency (Light), Fortunate, Grease Monkey, Great Fortitude, Scholarly, Weapon Group Proficiency (Handgun, Melee).

Attacks

Unarmed +1 1d3 (subdual)

Gear: None.

SONNESGART, TECHNICAL CAPTAIN BIRGIT (BANE)

Svorin Commander, Astrimar Space Station

T.Capt. Sonnesgart is the Commander of the *Astrimar* Space Station, holding the lives of over one hundred astronauts and scientists in her hands. Her rank (roughly equivalent to an Earth Colonel) distinguishes her as a science-trained officer, rather than a field soldier, and is the highest non-flag rank in the service. She was born into a staunchly Gard Church family, but had little interest in religion growing up. Instead she concentrated on science, and joined the Aerospace Corps as soon as she was of age.

Through diligent work, she rose through the Technical ranks, earned her flight qualifications, and flew experimental prototype space vehicles.

At the age of 45 she was assigned to the *Astrimar* Station as its commanding officer, and had filled that role for two years at the time of the disaster on Svoriin. For the last year she and her crew have watched from above as their world died. There was nothing they could do.

Sonnesgart is a stoic officer, utterly dedicated to her crew and determined not to give up until every possibility has been exhausted. The station has sufficient escape vehicles to evacuate the crew to the surface, but in spite of their dire circumstances, she has resisted abandoning *Astrimar*, because of course they could not return to the station under present conditions. She will be skeptical of any wild stories regarding travelers from other worlds at first, but if a scientist of sufficient knowledge could convince her of his credentials, she might be willing to listen.

BIRGIT SONNESGART

Specialty: Astronaut/Cosmonaut

Rank: Technical Captain (O-6)

Class: Scientist/Officer

Level: 6/6

Strength: 10 **Dexterity:** 14

Constitution: 12 **Intelligence:** 15

Wisdom: 12 **Charisma:** 16

Vitality: 81 **Wounds:** 12

Defense: 19 (+7 class, +2 Dex)

Initiative Bonus: +13 (+7 class, +2 Dex, +4 feat)

Speed: 30

Fort: +11

Ref: +9

Will: +13

Special Qualities: Blood of heroes +8, brilliant +1, *encouragement*, field logistics, gallantry, improvise +3, lead the charge (damage), learned, macro-specialty class skill (Bluff, Gather Information, Intimidate, Sleight of Hand, Tumble), PhD (Knowledge (Astronomy)), *professor*, tactics 3/session (+3 bonus).

Skills: Balance +8, Bluff +9, Bureaucracy +14, Computers +9, Concentration +5, Cryptography +4, Diplomacy +19, Electronics +14, Gather Information +12, Intimidate +13/+16, Knowledge (Astrophysics) +19, Listen +5, Mechanics +5, Pilot +16, Profession (Military) +16, Sense Motive +14, Sleight of Hand +3, Spot +7, Tumble +5.

Feats: Armor Group Proficiency (Light), Astronaut Wings, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Scholarly, Surge of Speed, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks

Unarmed +7 1d3 (subdual)
Stun Pistol +9 3d6 (subdual, error 1, threat 20, range 30 ft., ZTD)

Gear: Stun pistol. The Svoriin stun pistol functions identically to a Zat gun, with the following differences: it fires a narrow blue beam, it cannot kill, and it cannot disintegrate matter.

"STEVE" (ONE FALSE STEP)

Pod Person

This resident of PJ2-445 – called "Steve" by members of SG-1, but lacking a true name like all others of his kind – is the nominal leader of the pod person village nearest the Stargate. Due to his extensive interaction with SG-1, he has also become the de facto "greeter" for the pod people; the moodshrooms alert the pod people to a gate's activation, and Steve goes running to greet the new arrivals. He has yet to be placed in jeopardy due to this new duty, but his trusting nature means that he's likely to be the first casualty if a hostile force arrives through the Stargate.



"STEVE"

Specialty Pod Person

Rank: N/A

Class: Pod Singer

Level: 10

Strength: 11 **Dexterity:** 16

Constitution: 11 **Intelligence:** 11

Wisdom: 17 **Charisma:** 13

Vitality: 26 **Wounds:** 11

Defense: 17 (+4 class, +3 Dex)

Initiative Bonus: +7 (+4 class, +3 Dex)

Speed: 30

Fort: +5

Ref: +10

Will: +8

Special Qualities: Damage reduction 5/- against natural cold and heat, lifesong (humanoids).

Skills: Concentration +13, Hide +8, Innuendo +16, Listen +16, Move Silently +16, Perform +14, Spot +8, Survival +8.

Feats: Charmer, Mobility, Quick Healer, Run, Sidestep.

Attacks

Unarmed +5 1d3 (subdual)

Gear: None.

TALIA (IN THE LINE OF DUTY)

Nasyan Woman

Talia the weaver was not the only widow among her kind after the Goa'uld attacked Nasya. No one else, however, received the nearly incomprehensible news that a lost loved one had somehow carried one of the strangers' powerful enemies hidden inside him. Daniel's lapse in tact was easy enough to forgive, knowing it was born of fear for his friend. But she could not forget his words, or keep them from conjuring nightmares of her kindhearted husband suddenly turning on her with glowing eyes.

For Daniel and countless others, she now knows, this nightmare is all too real. Those who remain of her kin, as well as their new friends the Gemmondians and even the powerful Earth people, could again be threatened by the Goa'uld at any time. Talia knows of nothing she can do to stop it, but she can honor the Nasyans' debt to the SGC in other ways. Always quiet and unassuming before the disaster, she is now emerging as a leader among her people. This started small, through the exchange of techniques and designs of her craft with her new neighbors, but soon others began seeking common ground as she did, and even asking her to informally mediate disputes. Everything is strange and new, but Talia is not alone. She hopes she is strong enough to carry the new responsibilities of her life.

Talia is an auburn-haired woman with rust-colored facial tattoos between her eyes and ears, signifying both her marriage and her profession.

TALIA

Specialty: Nasyan (Primitive Society Near-Human)

Rank: N/A

Class: Native Off-Worlder/Professional

Level: 1/1

Strength:	10	Dexterity:	14
Constitution:	13	Intelligence:	11
Wisdom:	12	Charisma:	12
Vitality:	12	Wounds:	13

Defense: 11 (+1 class)

Initiative Bonus: +1 (+1 class)

Speed: 30

Fort: +3 **Ref:** +5 **Will:** +3

Special Qualities: +1 species bonus to Climb and Handle Animal, long life, primitive, specialty (Profession (Weaver)), vulnerability (uv light).

Skills: Climb +2, Concentration +2, Craft (Leatherworking) +4, Diplomacy +2, Handle Animal +3, Hobby (Fishing) +2, Listen +3, Profession (Negotiator) +4, Profession (Weaver) +9, Search +1, Spot +3, Survival +3, Swim +2.

Feats: Armor Group Proficiency (Light), Forest Training, Ordinary Past, Talented (Profession (Weaver)), Weapon Group Proficiency (Hurled, Melee).

Attacks

Unarmed +0 1d3 (subdual)

Gear: Air Force jumpsuit.

T'KYA (SPIRITS)

Spirit

Assistant to Xe'ls, T'kya has spent the last several centuries studying the Salish and is very proud of the fact. Many Salish would encounter her lounging in wolf-form on a rock or following them down a trail. Many more know stories of lost or trapped Salish hunters and fishers who owe their lives to her timely intervention – and she is cherished for it. While Xe'ls may be their guardian, they know that T'kya is their friend.

Somewhat more flexible and prone to mercy than her superior, it was she who spared Daniel Jackson and allowed him to plead the Tauri's case in exchange for Xe'ls life. Afterwards, she could not allow Xe'ls to break her word when he ordered the destruction of the SGC complex upon his release.

Having spent much of the last few generations in wolf-shape, she is has gained more than a few of its mannerisms. Since the Spirits decided to reveal themselves to the Salish, she has spent more time among them in her true form but happily reverts to her lupine shape when dealing with those Salish who are uncomfortable with her "new" shape. Wise old wolf that she is, she sees that the humans of the Salish and the SGC have wisdom of their own, and is by far the most approachable of her kind.

T'KYA

Specialty Spirit

Rank: Second in Command, Alien Nature Preserve Patrol

Class: Pointman/Scout

Level: 3/5

Strength:	14	Dexterity:	14
Constitution:	16	Intelligence:	15
Wisdom:	15	Charisma:	14
Vitality:	72	Wounds:	16

Defense: 17 (+3 class, +2 Dex, +2 special)

Initiative Bonus: +11 (+5 class, +2 Dex, +4 feat)

Speed: 30

Fort: +12 **Ref:** +7 **Will:** +6

Special Qualities: Amphibious, assistance (1/2 time), bushmaster, electrical vulnerability, *generous*, lead (1/session), rough living +2, sneak attack +1d6, stalker, versatile (Cultures, Intimidate, Move Silently, Surveillance, Survival, Xeno-Culture, Xeno-Languages).

Skills: Balance +3, Bluff +4, Climb +4, Concentration +2, Cultures +5, Diplomacy +1, First Aid +2, Gather Information +4, Handle Animal +1, Hide +7, Intimidate +2/+2, Innuendo +2, Jump +4, Knowledge (Salish Mythology) +2, Language +2, Listen +3, Move Silently +7, Profession (Military) +4, Search +4, Sense Motive +4, Spot +2, Surveillance +1, Survival (Desert) +1, Survival (Forest) +5, Survival (Mountains) +4, Swim +5, Tumble +3, Xeno-Culture +4, Xeno-Languages +2.

Feats: Aquatic Training, Armor Group Proficiency (Light, Medium, Heavy), Clockwork Tactics, Forest Training, Improved Initiative, Mountain Training, Outdoorsman, Stealthy, Track, Weapon Group Proficiency (Melee, Hurlled, Handgun, Rifle).

Attacks

Unarmed +7 1d3+2 (subdual)
Ranged +7 Special (see page 152)

Gear: Spirit suit (see page 152).

TONANÉ (SPIRITS)

Salish Hunter

Open and friendly, Tonané embodies all that is best in his people. An accomplished hunter from the Green Water Heron clan, he has spent much of his youth traveling through the forests and mountains of his home. Once initiated into adulthood, he journeyed even farther – first to the villages and camps of neighboring clans, then to the lodges of those dwelling far away by the ocean. However far he traveled or strange the customs were, he was always welcome for his charm, candor and stories.



Even the spirits seemed to like him, particularly Xe'ls and T'kya, who often appeared when he least expected it. On several occasions, they have given him advice unlooked or asked him for small favors such as advising some strangers to stop angering them. For these reasons, the Respected Elders of his village have begun sending him as their envoy and emissary. When one of them steps down, it will be Tonané who celebrates the potlatch.

Tonané's friendly face and laughing black eyes have won him friends and allies wherever he travels. Charming and handsome (though some might call him naive), he has had more experience with the wide world than most might believe. Though the Spirits remain distrustful of the SGC, he considers them friends and would welcome them back to his home if they reappeared.

TONANÉ

Specialty: Salish (Primitive Society Near-Human)

Rank: N/A

Class: Scout

Level: 4

Strength: 12 **Dexterity:** 14

Constitution: 14 **Intelligence:** 10

Wisdom: 15 **Charisma:** 11

Vitality: 36 **Wounds:** 14

Defense: 16 (+2 class, +2 Dex, +2 natural armor)

Initiative Bonus: +5 (+3 class, +2 Dex)

Speed: 30

Fort: +6

Ref: +4

Will: +3

Special Qualities: Cultural weaponry, rough living +2, sneak attack +1d6 stalker, trailblazer.

Skills: Balance +5, Climb +5, Craft (Primitive Material) +3, First Aid +4, Gather Information +3, Innuendo +5, Jump +5, Listen +6, Search +2, Sport (Stickball) +4, Spot +7, Survival +13, Swim +4, Tumble +4.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Forest Training, Mountain Training, Outdoorsman, Track, Trinium Gear, Weapon Group Proficiency (Hurlled, Melee).

Attacks

Unarmed +4 1d3+1 (subdual)
Bow +5 1d6 (AD)
Blowgun +5 1d3 + sleeping poison

Gear: Trinium breastplate, short bow and arrows.

VISHNOOR (PRISONERS)

Hadante Prisoner (deceased)

Vishnoor was the biggest, nastiest, and most dangerous prisoner in Hadante prior to SG-1's arrival. Brutish and dim-witted, he ruled a faction of prisoners through brute force, killing any who got in his way. Vishnoor's preferred method of attack was a wrestling hold that squeezed and suffocated his victim. He was also quite skilled on other hand-to-hand fighting styles and his large frame gave him a decided advantage over most other prisoners.

Vishnoor was sentenced to Hadante years ago for murdering his brother in a fit of rage after a dispute over their inheritance (meager though it was). At the time of SG-1's arrival, he served Linea, protecting her when necessary from the other prisoners, making sure she ate first at mealtimes, and other sundry chores. During his incarceration, Linea was the only prisoner on Hadante that Vishnoor feared.

When SG-1 arrived and upset the balance on power on Hadante, Vishnoor planned to kill them all to reclaim his position, but when he attacked Daniel Jackson, Linea killed him instead, realizing that SG-1 offered her a potential means of escape from her life of imprisonment.

VISHNOOR

Specialty: Rillaanian (Primitive Society Near-Human)

Rank: N/A

Class: Feral Prisoner

Level: 8

Strength:	17	Dexterity:	13
Constitution:	16	Intelligence:	9
Wisdom:	9	Charisma:	12
Vitality:	63	Wounds:	16

Defense: 14 (+3 class, +1 Dex)

Initiative Bonus: +14 (+3 class, +1 Dex)

Speed: 30

Fort: +9 **Ref:** +5 **Will:** +3

Special Qualities: None.

Skills: Climb +7, Hide +5, Intimidate +11/+10, Jump +7, Move Silently +5, Survival +13.

Feats: Bludgeon, Forest Training, Holding Basics, Punching Basics, Weapon Group Proficiency (Hurled, Melee), Wolfpack Basics.

Attacks

Unarmed +9 1d3+3 (subdual)

Gear: Prisoner bundle.

WARREN, MAJOR JONATHAN (PRISONERS)

Second in Command, SG-3

Major Jonathan Warren is the second-in-command of SG-3, one of the SGC's two Marine Combat Units. He normally serves under Colonel Makepeace, but his superior had taken leave to attend to certain personal matters during the period covered by *Prisoners*. Major Warren served adeptly in his place until he returned.

A career Marine, Major Warren was curious when first approached about being assigned to an Air Force project, but once he learned the secret behind his assignment, his curiosity turned into fierce devotion. During his prior years as a Marine he had fought in defense of his country, but now Warren was being asked to help defend not only his nation, but his entire world from the unimaginable threat of the Goa'uld, a responsibility he has taken with a fervor.

More accustomed to combat duty than conversation, Warren prefers direct action when presented with a problem, a tendency that holds potential risk in a command like the SGC. The past several months serving under General Hammond have helped him learn to temper his action-focused approach by considering all the options available to him before deciding on a course of action during missions. He hopes that, when the time is right, he will be given command of an SG team of his own.

SG-3 (including Major Warren) have had their share of conflicts with the Goa'uld and are often General Hammond's first choice when assigning a combat unit to accompany exploration and/or science units.

JONATHAN WARREN

Specialty: Marine Officer

Rank: Major (O-4)

Class: Soldier

Level: 6

Strength:	14	Dexterity:	13
Constitution:	16	Intelligence:	12
Wisdom:	12	Charisma:	12
Vitality:	65	Wounds:	18

Defense: 13 (+2 class, +1 Dex)

Initiative Bonus: +12 (+5 class, +1 Dex, +2 specialty, +4 feat)

Speed: 30

Fort: +7 **Ref:** +4 **Will:** +7

Special Qualities: *Accurate*, armor use +1, damage reduction 1/-, weapon specialization (FN P90).

Skills: Balance +6, Climb +6, Concentration +3, Demolitions +6, Driver +6, First Aid +6, Intimidate +8/+7, Spot +8, Survival +7.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Career Operative, Coolness Under Fire, Extra Support, Far Shot, Hard Core, Improved Equilibrium, Improved Initiative, Weapon Group Proficiency (Handgun, Hurled, Melee, Rifle, Tactical).

Attacks

Unarmed	+8	1d3+2 (subdual)
FN P90	+7	1d10+3 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

Gear: SG team bundle, other bundles as needed (by mission).

WHITLOW, BERNIE (TOUCHSTONE)

Pentagon Bureaucrat

Buried in the bureaucracy of the Department of Defense's Byzantine budgeting office, Whitlow is a man who knows what's going on. The blackest of Black Ops still need funding, and the men running them know: you can lie to the public, you can lie to the politicians, but you had better make sure the paperwork is right if you want the cash to flow.

In the early 1990s, Whitlow became embroiled in a conflict that promised to become fatal. No combat zones were involved, but the danger was just as great. Due to an error on Whitlow's part, a very embarrassing (and illegal) covert operation was revealed to a Brigadier General named George Hammond. Although the principals in the operation were indicted, Hammond never revealed where he had obtained the information. He purposefully kept Whitlow's name out of the proceedings, but he made sure that Whitlow understood the price: a future favor.

When the Stargate Program ramped up in the late 90s, it was Whitlow who audited their budget requests and buried the funding allocations – billions of dollars worth –

in the deepest recesses of the military's Black Budget. There was only one other unit that demanded such deep concealment for their projects – the National Intelligence Department – and as the best man for this type of work, Whitlow got their paperwork as well.

He has been contacted numerous times by powerful representatives of the NID and threatened or bribed in an attempt to get him to make adjustments to his work, or reveal information on the NID's rivals (including the SGC). Fortunately, Whitlow knows far too much and is savvy about dispersing that knowledge. A network of caches hold information that could prove disastrous for some of the most powerful people in America's military, political, and corporate sectors. He makes sure they're safe... and that his contacts understand whereto send them should anything ever happen to him.

BERNIE WHITLOW

Specialty: Civilian Specialist

Rank: Grade 4

Class: Professional

Level: 8

Strength: 10 **Dexterity:** 10

Constitution: 10 **Intelligence:** 14

Wisdom: 14 **Charisma:** 14

Vitality: 21 **Wounds:** 10

Defense: 15 (+5 class)

Initiative Bonus: +6 (+6 class)

Speed: 30

Fort: +2

Ref: +6

Will: +6

Special Qualities: Specialty (Bureaucracy, Profession (Black Ops Bureaucrat, Government Accounting)).

Skills: Bureaucracy +13, Concentration +7, Craft (Secret Compartments) +13, Diplomacy +7, Drive +4, Gather Information +11, Hobby (Bridge) +12, Profession (Black Ops Bureaucrat) +13, Profession (Government Accounting) +15, Spot +7, Surveillance +7.

Feats: Advanced Skill Mastery (Ordinary Past), Armor Group Proficiency (Light), Ordinary Past, Weapon Group Proficiency (Melee, Handgun).

Attacks

Unarmed	+4	1d3 (subdual)
Glock 17	+4	1d10+1 (error 1, threat 20, range 25 ft., AA, CP)

Gear: Glock 17, cell phone, police radio scanner, laptop computer.

XE'LS (SPIRITS)

Spirit

More than any other of his kind, Xe'ls spent the most time with the humans on his planet. Originally charged with overseeing the Stargate and the Salish, he took over the position from the first "Xe'ls" who liberated the humans from the Goa'uld. Taking his job very seriously, he spends

his days between watching his charges, guarding the Stargate and making sure that his fellow Spirits do not spend too much time "helping" the Salish. If the Salish were to become dependent on the Spirits, then they might begin asking too many questions about their benefactors – and then resentment would grow.

Xe'ls is well suited to his job. He has the necessary hardness required in a leader but he truly cares for his primitive charges. Over the centuries he has come to appreciate the Salish for their own virtues, and the harmony and honesty in which they live. While masquerading as Captain Conner, he was disgusted at the duplicity of the Tauri – who intended to betray the Salish's hospitality with theft. However, after being swayed by Jack O'Neill's honesty, he is willing to give the Tauri a second chance. Despite this, he keeps a sharp eye on any visitors, more than willing to mete out punishment to any transgressors.

As a raven, Xe'ls is large for his kind. Despite his avian appearance, there is something about him that draws eyes to him. In his true form, he has an air of command and decision. While he may be quick to anger, he is equally quick to find amenable solutions.



XE'LS

Specialty: Spirit

Rank: Head of Alien Nature Preserve Patrol

Class: Pointman/Officer

Level: 7/3

Strength: 14 **Dexterity:** 13

Constitution: 12 **Intelligence:** 15

Wisdom: 15 **Charisma:** 13

Vitality: 69 **Wounds:** 12

Defense: 15 (+4 class, +1 Dex)

Initiative Bonus: +6 (+6 class, +1 Dex)

Speed: 30

Fort: +10

Ref: +7

Will: +10

Special Qualities: Assistance (1/2 time), cross-class ability (all over the world), electrical vulnerability, *encourage*, *generous*, lead (3/session), lead the charge, tactics 3/session (+2 bonus), versatility (Balance, Climb, Cultures, Gather Information, Hobby, Languages, Listen, Search).

Skills: Balance +5, Bluff +6, Bureaucracy +4, Climb +2, Computers +3, Cultures +2, Diplomacy +6, Hobby (Mineral Collecting) +3, First Aid +3, Gather Information +6, Innuendo +4, Intimidate +6/+6, Knowledge (Salish History) +5, Languages +3, Listen +4, Profession (Military) +6, Search +5, Sense Motive +6, Spot +2, Surveillance +2, Survival (Forest) +5, Survival (Mountains) +4, Swim +4, Xeno-Cultures +5, Xeno-Languages +3.

Feats: Alertness, Armor Group Proficiency (Light, Medium), Command Decision, Forest Training, Stealthy, Stone Cold, Weapon Group Proficiency (Melee, Handgun, Rifle), Xeno-Studies.

Attacks

Unarmed	+9	1d3+2 (subdual)
Ranged	+8	Special (see page 152)

Gear: Spirit suit (see page 152).

PREVIOUSLY PUBLISHED NPCs

The following NPCs have already been presented in earlier books from the *Stargate SG-1* line. Their stats are reprinted here for your convenience, along with page references to the volume in which they originally appeared.

Apophis (The Serpent's Lair)

(see Season One, page 84, or *System Lords*, page 23)

15th-level Pointman: Goa'uld Noble. CR 15. SZ M; w/vp 10/97; Init +8 (+6 class, +2 Dex); Spd 30 ft.; Def 18 (+6 class, +2 Dex); Atk: unarmed +10 (dmg 1d3-1 subdual), kinetic blast +14 (dmg 2d6 and 2d6 subdual); Face 1 square; Reach 1 square; SA None; SQ +4 threat range to Bluff & Innuendo checks, assistance (1/2), cross-class ability (bonus combat feat $\times 2$, damage reduction 1/-, uncanny dodge (Dex bonus)), dominated body, *generous*, immunity to disease, inherited memory, lead 7/session, long life, parasite, radiation resistance, serendipity 1/session, strategy 1/session, tactics 3/session (+2 bonus), versatility (Appraise, Computers, Concentration, Cultures, Disguise, Gather Information, Innuendo, Intimidate, Listen, Sense Motive, Spot); SV Fort +9, Ref +9, Will +9; Str 8, Dex 14, Con 10, Int 14, Wis 11, Cha 20; Skills: Appraise +6, Bluff +21, Bureaucracy +17, Concentration +9, Computers +6, Cultures +7, Diplomacy +21, Disguise +8, Gather Information +19, Innuendo +9, Intimidate +17/+23, Knowledge (Replicators) +6, Knowledge (System Lords) +16, Listen +10, Sense Motive +10, Spot +13, Xeno-Languages +10. Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium), Grand Skill Mastery (Persuasive), Great Fortitude, The Look, Naquadah Sense, Persuasive, Political Favors, Political Clout, Weapon Focus (Kara Kesh), Weapon Group Proficiency (Melee, Handgun, Rifle). Gear: Kara kesh, sarcophagus (aboard ha'tak).



BRA'TAC (The Serpent's Lair)

(see Season One, page 85)

LOW-LEVEL

5th-level Guardian/1st-level Prime: Jaffa Serpent Guard. CR 6. SZ M; w/vp 17/63; Init +4 (+3 class, +1 Dex); Spd 30 ft.; Def 15 (+4 class, +1 Dex); Atk: unarmed +8 (dmg 1d3+3 subdual), staff weapon +5 (dmg 6d6 normal, error 1-2, threat 18-20, range 30 ft., qualities and mods: AP, AK, TD); Face 1 square; Reach 1 square; SA None; SQ death squad +1, Enforcer (Basic), *prepared*, radiation resistance, soak 1/session, *unbreakable*; SV Fort +6, Ref +2, Will +7; Str 16, Dex 12, Con 15, Int 12, Wis 14, Cha 12; Skills: Balance +3, Bluff +3, Climb +4, Concentration +7, First Aid +4, Hide +3, Intimidation +16/+14, Jump +5, Knowledge (Goa'uld) +4, Move Silently +3, Pilot +5, Spot +6, Survival (Desert) +7. Feats: Armor Group Proficiency (Light, Medium, Heavy), Enforcer, Iron Will, Speed Trigger, Stone Cold, Symbiote (Long Life), Toughness, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical). Gear: Staff weapon, Jaffa armor (chain).

MID-LEVEL

5th-level Guardian/4th-level Prime/3rd-level Grunt: Jaffa Serpent Guard. CR 12. SZ M; w/vp 18/114; Init +7 (+6 class, +1 Dex); Spd 30 ft.; Def 17 (+6 class, +1 Dex); Atk: unarmed +14 (dmg 1d3+3 subdual), staff weapon +11 (dmg 6d6 normal, error 1-2, threat 18-20, range 30 ft., qualities and mods: AP, AK, TD); Face 1 square; Reach 1 square; SA None; SQ alpha-strike, death squad +1, Enforcer (Basic), overkill (+1d8, 1/session), *prepared*, radiation resistance, ring of death 1/session, second prime, soak 2/session, *unbreakable*, uncanny dodge (Dex bonus); SV Fort +13, Ref +5, Will +13; Str 16, Dex 12, Con 16, Int 12, Wis 15, Cha 12; Skills: Balance +5, Bluff +4, Climb +5, Concentration +10, First Aid +6, Hide +5, Intimidation +24/+22, Jump +8, Knowledge (Goa'uld) +5, Listen +6, Move Silently +3, Pilot +7, Profession (Jaffa Military) +4, Spot +7, Survival (Desert) +12. Feats: Armor Group Proficiency (Light, Medium, Heavy), Endurance, Enforcer, Iron Will, Martial Arts, Speed Trigger, Staff Basics, Stone Cold, Symbiote (Long Life), Toughness, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical). Gear: Staff weapon, Jaffa armor (chain).

HIGH-LEVEL

5th-level Guardian/6th-level Prime/5th-level Grunt:

Jaffa Serpent Guard. CR 16. SZ M; w/vp 19/159; Init +10 (+9 class, +1 Dex); Spd 30 ft.; Def 20 (+9 class, +1 Dex); Atk: unarmed +17 (dmg 1d3+3 subdual), staff weapon +14 (dmg 6d6 normal, error 1-2, threat 18-20, range 30 ft., qualities and mods: AP, AK, TD); Face 1 square; Reach 1 square; SA None; SQ alpha-strike, death squad +1, Enforcer (Basic), fire team, forced march, *prepared*, overkill (+1d8, 2/session), radiation resistance, ring of death 1/session, second prime, soak 2/session, true warrior, *unbreakable*, uncanny dodge (Dex bonus), voice of the masters; SV Fort +15, Ref +6, Will +15; Str 16, Dex 12, Con 17, Int 12, Wis 15, Cha 12; Skills: Balance +6, Bluff +4, Climb +6, Concentration +14, First Aid +9, Hide +6, Intimidation +35/+33, Jump +10, Knowledge (Goa'uld) +5, Listen +9, Move Silently +3, Pilot +8, Profession (Jaffa Military) +6, Spot +9, Survival (Desert) +15. Feats: Armor Group Proficiency (Light, Medium, Heavy), Endurance, Enforcer, Iron Will, Martial Arts, Speed Trigger, Staff Basics, Staff Mastery, Stone Cold, Symbiote (Long Life), Toughness, Weapon Focus (Staff Weapon), Weapon Group Proficiency (Handgun, Hurler, Melee, Rifle, Tactical). Gear: Staff weapon, Jaffa armor (chain).

CONNER, CAPTAIN MICHAEL (SPIRITS)

(see Season One, page 98)

Capt. Conner was originally assigned to SG-9 under Capt. Jonas Hanson. When his superior went mad and tried to pass himself off as a deity, Conner played a key role in bringing him down (see the Season One sourcebook, page 20, and the episode *The First Commandment*). The incident proved troubling to the young officer, but his subsequent record was exemplary and he was soon promoted to Captain; command of his own SG team followed. He has since served as the leader of SG-11, and despite a few missteps (such as the incident with the Salish, see page 41) has proven remarkably adept at the position. Regrets involving the incident with Capt. Hanson still plague him, however, and he has resolved never to let anything like it happen again.

The stats below reflect his status as of Season Two.

6th-level Pointman: Air Force Officer (Captain). CR 6.

SZ M; w/vp 14/47; Init +3 (+2 class, +1 Dex); Spd 30 ft.; Def 13 (+2 class, +1 Dex); Atk: unarmed +6 (dmg 1d3+2 subdual), H&K MP5A3 +4 (dmg 1d10+1 normal, error 1-2, threat 20, range 30 ft., qualities and mods: CP, CS, DP); Face 1 square; Reach 1 square; SA None; SQ assistance (1/4), cross-class ability (direction sense +2), *generous*, lead 2/session, tactics 1/session, versatility (Computers, Concentration, Demolitions, Hide, Languages, Listen, Move Silently, Spot, Survival); SV Fort +5, Ref +4, Will +6; Str 15, Dex 12, Con 14, Int 12, Wis 12, Cha 13; Skills: Bureaucracy +8, Computers +5, Concentration +6, Demolitions +5, Diplomacy +8, Hide +7, Languages +3, Listen +6, Move Silently +6, Pilot +6, Profession (Military) +5, Sense Motive +6, Spot +6, Survival (Mountain) +6. Feats: Armor Group Proficiency (Light, Medium), Fortunate, Political Favors, Stealthy, Weapon Group Proficiency (Handgun, Melee, Rifle). Gear: SG team bundle, other bundles as needed (by mission).

CASSANDRA (IN THE LINE OF DUTY)

(see Season One, page 98)

1st-level Explorer: Primitive Society Near-Human CR 1.

SZ M; w/vp 13/11; Init +2 (+1 class, +1 Dex); Spd 30 ft.; Def 12 (+1 class, +1 Dex); Atk: unarmed -1 (dmg 1d3-1 subdual); Face 1 square; Reach 1 square; SA None; SQ all over the world, direction sense +2, *obsessive*; SV Fort +2, Ref +3, Will +1; Str 8, Dex 12, Con 13, Int 12, Wis 11, Cha 13; Skills: Balance +4, Climb +1, Cultures +3, First Aid +3, Handle Animal +3, Hide +3, Jump +2, Languages +3, Listen +2, Move Silently +4, Search +3, Spot +3, Survival (Mountain) +4, Swim +1. Feats: Armor Group Proficiency (Light), Forest Training, Naquadah Sense, Weapon Group Proficiency (Hurler, Melee), World Traveler. Gear: None.

DREY'AUC (FAMILY)

(see Season One, page 99)

3rd-level Goa'uld Clergy: Jaffa Priest CR 3. SZ M; w/vp

12/16; Init +3 (+2 class, +1 Dex); Spd 30 ft.; Def 14 (+3 class, +1 Dex); Atk: unarmed +1 (dmg 1d3-1 subdual); Face 1 square; Reach 1 square; SA None; SQ radiation resistance; SV Fort +3, Ref +2, Will +2; Str 8, Dex 13, Con 12, Int 10, Wis 11, Cha 14; Skills: Bluff +4, Concentration +4, Craft (Sewing) +6, First Aid +2, Listen +2, Intimidate +0/+3, Knowledge (Goa'uld) +1, Listen +1, Mechanics +1, Profession (Farming) +3, Sense Motive +4, Spot +2, Survival (Forest) +2. Feats: Armor Group Proficiency (Light, Medium), Symbiote (Immunity to Disease, Long Life), Weapon Group Proficiency (Hurler, Melee). Gear: Robes.

GAIROWYN (THOR'S CHARIOT)

(see Season One, page 99)

Gairwyn lives in the village closest to the Stargate on Cimmeria, where she and her husband served as both warriors and leaders. Wise and knowledgeable in the history of her people and of the gods who protect them, Gairwyn is among the first called when visitors arrive through the portal (the Stargate). Though initially friendly and trusting to strangers, Gairwyn is a fierce enemy when necessary, willing to die in the defense of her world and her people. To those who earn her trust however, Gairwyn is a loyal and helpful friend, often going out of her way to help them.

When the Goa'uld arrived and began their attack on Cimmeria, Kendra tasked Gairwyn with sending the box given to her by SG-1 through the Stargate, while she and others fought Heru-ur's Jaffa. Though Gairwyn was able to send the box through the gate, it came at the cost of her husband's and his brothers' lives. Though things on her world had grown seemingly desperate with half her people dead and the other half hiding and fighting what seemed a hopeless battle, Gairwyn was heartened when she saw the MALP probe come through the Stargate, and near joyous when she saw that her friends from Earth had returned.

Since learning the truth about Thor and his people, Gairwyn has become a liaison between the Cimmerians and Hermod, the Asgard teacher who remains on Cimmeria. In this role Gairwyn speaks on behalf of the Asgard to her own people, and on behalf of her own people to Hermod (and

indirectly to the Asgard). This comes in addition to her duties as one of the village's leaders and a trainer of young warriors. Needless to say, she's been quite busy, but she always has time to help any of her friends from Earth should they need it. She knows how much her people owe them.

Note: Gairwyn's stats have been altered slightly from the *Season One* sourcebook.

"STRIKING AN OFFICER IS A QUICK WAY TO A COURT MARTIAL."

- COL. HARRY MAYBOURNE

3rd-level Native Off-Worlder: Primitive Society Near-Human. CR 3. SZ M; w/vp 12/16; Init +1 (+1 class); Spd 30 ft.; Def 11 (+1 class); Atk: unarmed +2 (dmg 1d3 subdual), short sword +2 (dmg 1d8 normal, error 1, threat 18-20, range -, qualities and mods: 1h); Face 1 square; Reach 1 square; SA None; SQ primitive; SV Fort +4, Ref +2, Will +3; Str 10, Dex 11, Con 12, Int 11, Wis 13, Cha 12; Skills: Climb +2, Craft (Hut Construction) +5, Diplomacy +3, Handle Animals +3, Listen +4, Profession (Village Mistress) +5, Search +3, Survival (Forest) +4. Feats: Armor Group Proficiency (Light), Forest Training, Ordinary Past, Weapon Group Proficiency (Melee, Hurling). Gear: Robes, short sword.

HATHOR (OUT OF MIND)

(see *Season One*, page 102, or *System Lords*, page 49)

15th-level Pointman/2nd-level Scientist: Goa'uld Queen. CR 17. SZ M; w/vp 14/138; Init +9 (+7 class, +2 Dex); Spd 30 ft.; Def 20 (+8 class, +2 Dex); Atk: unarmed +13 (dmg 1d3+1 subdual), kinetic blast +12 (dmg 2d6+2 and 2d6+2 subdual); Face 1 square; Reach 1 square; SA None; SQ +4 threat range to Bluff & Sense Motive (1/4), class abilities (accelerated healing, all around the world, damage reduction 1/-, sneak attack +1d6), dominated body, *generous*, immunity to disease, inherited memory, lead 7/session, learned, long life, parasite, radiation resistance, PhD (Knowledge (Biochemistry)), serendipity, strategy 1/session, tactics 3/session (+3 bonus), versatility (Cultures, Gather Information, Innuendo, Intimidate, Languages, Listen, Perform, Search, Spot, Xeno-Cultures, Xeno-Languages); SV Fort +9, Ref +9, Will +14; Str 12, Dex 15, Con 14, Int 16, Wis 15, Cha 20; Skills: Appraise +5, Bluff +17, Bureaucracy +8, Computers +5, Concentration +6, Cultures +16, Diplomacy +28, Electronics +4, First Aid +10, Gather Information +17, Innuendo +19, Intimidate +17/+21, Knowledge (Biochemistry) +17, Knowledge (Pheromones) +19, Languages +11, Listen +9, Perform (Dancing) +17, Search +8, Sense Motive +18, Spot +9, Xeno-Cultures +18, Xeno-Languages +14. Feats: Advanced Skill Mastery (Persuasive), Armor Group Proficiency (Light, Medium), Grand Skill Mastery (Persuasive), Great Fortitude, The Look, Naquadah Sense, Persuasive, Political Favors, Political Clout, Weapon Focus (Kara Kesh), Weapon Group Proficiency (Melee, Handgun, Rifle). Gear: Kara kesh, nish'ta.

HERU-UR (THOR'S CHARIOT)

(see *System Lords*, page 58)

12th-level Pointman/5th-level Conqueror: Goa'uld Warmaster. CR 17. SZ M; w/vp 16/157; Init +12 (+9 class, +3 Dex); Spd 30 ft.; Def 21 (+8 class, +3 Dex); Atk: unarmed +17 (dmg 1d3+3 subdual), kinetic blast +18 (dmg 2d6+4 and 2d6+4 subdual); Face 1 square; Reach 1 square; SA None; SQ assistance (1/4 time), conqueror's stratagem, cross-class abilities (accelerated healing, bonus combat feat x1, Enforcer (Basic)), dominated body, *generous*, immunity to disease, lead 5/session, long life, order of battle 2/session, parasite, radiation resistance, rigid discipline, serendipity 1/session, spoils of war, tactics 3/session (+2 bonus), training regimen, vast might, versatility (Concentration, Demolitions, Gather Information, Hide, Intimidate, Listen, Pilot, Search, Spot, Xeno-Cultures); SV Fort +13, Ref +10, Will +14; Str 17, Dex 16, Con 16, Int 14, Wis 17, Cha 15; Skills: Bluff +18, Bureaucracy +14, Concentration +17, Demolitions +9, Diplomacy +14, Gather Information +12, Hide +13, Intimidate +25/+24, Knowledge (Tactics) +22, Listen +13, Pilot +12, Search +10, Sense Motive +18, Spot +17, Xeno-Cultures +8. Feats: Armor Proficiency (Light, Medium, Heavy), Command Decision, Enforcer, Naquadah Sense, Personal Lieutenant, Point-Blank Shot, Precise Shot, Rapid Healing, Stone Cold, Surge of Speed, Weapon Focus (kara kesh), Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle). Gear: Kara kesh, regal clothing.

KLOREL (THE SERPENT'S LAIR)

(see *Season One*, page 106)

5th-level Wheelman/3rd-level Ace: Goa'uld Warmaster. CR 8. SZ M; w/vp 15/77; Init +7 (+5 class, +2 Dex); Spd 30 ft.; Def 16 (+4 class, +2 Dex); Atk: unarmed +9 (dmg 1d3+3 subdual), kinetic blast +10 (dmg 2d6+2 and 2d6+2 subdual); Face 1 square; Reach 1 square; SA None; SQ +2 to damage, battle born, custom ride (6 GPs), daredevil, dominated body, familiarity +1, fancy flying (hardness), immunity to disease, inherited memory, kick start 1/session, long life, lucky, parasite, radiation resistance, taking wing (Aviator, Advanced); SV Fort +4, Ref +11, Will +4; Str 13, Dex 14, Con 15, Int 13, Wis 13, Cha 11; Skills: Balance +6, Boating +5, Demolitions +4, Disguise +2, Driver +8, Electronics +3, Handle Animal +4, Intimidate +7/+6, Jump +3, Knowledge (Aircraft) +6, Mechanics +8, Pilot +16, Profession (Fighter Pilot) +8, Spot +15, Surveillance +3, Survival (Desert) +7. Feats: Advanced Skill Mastery (Aviator), Armor Group Proficiency (Light, Medium), Aviator, Combat Instincts, Firm Hand, Lightning Reflexes, Naquadah Sense, Offensive Driving, Oversteer, Surge of Speed, Weapon Group Proficiency (Melee, Handgun, Rifle, Tactical), Wind Rider. Gear: Kara kesh, regal clothing.

MAKEPEACE, COLONEL ROBERT (THE TOK'RA)

(see *Season One*, page 89)

LOW-LEVEL

3rd-level Soldier: Marine Officer (Lt. Colonel). CR 3. SZ M; w/vp 15/35; Init +5 (+3 class, +1 Dex, +1 specialty); Spd 30 ft.; Def 12 (+1 class, +1 Dex); Atk: unarmed +5 (dmg 1d3+2 sub-

dual), H&K MP5A3 +3 (dmg 1d10+1 normal, error 1-2, threat 20, range 30 ft., qualities and mods: CP, CS, DP); Face 1 square; Reach 1 square; SA None; SQ *accurate*, damage reduction 1/-; SV Fort +4, Ref +2, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 12; Skills: Climb +4, Demolitions +6, Intimidate +6/+5, Jump +4, Profession (Military) +2, Spot +3, Survival (Desert) +2, Tumble +2. Feats: Armor Group Proficiency (Light, Medium, Heavy), Explosives Basics, Perfect Stance, Point Blank Shot, Precise Shot, Promotion, Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical). Gear: SG team bundle, other bundles as needed (by mission).

MID-LEVEL

7th-level Soldier: Marine Officer (Colonel). CR 7. SZ M; w/vp 17/67; Init +9 (+6 class, +1 Dex, +2 specialty); Spd 30 ft.; Def 14 (+3 class, +1 Dex); Atk: unarmed +9 (dmg 1d3+2 subdual), H&K MP5A3 +7 (dmg 1d10+1 normal, error 1-2, threat 20, range 30 ft., qualities and mods: CP, CS, DP); Face 1 square; Reach 1 square; SA None; SQ *accurate*, armor use +1, damage reduction 1/-, weapon specialization (grenades); SV Fort +6, Ref +3, Will +5; Str 15, Dex 13, Con 15, Int 10, Wis 10, Cha 12; Skills:

Balance +5, Bureaucracy +1, Climb +5, Demolitions +7, Intimidate +7/+6, Jump +4, Profession (Military) +3, Spot +5, Survival (Desert) +6, Tumble +2. Feats: Armor Group Proficiency (Light, Medium, Heavy), Coolness Under Fire, Double Tap, Explosives Basics, Lay Down Fire, Perfect Stance, Point Blank Shot, Precise Shot, Promotion, Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical). Gear: SG team bundle, other bundles as needed (by mission).

HIGH-LEVEL

12th-level Soldier: Marine Officer (Colonel). CR 12. SZ M; w/vp 20/123; Init +16 (+10 class, +2 Dex, +4 specialty); Spd 30 ft.; Def 17 (+5 class, +2 Dex); Atk: unarmed +14 (dmg 1d3+2 subdual), H&K MP5A3 +13 (dmg 1d10+1 normal, error 1-2, threat 20, range 30 ft., qualities and mods: CP, CS, DP); Face 1 square; Reach 1 square; SA None; SQ *accurate*, armor use +2, damage reduction 2/-, portable cover (1/2 cover), weapon specialization (grenades, pistols, SMGs); SV Fort +10, Ref +9, Will +9; Str 15, Dex 14, Con 16, Int 10, Wis 10, Cha 12; Skills: Balance +6, Bureaucracy +3, Climb +6, Concentration +5, Demolitions +9, Intimidate +9/+8, Jump +6, Profession (Military) +5, Spot +7, Survival (Desert) +7, Tumble +5. Feats: Armor Group Proficiency (Light, Medium, Heavy), Blind-Fight, Career Operative, Coolness Under Fire, Double Tap, Explosives Basics, Lay Down Fire, Lightning Reflexes, Perfect Stance, Point Blank Shot, Promotion, Speed Trigger, Weapon Focus (FN P90), Weapon Group Proficiency (Handgun, Hurling, Melee, Rifle, Tactical). Gear: SG team bundle, other bundles as needed (by mission).

MAYBOURNE, COLONEL HARRY (BANE)

(see Season One, page 91)

LOW-LEVEL

5th-level Pointman: NID Officer (Colonel). CR 5. SZ M; w/vp 12/46; Init +2 (+2 class); Spd 30 ft.; Def 14 (+2 class, +2 specialty); Atk: unarmed +3 (dmg 1d3 subdual); Face 1 square; Reach 1 square; SA None; SQ assistance (1/2), *generous*, lead, 2/session, tactics 1/session, versatility (Computers, Cryptography, Electronics, Forgery, Gather Information, Hide, Listen, Search, Surveillance); SV Fort +4, Ref +3, Will +6; Str 10, Dex 11, Con 12, Int 13, Wis 13, Cha 13; Skills: Bluff +5, Bureaucracy +6, Computers +5, Cryptography +4, Diplomacy +4, Electronics +4, First Aid +3, Forgery +3, Gather Information +8, Hide +2, Listen +3, Move Silently +1, Profession (Spycraft) +3, Search +5, Sense Motive +3, Surveillance +8, Survival (Urban) +2. Feats: Armor Group Proficiency (Light, Medium), Flawless Identity, Political Favors, Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle). Gear: None.

"I'M NOT GONNA HIT YOU, MAYBOURNE. I'M GONNA SHOOT YOU." - COL. JACK O'NEILL

MID-LEVEL

6th-level Pointman/4th-level Field Analyst: NID Officer (Colonel). CR 10. SZ M; w/vp 12/84; Init +4 (+4 class); Spd 30 ft.; Def 18 (+5 class, +3 specialty); Atk: unarmed +7 (dmg 1d3 subdual); Face 1 square; Reach 1 square; SA None; SQ assistance (1/2), cross-class ability (bonus combat feat), evidence analyst (Analyst, Advanced), *eye for detail*, favor for a favor 1/session, *generous*, lead 2/session, leap of logic 1/session, shutterbug, tactics 1/session, versatility (Computers, Cryptography, Electronics, Forgery, Gather Information, Hide, Listen, Search, Surveillance, 1 skill); SV Fort +5, Ref +7, Will +7; Str 10, Dex 11, Con 12, Int 13, Wis 13, Cha 14; Skills: Bluff +8, Bureaucracy +10, Computers +10, Cryptography +5, Cultures +3, Diplomacy +7, Driver +2, Electronics +4, First Aid +3, Forgery +3, Gather Information +14, Hide +2, Knowledge (Stargate Program) +5, Languages +3, Listen +6, Move Silently +1, Profession (Spycraft) +5, Search +12, Sense Motive +4, Spot +5, Surveillance +12, Survival (Urban) +3. Feats: Advanced Skill Mastery (Analyst), Alertness, Analyst, Armor Group Proficiency (Light, Medium), Flawless Identity, Mark, Point Blank Shot, Political Favors, Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle). Gear: Surveyor bundle.

HIGH-LEVEL

9th-level Pointman/6th-level Field Analyst: NID Officer (Colonel). CR 15. SZ M; w/vp 12/124; Init +6 (+6 class); Spd 30 ft.; Def 23 (+9 class, +4 specialty); Atk: unarmed +10 (dmg 1d3 subdual); Face 1 square; Reach 1 square; SA None; SQ assistance (1/2), cross-class ability (bonus combat feat, research (Advanced Skill Mastery (Alertness))), evidence

analyst (Analyst, Advanced, Grand), *eye for detail*, favor for a favor 1/session, *generous*, lead 4/session, leap of logic 1/session, shutterbug, tactics 2/session (+2 bonus), versatility (Computers, Cryptography, Electronics, Forgery, Gather Information, Hide, Listen, Search, Surveillance, Survival (Urban), 1 skill); SV Fort +7, Ref +9, Will +9; Str 10, Dex 11, Con 12, Int 14, Wis 13, Cha 14; Skills: Bluff +11, Bureaucracy +12, Computers +16, Cryptography +7, Cultures +6, Diplomacy +9, Driver +2, Electronics +6, First Aid +4, Forgery +4, Gather Information +17, Hide +5, Knowledge (Stargate Program) +10, Languages +6, Listen +10, Move Silently +1, Profession (Spycraft) +9, Search +15, Sense Motive +6, Spot +7, Surveillance +16, Survival (Urban) +6. Feats: Advanced Skill Mastery (Alertness, Analyst), Alertness, Analyst, Armor Group Proficiency (Light, Medium), Extra Supplies, Extra Support, Flawless Identity, Grand Skill Mastery (Analyst), Mark, Point Blank Shot, Political Favors, Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle), World Traveler. Gear: Surveyor bundle.

"RAULLY, DR. SARAH;" AKA MINGALA/THINA (OUT OF MIND)

(see *System Lords*, page 55)

LOW-LEVEL

5th-level Scientist: Tok'ra Undercover Agent. CR 5. SZ M; w/vp 10/24; Init +2 (+2 class); Spd 30 ft.; Def 14 (+4 class); Atk: unarmed +2 (dmg 1d3 subdual), kinetic blast +2 (dmg 2d6 and 2d6 subdual); Face 1 square; Reach 1 square; SA None; SQ improvise +3, immunity to disease, inherited memory, learned, long life, *professor*, PhD (Knowledge (Chemistry)), radiation resistance, research (Bluff/Gather Information), shared body, symbiotic blending; SV Fort +1, Ref +1, Will +5; Str 11, Dex 11, Con 10, Int 16, Wis 13, Cha 12; Skills: Bluff +11, Bureaucracy +5, Computers +10, Concentration +8, Cryptography +11, Diplomacy +9, Gather Information +10, Innuendo +8, Knowledge (Chemistry) +17, Search +7, Sense Motive +10, Spot +8, Surveillance +9. Feats: Armor Group Proficiency (Light, Medium), Field Operative, Flawless Identity, Mathematical Genius, Naquadah Sense, Scholarly, Traceless, Weapon Group Proficiency (Handgun, Melee). Gear: Kara kesh.

MID-LEVEL

8th-level Scientist/1st-level Field Analyst: Tok'ra Undercover Agent. CR 9. SZ M; w/vp 10/49; Init +3 (+3 class); Spd 30 ft.; Def 17 (+7 class); Atk: unarmed +4 (dmg 1d3 subdual), kinetic blast +4 (dmg 2d6 and 2d6 subdual); Face 1 square; Reach 1 square; SA None; SQ brilliant +1, evidence analysis (analyst), *eye for detail*, improvise +4, immunity to disease, inherited memory, learned, long life, *professor*, PhD (Chemistry), radiation resistance, research (Bluff/Bureaucracy/Gather Information/Innuendo), shared body, symbiotic blending; SV Fort +2, Ref +4, Will +7; Str 11, Dex 11, Con 10, Int 17, Wis 14, Cha 12; Skills: Bluff +16, Bureaucracy +9, Computers +13, Concentration +14, Cryptography +11, Diplomacy +10, Gather Information +15, Innuendo +10,

Knowledge (Chemistry) +17, Listen +5, Search +17, Sense Motive +14, Spot +14, Surveillance +18. Feats: Advanced Technology, Alertness, Analyst, Armor Group Proficiency (Light, Medium), Field Operative, Flawless Identity, Naquadah Sense, Scholarly, Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle). Gear: Kara kesh.

HIGH-LEVEL

12th-level Scientist/5th-level Field Analyst: Tok'ra Undercover Agent. CR 17. SZ M; w/vp 10/93; Init +7 (+7 class); Spd 30 ft.; Def 24 (+14 class); Atk: unarmed +9 (dmg 1d3 subdual), kinetic blast +9 (dmg 2d6 and 2d6 subdual); Face 1 square; Reach 1 square; SA None; SQ brilliant +3, evidence analysis (Analyst, Advanced, Grand), *eye for detail*, favor for a favor 1/session, improvise +6, immunity to disease, inherited memory, know it all 1/mission, leap of logic 1/session, learned, long life, *professor*, PhD (Knowledge (Chemistry, Genetics)), radiation resistance, research (Bluff/Bureaucracy/Gather Information/Innuendo), shared body, shutterbug, symbiotic blending; SV Fort +5, Ref +8, Will +11; Str 11, Dex 11, Con 10, Int 19, Wis 14, Cha 14; Skills: Bluff +22, Bureaucracy +17, Computers +24, Concentration +18, Cryptography +19, Diplomacy +17, Gather Information +25, Innuendo +16, Intimidate +9/+11, Knowledge (Chemistry) +33, Knowledge (Genetics) +32, Listen +5, Search +25, Sense Motive +17, Spot +16, Surveillance +20, Xenolanguages +10. Feats: : Advanced Skill Mastery (Analyst), Advanced Technology, Alertness, Armor Group Proficiency (Light, Medium), Field Operative, Flawless Identity, Grand Skill Mastery (Analyst, Persuasive), Naquadah Sense, Persuasive, Scholarly, Traceless, Weapon Group Proficiency (Handgun, Melee, Rifle). Gear: Kara kesh.

RYA'C (FAMILY)

(see *Season One*, page 117)

1st-level Guardian: Jaffa Kresh'taa CR 1. SZ M; w/vp 10/12; Init +1 (+0 class, +1 Dex); Spd 30 ft.; Def 12 (+1 class, +1 Dex); Atk: unarmed -1 (dmg 1d3-2 subdual); Face 1 square; Reach 1 square; SA None; SQ Enforcer (Basic), radiation resistance, *unbreakable*; SV Fort +2, Ref +1, Will +1; Str 7, Dex 12, Con 10, Int 10, Wis 10, Cha 10; Skills: Climb +1, Concentrate +3, Hide +2, Hobby (Scrounging) +1, Intimidate +1/+3, Listen +3, Move Silently +3, Profession (Jaffa Military) +1, Search +2, Spot +4. Feats: Alertness, Enforcer, Symbiote (Immunity to Disease). Gear: Robes.

SAMUELS, LT. COLONEL BERT (THE SERPENT'S LAIR)

(see *Season One*, page 117)

1st-level Soldier/3rd-level Pointman: Air Force Officer (Lt. Colonel) CR 4. SZ M; w/vp 11/24; Init +2 (+2 class); Spd 30 ft.; Def 11 (+1 class); Atk: unarmed +3 (dmg 1d3 subdual); Face 1 square; Reach 1 square; SA None; SQ assistance (1/2), *generous*, lead 1/session, versatility (Computers, Diplomacy, Forgery, Gather Information, Innuendo, Pilot, Spot); SV Fort +3, Ref +2, Will +5; Str 10, Dex 11, Con 11, Int 13, Wis 11, Cha 12; Skills: Balance +1, Bluff +6, Bureaucracy +12, Computers +3, Concentration +2, Demolitions +3, Diplomacy +5, Driver +3, First Aid +2, Forgery +3, Gather

Information +3, Innuendo +2, Intimidate +4/+5, Pilot +3, Profession (Office Administration) +3, Spot +3. Feats: Armor Group Proficiency (Light, Medium, Heavy), Persuasive, Point Blank Shot, Political Favors, Silver Tongue, Weapon Group Proficiency (Handgun, Hurlled, Melee, Rifle, Tactical).

SOKAR (SERPENT'S SONG)

(see *System Lords*, page 113)

13th-level Pointman/5th-level Tyrant: Goa'uld Noble. CR 18. SZ M; w/vp 15/117; Init +9 (+7 class, +2 Dex); Spd 30 ft.; Def 20 (+8 class, +2 Dex); Atk: kinetic blast +13 (dmg 2d6 and 2d6 subdual); Face 1 square; Reach 1 square; SA None; SQ +4 threat range to Bluff & Innuendo checks, absolute power..., assistance (1/2 time), ...corrupts absolutely, cross-class ability (accelerated healing, bonus combat feat $\times 1$, sneak attack +1d6), dominated body, *generous*, imminent domain, immunity to disease, inherited memory, lead 6/session, long life, parasite, radiation resistance, reign of fear, serendipity 1/session, tactics 3/session (+2 bonus), tyrant's offer, vast allure +2, versatility (Appraise, Concentration, Gather Information, Intimidate, Listen, Pilot, Search, Spot, Survival, Xeno-Cultures), 'War, by other means'; SV Fort +9, Ref +11, Will +15; Str 12, Dex 15, Con 15, Int 16, Wis 17, Cha 20; Skills: Appraise +15, Bluff +21, Bureaucracy +19, Concentration +17, Diplomacy +21, Gather Information +19, Intimidate +20/+24, Knowledge (System Lords) +19, Listen +14, Pilot +10, Search +17, Sense Motive +21, Spot +16, Surveillance +13, Survival +14, Xeno-Cultures +16. Feats: Advanced Skill Mastery (Persuasive), Armor Proficiency (Light, Medium), Glint of Madness, Kara Kesh Basics, Naquadah Sense, Persuasive, Political Clout, Political Favors, Rapid Healing, Stone Cold, Weapon Group Proficiency (Handgun, Hurlled, Melee, Rifle). Gear: Kara kesh, regal clothing.

TROFSKY; AKA "MAJOR GENERAL TROFSKY" (OUT OF MIND)

(see *System Lords*, page 53)

LOW-LEVEL

4th-level Soldier: Jaffa Horus Guard. CR 4. SZ M; w/vp 12/40; Init +6 (+2 class, +2 Dex, +2 species); Spd 30 ft.; Def 14 (+2 Dex, +2 Jaffa armor); Atk: unarmed +6 (dmg 1d3 subdual), staff weapon +4 (dmg 6d6 normal, error 1-2, threat 18-20, range 30 ft., qualities and mods: AP, AK, TD); Face 1 square; Reach 1 square; SA None; SQ *accurate*, armor use +1, damage reduction 1/-, radiation resistance; SV Fort +3, Ref +3, Will +5; Str 14, Dex 14, Con 12, Int 10, Wis 13, Cha 13; Skills: Balance +5, Concentration +5, Diplomacy +2, Intimidate +6/+5, Jump +5, Listen +2, Spot +4, Survival (Desert) +4, Xeno-Languages +2. Feats: Armor Group Proficiency (Light, Medium, Heavy), Blind-Fight, By the Book, Symbiote (Immunity to Disease, Long Life), Weapon Focus (Dagger), Weapon Group Proficiency (Hurlled, Melee, Handgun, Rifle, Tactical). Gear: Jaffa armor, staff weapon.

MID-LEVEL

6th-level Soldier/1st-level Prime: Jaffa Horus Guard. CR 7. SZ M; w/vp 12/60; Init +10 (+6 class, +2 Dex, +2 species); Spd 30 ft.; Def 14 (+2 Dex, +2 Jaffa armor); Atk: unarmed +8 (dmg 1d3+2 subdual), staff weapon +8 (dmg 6d6 normal, error 1-2, threat 18-20, range 30 ft., qualities and mods: AP, AK, TD); Face 1 square; Reach 1 square; SA None; SQ *accurate*, armor use +1, damage reduction 1/-, death squad +1, prepared, radiation resistance, weapon specialty (dagger); SV Fort +6, Ref +5, Will +7; Str 14, Dex 14, Con 12, Int 10, Wis 13, Cha 13; Skills: Balance +6, Concentration +6, Diplomacy +4, Intimidate +7/+8, Jump +6, Listen +6, Spot +6, Survival (Desert) +5, Xeno-Languages +2. Feats: Armor Group Proficiency (Light, Medium, Heavy), Blind-Fight, By the Book, Far Shot, Point Blank Shot, Symbiote (Immunity to Disease, Long Life), Weapon Focus (Dagger), Weapon Group Proficiency (Hurlled, Melee, Handgun, Rifle, Tactical). Gear: Jaffa armor, staff weapon.

HIGH-LEVEL

8th-level Soldier/3rd-level Prime: Jaffa Horus Guard. CR 11. SZ M; w/vp 12/90; Init +13 (+8 class, +2 Dex, +3 species); Spd 30 ft.; Def 15 (+2 Dex, +3 Jaffa armor); Atk: unarmed +12 (dmg 1d6+6 normal, threat 20), staff weapon +10 (dmg 6d6 normal, error 1-2, threat 18-20, range 30 ft., qualities and mods: AP, AK, TD); Face 1 square; Reach 1 square; SA None; SQ *accurate*, armor use +2, damage reduction 1/-, death squad +1, prepared, radiation resistance, ring of defense 1/session, Second Prime, soak 1/session, weapon specialty (dagger); SV Fort +8, Ref +6, Will +9; Str 15, Dex 14, Con 12, Int 10, Wis 13, Cha 13; Skills: Balance +8, Concentration +9, Diplomacy +7, Intimidate +11/+10, Jump +8, Listen +8, Spot +8, Survival (Desert) +7. Feats: Armor Group Proficiency (Light, Medium, Heavy), Blind Fight, By the Book, Extreme Range, Far Shot, Lay Down Fire, Point Blank Shot, Symbiote (Immunity to Disease, Long Life), Weapon Focus (Dagger), Weapon Group Proficiency (Hurlled, Melee, Handgun, Rifle, Tactical). Gear: Jaffa armor, staff weapon.

WARNER, DR. WILLIAM (LEGACY)

(see *Season One*, page 121)

3rd-level Scientist: Air Force Officer (Major). CR 3. SZ M; w/vp 14/24; Init +2 (+1 class, +1 Dex); Spd 30 ft.; Def 14 (+3 class, +1 Dex); Atk: unarmed +1 (dmg 1d3 subdual); Face 1 square; Reach 1 square; SA None; SQ *improvise* +2, *learned*, *professor*, Ph.D (Knowledge (Medicine)); SV Fort +3, Ref +2, Will +5; Str 11, Dex 12, Con 14, Int 17, Wis 13, Cha 12; Skills: Bureaucracy +5, Computers +9, Concentration +9, Cultures +6, Diplomacy +4, Driver +5, Electronics +8, First Aid +9, Knowledge (Goa'uld) +11, Knowledge (Medicine) +11, Languages +6, Mechanics +7, Pilot +3, Profession (doctor) +7, Profession (Military) +3, Search +6, Sense Motive +4. Feats: Armor Group Proficiency (Light), False Start (Knowledge (Medicine)), Fortunate, Scholarly, Weapon Proficiency (Melee, Handgun), World Traveler. Gear: SG medical bundle (off-world missions only).

CHAPTER THREE: NEW RULES

This chapter contains a variety of new character options, classes, rules updates, and the like. Where pertinent, episode references have been included to direct you to the specific mission log from which the rule stems.

NEW HUMAN SPECIALTIES

The following specialties are usually limited to Earth-native humans.

ASTRONAUT/COSMONAUT

(New Civilian Specialist Specialty)

At present, only two nations on Earth maintain full training facilities for space explorers: the United States, through NASA, and Russia, through the Russian Space Agency (RKA) and its companion Military Space Forces (VKS). Despite having a Space Command component, the US Air Force does not train its own astronauts – yet. The personnel demands of the SGC may change this in the coming years, however, as NASA's astronaut corps is largely unsuited to support SGC operations (the space shuttle *Endeavor*'s fortuitous rescue of SG-1 being the exception that proves the rule).

SPECIAL TALENTS

- +2 to any one ability, -2 to any ability. This penalty may be applied to the same ability that receives the bonus, if desired.
- +1 specialty bonus with Fortitude saves. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- +1 specialty bonus with two of the following skills, chosen at character creation: Electronics, Pilot, Knowledge (any one focus), or Spot. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Pay Grade: If the character is a pilot astronaut (e.g. selected Pilot to receive a specialty bonus), he is paid as an officer. If the character is a mission specialist (e.g. did not select Pilot to receive a specialty bonus), he is paid as a civilian specialist (*see the Stargate SG-1 core rulebook, page 284*).
- Bonus Feat: Astronaut Wings. All prerequisites for this feat are waived.

Special Note: At the GM's discretion, a near-human character from a modern or advanced society with an active space program may select this specialty in lieu of his default near-human specialty.

THE FOURTH ESTATE

(New Macro-Specialty)

The SGC's very existence falls under top secret classification, but security leaks do happen, and the program has occasionally come under the scrutiny of the news media. Media characters are more likely to appear as adversaries than as SG team members, but it is theoretically possible that such an individual might have sufficient qualifications in other areas to be brought on board as a civilian specialist.

SPECIAL TALENTS

- +2 to up to two mental abilities (Intelligence, Wisdom, or Charisma). For each mental ability that receives this bonus, one physical ability (Strength, Dexterity, or Constitution) receives a -2 penalty. The same ability may only receive one such bonus (i.e. no ability may receive a +4 bonus or a -4 penalty).
- Profession (Journalism) is always a class skill.
- +1 specialty bonus with Gather Information and Profession (Journalism) skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Pay Grade: The character is paid as a civilian specialist (see the *Stargate SG-1* core rulebook, page 284).

Special Note: The US military has a limited number of journalists within its own ranks, acting as both internal news media and liaisons with the civilian media. A character in such a position may select one of the specialties presented below, replacing the Fourth Estate's shared special talents with the shared special talents of his branch of service (Air Force, Army, Marine Corps, or Navy). In such an event, the character is paid as an officer rather than as a civilian specialist.

PHOTOJOURNALIST

Able to capture only finite slices of an event as it occurs, the photojournalist must possess catlike reflexes and impeccable timing to master his craft.

SPECIAL TALENTS

- +1 specialty bonus to initiative checks and Surveillance skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Camera Basics. All prerequisites for this feat – including minimum skill ranks – are waived.

PRINT REPORTER

The classic "pavement pounder" seen in books and movies, the print journalist is the consummate master of refined razor-sharp commentary and thought-provoking accounts of major world events. He wields perhaps the most power of any of his brethren, as his work allows for much more detailed and expanded analysis than do the fleeting sound bites of television and radio.

SPECIAL TALENTS

- +1 specialty bonus to the threat ranges of all Cultures and Gather Information checks (e.g. a threat range of 19-20 becomes 18-20). This bonus increases by an additional +1 at 5th level and every 5 levels thereafter.
- Bonus Feat: The Pen is Mightier. All prerequisites for this feat – including minimum ability scores – are waived.



RADIO REPORTER

See "television reporter," below.

TELEVISION REPORTER

Capturing the immediacy of the news as it happens, television reporters are the modern counterparts to the classic print journalist.

Note: this specialty also includes radio reporters, which may be labeled as such. Their talents and other abilities are identical.

SPECIAL TALENTS

- +1 specialty bonus to Bluff and Intimidate skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Bonus Feat: Undermine. All prerequisites for this feat – including minimum ability scores and skill ranks – are waived.

NEW ALIEN SPECIALTIES

These specialties are intended for characters not native to Earth, as specified in their entry. Characters from each of these specialties receive the shared special talents of their race.

GOA'ULD ASSASSIN

(New Goa'uld Specialty)

Most Goa'uld revel in their chosen identities, lording their power over what they consider to be lesser species while masquerading as gods. Some Goa'uld, though, prefer to go unrecognized. They sublimate their desire for adulation so that their penchant for death can be fulfilled. Typically these Goa'uld either go renegade, or enter training as ashrahs. A few serve individual System Lords who value their own private killers.

SPECIAL TALENTS

- +2 Wisdom.
- Search and Surveillance are always class skills for the Goa'uld. Further, the character's threat range with these skills is increased by 1 (e.g. a threat range of 19-20 becomes 18-20). This bonus increases by 1 at 5th level and for every 5 levels gained thereafter. Goa'uld assassins are skilled at acquiring information about, and following their targets.
- Bonus Feat: Hide Possession. All prerequisites for this feat – including minimum skill ranks – are waived.

TOK'RA COURIER

(New Tok'ra Specialty)

Half diplomat, half operative, these Tok'ra strike the balance that the stay-at-home Councilors and the deep cover agents can't risk. They are the ones who take news of the Council's decisions out of the bases and into the field. They return with what information their contacts and allies, such as the SGC, have uncovered. Without the time to develop intricate background stories on each assignment, they rely on pre-existing covers and their own ingenuity to see them through the Goa'uld ranks.

SPECIAL TALENTS

- +2 Charisma.
- +1 Species bonus with Cryptography and Innuendo checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Though couriers do not generally gather the information they deliver, they must be experts at transmitting and receiving it under the most rigorous security conditions.

- Bonus Feat: Flawless Identity. All prerequisites for this feat are waived.

TOK'RA SENTRY

(New Tok'ra Specialty)

The Tok'ra maintain their existence through secrecy. They know, however, that any mechanical means of detecting their enemies can be overcome, or worse, confirm their enemy's suspicions about an otherwise desolate world. These Tok'ra maintain a vigilant watch over possible avenues of attack, supplementing the technological means available to them. They are among the first to arrive on a new Tok'ra homeworld, securing the perimeter as the tunnels are formed. They are also the last to leave, carrying off all vital equipment and supplies possible under the tightest of time constraints.

SPECIAL TALENTS

- +2 Constitution.
- +1 Species bonus with Hide and Survival checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter. Sentries are sometimes required to spend days on the surface of the barren worlds on which the Tok'ra set their bases, looking for the first signs of trouble from the skies or the Stargate.
- Bonus Feat: Endurance. All prerequisites for this feat are waived.

TOK'RA TECHNICIAN

(New Tok'ra Specialty)

These Tok'ra are primarily responsible for the creation and "vanishing" of the crystalline tunnels that the Tok'ra call home. They are also the ones keeping the Tok'ra equipped. In addition to researching ways to improve existing Tok'ra devices, these Tok'ra evaluate (despite the claims of their leaders) alien technologies that could benefit the struggle against the Goa'uld.

SPECIAL TALENTS

- +2 Wisdom.
- +1 Species bonus with Computer and Mechanics checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Bonus Feat: Advanced Technology.

CIMMERIANS

(New Near-Human Species/Specialty)

The residents of Cimmeria are transplants from ancient Scandinavia, having been brought there by the Asgard. This is a near-human species with a primitive society (as per the *Stargate SG-1* core rulebook, pages 148-151.)



SPECIAL TALENTS

- +2 Constitution, -2 Charisma. The Cimmerians are a tough, hearty people, but their aggression and boisterousness can sometimes be unsettling to modern humans.
- +1 Species bonus to all Balance and Survival skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Species Feats: The character may choose level-based feats from the species feat tree (see the *Stargate SG-1* core rulebook, page 264). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Languages: Norse is the native language of the Cimmerians.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier (see the *Stargate SG-1* core rulebook, page 283).
- Primitive Society Bonus Feat: Cimmerians automatically receive the Forest Training feat for free. All prerequisites for this feat are waived.

GEMMONDIANS

(New Near-Human Species/Specialty)

The Gemmondians descend from the Aztecs, taken from Central and South America by the Goa'uld centuries ago. This is a near-human species with a mature primitive society (see page 136).

SPECIAL TALENTS

- +2 Dexterity, -2 Intelligence. Gemmondians are adept craftsmen and very good with their hands, but their education system still lags behind modern humans.

- +1 Species bonus to all Profession (any one pre-industrial) and Sense Motive skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Species Feats: The character may choose level-based feats from the species feat tree (see the *Stargate SG-1* core rulebook, page 264). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Evolutionary Advantage – Thick Skin (see page 137).
- Evolutionary Disadvantage – Shortened Lifespan (see the *Stargate SG-1* core rulebook, page 150).
- Languages: N'ahuatl (Aztec) is the native language of the Gemmondians.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier (see the *Stargate SG-1* core rulebook, page 283).
- Mature Primitive Society Bonus Feat: Ordinary Past. All prerequisites for this feat are waived.

KRESHNOR

(New Near-Human Species/Specialty)

The residents of Kreshnor descend from a Hittite stock. This is a near-human species with a primitive society (as per the *Stargate SG-1* core rulebook, pages 148-151).

SPECIAL TALENTS

- +2 Constitution, -2 Intelligence. Kreshnor's harsh conditions have made the natives tougher than most Tauri, but they lack basic education skills which Earth humans take for granted.
- +1 Species bonus to all Spot and Survival skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Species Feats: The character may choose level-based feats from the species feat tree (*see the Stargate SG-1 core rulebook, page 264*). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Languages: Hittite is the native language of the Kreshnor.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*).
- Primitive Society Bonus Feat: The Kreshnor automatically receive the Desert Training feat for free. All requisites for this feat – including minimal skill levels – are waived.

MADRONANS

(*New Near-Human Species/Specialty*)

Madronans descend from a combination of Polynesian and European stock. It is not known which planet they originally hailed from, or who brought them to their current home. This is a near-human species with a primitive society (*as per the Stargate SG-1 rulebook, pages 148-151*).

SPECIAL TALENTS

- +2 Wisdom, -2 Constitution. Madronans are generally insightful, but 900 years of constantly ideal climate has decreased their ability to deal with hardships.
- +1 Species bonus to all Balance and Swim skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.

- Species Feats: The character may choose level-based feats from the species feat tree (*see the Stargate SG-1 core rulebook, page 264*). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Languages: Madronans speak a unique amalgamation of Latin and Samoyed, recognizable by anyone familiar with either.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*).
- Primitive Society Bonus Feat: Favor of the Gods. All prerequisites for this feat – including minimum skill levels – are waived.



NASYANS

(New Near-Human Species/Specialty)

Nasyans descend from a Saxon stock. This is a near-human species from a mature primitive society (see page 136).

SPECIAL TALENTS

- +2 Dexterity, -2 Intelligence. Nasyans have always been nimble, but they lack the educational standards that the Tauri enjoy.
- +1 Species bonus to all First Aid and Handle Animal skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- Cultural Weaponry: At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Species Feats: The character may choose level-based feats from the species feat tree (see the *Stargate SG-1 core rulebook*, page 264). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Evolutionary Advantage – Long Life (see the *Stargate SG-1 core rulebook*, page 149).
- Evolutionary Disadvantage – Vulnerability: Ultraviolet light. The thick atmosphere of their home planet protected the Nasyans from most forms of UV radiation, but on planets with thinner atmospheres they must remain covered while outdoors or suffer 1d6 damage for each round of full exposure, as per the *Stargate SG-1 core rulebook*, page 150.
- Languages: Old Saxon is the native language of the Nasyans.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier (see the *Stargate SG-1 core rulebook*, page 283).
- Mature Primitive Society Bonus Feat: Outdoorsman. All prerequisite for this feat – including minimum skill levels – are waived.

RILLAANIANS

(New Near-Human Species/Specialty)

The Rillaanians are a primitive race who live under the rule of the Taldor. Once more technologically advanced than Earth, they now live at a level akin to that of the Iron Age. This is a near-human species with a primitive society (as per the *Stargate SG-1 core rulebook*, pages 148-151).

SPECIAL TALENTS

- +2 Constitution, -2 Intelligence. The Rillaanians' enforced low level of technology requires a correspondingly higher degree of hardiness to survive, but the Taldor deliberately prevent them from reaching their full intellectual potential.
- +1 Species bonus to all Balance and Survival skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- Cultural Weaponry: At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- Species Feats: The character may choose level-based feats from the species feat tree (see the *Stargate SG-1 core rulebook*, page 264). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Languages: Rillaanian is the native language of the Rillaanians.
- Pay Grade: While working with the SGC, the character is paid as an enlisted soldier (see the *Stargate SG-1 core rulebook*, page 283).
- Primitive Society Bonus Feat: Forest Training or Jungle Training (player's choice). All prerequisites for this feat – including minimum skill levels – are waived.

SALISH

(New Near-Human Species/Specialty)

The human residents of the Spirit's World are descended from humans taken from the Pacific Northwest to work in Amotkin's trinium mines. They have long since been freed by the Spirits and have gone on to develop their own culture (albeit subtly guided by their benefactors). This is a near-human species with a primitive society (as per the *Stargate SG-1 core rulebook*, pages 148-151).

SPECIAL TALENTS

- +2 Dexterity, -2 Intelligence. The Salish spend most of their time in the wilderness hunting and gathering. While not necessarily less intelligent than their Earthly counterparts, they lack the rudiments of education that all Earth humans take for granted.
- +1 Species bonus to all Craft (any one focus suitable to the Salish's low tech level) and Survival skill checks. This bonus increases by an additional +1 at 4th level and for every 4 character levels thereafter.

TABLE 3.1: NEW SPECIALTY MODIFIERS

SPECIALTY	ABILITY ADJUSTMENTS	BONUS FEAT
Astronaut/Cosmonaut	+2 to any one ability, -2 to any one ability	Astronaut Wings
The Fourth Estate (Macro-Specialty)	+2 to up to two mental abilities, -2 to a corresponding number of physical abilities	Per sub-specialty
Photojournalist	Per The Fourth Estate	Camera Basics
Print Reporter	Per The Fourth Estate	The Pen Is Mightier
Radio/Television Reporter	Per The Fourth Estate	Undermine
SPECIES	ABILITY ADJUSTMENTS	BONUS FEAT
Goa'uld (Macro-Species)	As core rulebook	As core rulebook
Goa'uld Assassin	+2 Wisdom	Hide Possession
Tok'ra (Macro-Species)	As core rulebook	As core rulebook
Tok'ra Courier	+2 Charisma	Flawless Identity
Tok'ra Sentry	+2 Constitution	Endurance
Tok'ra Technician	+2 Wisdom	Advanced Technology
Near-human (Macro-Species)	As core rulebook	As core rulebook
Cimmerian	+2 Constitution, -2 Charisma	Forest Training
Gemmondian	+2 Dexterity, -2 Intelligence	Ordinary Past
Kreshnor	+2 Constitution, -2 Intelligence	Desert Training
Madronan	+2 Wisdom, -2 Constitution	Favor of the Gods
Nasyan	+2 Dexterity, -2 Intelligence	Outdoorsman
Rillaanians	+2 Constitution, -2 Intelligence	Forest Training or Jungle Training
Salish	+2 Dexterity, -2 Intelligence	Track, Mountain Training, or Forest Training
Svoriin	None	Hard Core
Taldor	+2 Intelligence, -2 Charisma	Stone Cold
Terellan	+2 Constitution, -2 Intelligence	Great Fortitude
Volsinii	+2 Wisdom, -2 Strength	Mark
A't'rr (Macro-Species)	As Reetou	As Reetou
Pod People (Macro-Species)	+2 Wisdom, -2 Constitution	Charmer
Reetou (Macro-Species)	+2 Strength, +2 Wisdom, -2 Constitution, -2 Charisma	Transphasal Senses
Spirit (Macro-Species)	None	Any Terrain Feat

- **Cultural Weaponry:** At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- **Species Feats:** The character may choose level-based feats from the species feat tree (*see the Stargate SG-1 core rulebook, page 264*). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- **Languages:** Ancient Salish is the native language of the Salish, related to the Salishan language group which is unrelated to any other grouping of Earthly languages. (It is not considered a Xeno-Language, however.)
- **Pay Grade:** While working with the SGC, the character is paid as an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*).
- **Primitive Society Bonus Feat:** Salish automatically receive one of the following feats for free: Track, Mountain Training, Forest Training. All prerequisites for this feat – including minimum skill levels – are waived.

SVORIIN

(New Near-Human Species/Specialty)

The Svoriin are not significantly different physiologically from the Tauri, having been brought to BP6-3Q1 by the Asgard. Their genetic stock tends toward the Scandinavian phenotype, but darker hair and eyes are not unheard of. They have never seen human beings of African or Asian origin. This is a near-human species with a modern society (*as per the Stargate SG-1 core rulebook, pages 148-151*).

SPECIAL TALENTS

- No ability modifiers.
- +1 Species bonus to all Gather Information and Profession (any one) skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- **Cultural Weaponry:** At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Handgun), Weapon Group Proficiency (Hurled), Weapon Group Proficiency (Melee), and Weapon Group Proficiency (Rifle) feats.

- **Species Feats:** The character may choose level-based feats from the species feat tree (*see the Stargate SG-1 core rulebook, page 264*). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- **Languages:** Norse is the native language of the Svoriin.
- **Pay Grade:** While working with the SGC, the character is paid as an enlisted soldier or specialist (*see the Stargate SG-1 core rulebook, page 283*).
- **Modern Society Bonus Feat:** Hard Core. All prerequisites for this feat – including minimum skill levels – are waived.

TALDOR

(*New Near-Human Species/Specialty*)

The Taldor are the ruling class of Rillaan. They maintain the use of advanced technology, yet withhold that same technology from the people they rule. This is a near-human species with an advanced society (*as per the Stargate SG-1 core rulebook, pages 148-151*).

SPECIAL TALENTS

- **+2 Intelligence, -2 Charisma.** The Taldor focus on intellectual pursuits and possess higher than average intelligence, but suffer from a fair amount of arrogance.
- **+1 Species bonus to all Intimidate and Knowledge (any one focus) skill checks.** This bonus increases by an additional +1 at 4th level and every 4 levels thereafter. This bonus does not apply to Knowledge checks beyond the single specified focus. In addition, the selected Knowledge skill focus is always considered a class skill.
- **Species Feats:** The character may choose level-based feats from the species feat tree (*see the Stargate SG-1 core rulebook, page 264*). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- **Languages:** Rillaanian is the native language of the Taldor.
- **Pay Grade:** While working with the SGC, the character is paid as an officer or specialist (*see the Stargate SG-1 core rulebook, page 283*).
- **Bonus Feat:** Stone Cold. All prerequisites for this feat are waived.

TERELLANS

(*New Near-Human Species/Specialty*)

The Terellans (of P3R-636) are 700 years free of Goa'uld domination, yet only a few would notice any difference. Pyrus the Godslayer ruled over his people much as the Goa'uld did before him, but he is nonetheless loved by his people for his role in securing their "freedom." Most Terellans, therefore, have little conception of true freedom, and are content to slave away in the mines and fields to prop up Pyrus' empire. This is a near-human species with a primitive society (*see the Stargate SG-1 core rulebook, page 151*).

SPECIAL TALENTS

- **+2 Constitution, -2 Intelligence.** Slaving in the mines has made the Terellans strong and hardy, but they have little time for learning and other forms of education.
- **+1 Species bonus to all Handle Animal and Survival skill checks.** This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- **Cultural Weaponry:** At 1st level the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- **Species Feats:** The character may choose level-based feats from the species feat tree (*see the Stargate SG-1 core rulebook, page 264*). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- **Evolutionary Advantage:** Godless (*see page 137*).
- **Evolutionary Disadvantage:** Technological Naiveté (*see page 137*).
- **Languages:** Terellan is the native language of the Terellans.
- **Pay Grade:** While working with the SGC, the character is paid as an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*).
- **Primitive Society Bonus Feat:** Great Fortitude. All prerequisites for this feat – including minimum skill levels – are waived.

VOLSINII

(*New Near-Human Species/Specialty*)

The residents of the Gamekeeper's World are descended from humans taken from Ancient Eturia by some unknown System Lord, then abandoned. They took refuge in Virtual Reality pods when their world was devastated in an



ecological catastrophe a thousand years ago. They have only recently emerged to begin resettling their homeland. This is a near-human species with an advanced society (*as per the Stargate SG-1 core rulebook, pages 148-151*).

SPECIAL TALENTS

- +2 Wisdom, -2 Strength. Volsinii have spent centuries in the VR pods, experiencing a myriad of lives. This has given them great insights into human nature but the enforced idleness has greatly affected their physical fitness.
- +1 Species bonus to all Computers and Craft (VR Simulation) skill checks. This bonus increases by +1 at 4th level and for every four character levels thereafter.
- Species Feats: The character may choose level-based feats from the species feat tree (*see the Stargate SG-1 core rulebook, page 264*). Typically a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- Evolutionary Advantage: Long Life (*see the Stargate SG-1 core rulebook, page 149*). The VR pods sustain the body and halt aging while the occupant remains inside.
- Evolutionary Disadvantage: Dependency (*see the Stargate SG-1 core rulebook, page 150*). The VR pods halt the aging process but only when the user remains inside the pod. To gain the Volsinii's long life, one must spend the vast majority of it engulfed in a VR pod. Those who leave Volsinii (or immediate access to a pod) are deprived of the Long Life Advantage and age as normal.
- Languages: Volsinii is the native language of the Volsinii; it derives from Ancient Etruscan, which is related to early Latin. (However, inside the VR pods, understanding is universal thanks to the Keeper.)
- Pay Grade: While working with the SGC, the character is paid as an officer or specialist (*see the Stargate SG-1 core rulebook, page 283*).
- Advanced Society Bonus Feat: Mark. All prerequisites for these feats – including minimum skill levels – are waived.

MISC. SPECIALTY RULES

MATURE PRIMITIVE SOCIETY (IN THE LINE OF DUTY)

This is a new option for building near-human societies. It is intended to be used the same way as the other near-human society rules on page 151 of the *Stargate SG-1* core rulebook.

Like other primitive societies, this civilization exists at a pre-industrial technological level. But this type of society has well-established agriculture, precision tools and domesticated animals. As the focus of the society shifts from basic survival to the commerce possible with growing cities and wheeled traffic, its citizens begin the break from the violent mindset necessary for a hunter-oriented nomadic existence to communities run by the rule of law.

- **+2 Dexterity, -2 Intelligence.** Lacking the early education and resources to fully capitalize on his mental faculties, this primitive society character is acclimating to the expanded role of tools in his day to day life.
- **+1 Species bonus** with skill checks made using any 2 of the following skills, per the society concept: Bluff, First Aid, Handle Animal, Profession (any one pre-industrial focus), Sense Motive, and Swim. This bonus increases by an additional +1 at 4th level and for every 4 character levels gained thereafter.
- **Cultural Weaponry:** At 1st level, the character does not gain the Weapon Group Proficiency feats typically granted by his base class. Instead, he gains the Weapon Group Proficiency (Hurled) and Weapon Group Proficiency (Melee) feats.
- **Pay Grade:** While working with the SGC, the character is paid as an enlisted soldier (*see the Stargate SG-1 core rulebook, page 283*). Near-human characters are often transplanted to Earth while they work with the SGC.
- **Bonus Feat:** The character may choose between any one terrain feat, the Ordinary Past feat, or the Outdoorsman feat. The character must still meet all prerequisites for this feat before choosing it.

NEW NEAR-HUMAN EVOLUTIONARY ADVANTAGES

Godless: A near-human character with this advantage comes from a culture that lacks the ingrained fear of the gods – whether false gods or no – so common in near-human cultures. Usually, this is because the culture has thrown off the yoke of the Goa'uld centuries ago (as is the case with the Terrellans) or has never been subjugated by the Goa'uld to begin with. Whatever the case, Bluff, Diplomacy, and Intimidate checks attempted against the near-human character by those who claim to be or serve the “gods,” automatically fail unless the acting character has more character levels than the near-human.

Note that this advantage only applies to hyper-rational societies who have not only discarded with the Goa'uld, but with religions, mysticism, and all other forms of theological questioning. (In other words, your atheist PC from Brooklyn may *not* receive this advantage, nor may any other native Tauri).

Thick Skin: Characters from this culture developed in an environment where rugged living is a way of life. Adapting to the thick atmosphere and generations of life in harsh terrain, these near-humans are resistant to many forms of injury. Such characters gain a +2 natural armor bonus to their Defense. This bonus does *not* stack with the scout's armor bonus or similar bonuses.

NEW NEAR-HUMAN EVOLUTIONARY DISADVANTAGE

Technological Naiveté: A near-human character with this disadvantage is hopeless with technological skills, as his culture relies on technology abandoned by other races (or captured from the same). Computers, Electronics and Mechanics are always considered cross-class skills for this character, regardless of normal class skills and class abilities such as Versatility (though feats such as Talented still work normally). When the character makes a Mechanics check to repair a jury-rigged Goa'uld device (or a jury-rigged device of another race) after a catastrophic failure, his skill ranks are doubled for that check only.

NEW RACES

A'T'TRR (MACRO-SPECIES)

Any surviving colonies of A't'trr use the same species template as the Reetou (*see page 138*). For purposes of physiology, they are essentially the same race.

POD PEOPLE (MACRO-SPECIES)

One of the more unique species encountered by SGC personnel, the pod people are a plant-based life form. Though capable of issuing sounds from a voice box much like a human's, the structure of their mouths prohibits speech in any Earth language. Despite this, communication is not impossible; pod people respond well to gestures and pantomime (though more complex signals, such as sign language, are beyond their comprehension).

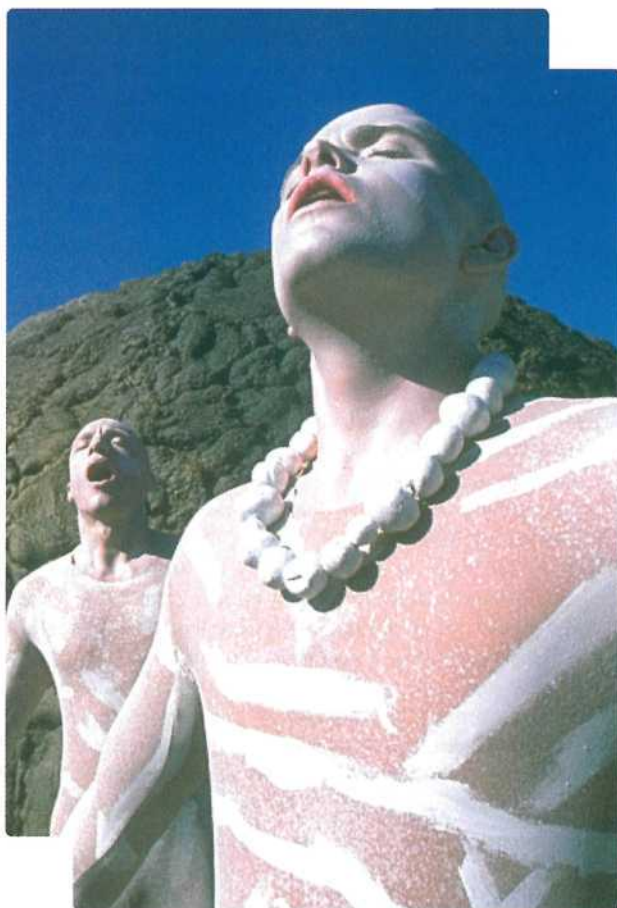
Curiously, they cannot survive for long away from the song of the moodshrooms, nor can moodshrooms thrive anywhere but in the presence of the pod people. As such, expansion – or even exploration – is nearly impossible, as neither the pod people nor the moodshrooms can take that necessary first step. This limitation has long since extinguished any explorer's spirit that may once have existed in the pod people.

Pod people are asexual, and instead reproduce through a pollination process, in almost identical fashion to the moodshrooms. In fact, neither can reproduce without the other, as continual contact between the pod people and the moodshrooms spreads each of the respective life forms' seed. Young pod people bud from the moodshrooms and fall to earth, and soon grow to the size of a human toddler. Over the next few months they learn to walk, and by the end of this period have grown to the size of a ten-year-old boy. Once this stage is reached, young are inducted into the tribe through a ceremonial body painting process. All told, pod people age quite rapidly; they are “born” in the spring, and reach adulthood by their first winter.

Pod people are gatherers, living off the fruits of the moodshrooms. The concept of hunting is completely foreign to these simple beings, and if separated from their source of food, they rapidly starve – provided they do not die thanks to the lack of the moodshrooms' song first.

SHARED SPECIES TALENTS

- +2 Wisdom, -2 Constitution.
- +1 Species bonus to Listen and Perform checks. This bonus increases by +1 at 4th level and every 4 levels thereafter.
- Pod people gain DR 5/- against damage incurred from natural cold and heat (*see the Stargate SG-1 core rulebook, page 432*).
- A pod person may make a Concentration check (DC 15) to determine the health of any other pod person within 100 yards of a moodshroom that is connected to the moodshroom “network” of PJ2-445, provided the pod person himself is likewise nearby. If successful, the pod person learns his fellow’s current wound points and vitality, any ability score damage, and morale penalties incurred by his fellow. If the other pod person is within sight, the DC drops to 10.
- Pod people may not purchase ranks in cross-class skills.
- Pod people do not receive the Armor Group Proficiency or Weapon Group Proficiency feats normally granted by their class. They naturally tend toward pacifism, and it requires a great deal of effort to indoctrinate a pod person into a combative frame of mind.



- Pod people receive no starting languages, though they may make an Innuendo check to communicate through pantomime. Since the pod person is not attempting to conceal the message – only be understood – the DC of these Innuendo checks is reduced by 5.
- While further than 100 yards from the nearest undamaged moodshroom, pod people suffer one negative level at the end of each 24 hour period. These negative levels are not restored until the pod person returns to within 100 yards of a moodshroom, at which point they are recovered at a rate of 1 per hour.
- Bonus Feat: Charmer. All prerequisites for this feat are waived.

REETOU (MACRO-SPECIES)

Following the destruction of most of their kind at the hands of the Goa’uld, the Reetou have split into two factions. Those who still serve the Central Authority by and large retain their peaceful natures. The more violent rebel Reetou seek to destroy the Goa’uld by any means necessary. The Reetou should not normally be used as player characters; instead, the rules here are provided for the GM to generate NPCs. For most Reetou (including standard NPCs), the statistics presented in the *Stargate SG-1* core rulebook are sufficient; these rules should only be used for special NPCs.

SHARED SPECIES TALENTS

- +2 Strength, +2 Wisdom, -2 Constitution, -2 Charisma.
- Out of Phase: Reetou are 180° out of phase with humans, and are completely invisible and silent as a result. They have total concealment at all times, unless exposed by a TER (*see the Stargate SG-1 core rulebook, page 348*), or encountering a creature with the Transphasal Senses feat. Reetou can see and hear in human phase, but are normally unable to interact with matter outside their own phase. In order to affect or be affected by physical objects in normal phase, the Reetou must make a Concentration check (DC 10) as a half action. For the remainder of the round, the Reetou may interact with objects in normal phase.
- Damage Resistance 25/Phase Attacks: Reetou receive Damage Resistance of 25 against all attacks except those in phase with themselves. This includes attacks from other Reetou, multiphasic blasters (*see page 152*), and TERs.
- Language Restriction: The Reetou language consists of a series of glottal stops and buzzes that few other species can reproduce. Likewise, however, Reetou vocal organs are incapable of reproducing the speech of other races. Reetou may take the Languages or Xeno-Languages skill, but they can only understand other races’ speech, and cannot communicate in these languages themselves.



- Reetou gain a +1 species bonus to Concentration skill checks. This bonus increases by +1 at level 4 and every 4 levels thereafter.
- Bonus Feat: Transphasal Senses (*see page 144*).

SPIRITS (MACRO-SPECIES)

Isolationist and mistrustful of outsiders after a Goa'uld incursion centuries ago, the Spirits maintain a level of technology comparable to that of the Nox and other ancient races. Those encountered to date have not been actively hostile, though they are exceptionally proactive in defense of their privacy and the Salish, with whom they share their world.

SHARED SPECIES TALENTS

- No ability modifiers. Spirits are comparable to humans in their basic physical and intellectual capabilities.
- +1 species bonus to all Concentration and Swim skill checks. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.
- +1 species bonus to Fortitude saves. This bonus increases by an additional +1 at 4th level and every 4 levels thereafter.

- Amphibious: Spirits are equally at home in Earth-normal atmospheres and underwater. Their gills enable them to function underwater indefinitely without suffering any ill effects, so long as the water in question can support normal freshwater fish life. In addition, Spirits may swim at their full movement rate. Finally, Swim is always a class skill for Spirits.
- Electrical Vulnerability: Spirit physiology is exceptionally vulnerable to disruption by electricity – including zat attacks. Spirits suffer double damage from any source of electrical damage, and a critical hit with any electricity-based attack, including a zat blast, inflicts temporary Constitution damage equal to half the damage inflicted (round down).
- Languages: “Spirit” is the native language of the Spirits. Due to their centuries of close contact with the Salish, Spirits may select Ancient Salishan as a bonus language.
- Bonus Feat: Any terrain feat. The character must still meet all prerequisites for the selected feat.

NEW PRESTIGE CLASS

VACUUM JOCKEY (MESSAGE IN A BOTTLE)

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

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

Vitality: 1d10 + Constitution modifier per level.

REQUIREMENTS

To become a vacuum jockey, a character must meet all of the following requirements:

Character Level: 5+.

Strength: 13+.

Dexterity: 13+.

Constitution: 15+.

Balance: 8+ ranks.

Spot: 4+ ranks.

Feat: Astronaut Wings.

CLASS SKILLS

The vacuum jockey's class skills and key abilities are:

CLASS SKILL	KEY ABILITY
Balance	Dex
Bureaucracy	Cha
Climb	Str
Computers	Int
Concentration	Wis
Electronics	Int
Escape Artist	Dex
Jump	Str
Knowledge	Int
Listen	Wis
Mechanics	Int
Move Silently	Dex
Pilot	Dex
Profession	Wis
Sleight of Hand	Dex
Spot	Wis
Sport	Str/Dex
Surveillance	Wis
Survival	Wis
Tumble	Dex

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the vacuum jockey.

Starting Feats: The vacuum jockey gains the following feats at 1st level.

Armor Group Proficiency (Light)

Armor Group Proficiency (Medium)

Armor Group Proficiency (Heavy)

Custom Rider: Levels in this class count as wheelman levels when determining resource points gained from the custom ride ability.

Spacehand: The vacuum jockey is unfazed by the quirks and hazards of microgravity and vacuum. At 1st level, the character may continue to take 10 in microgravity environments and in vacuum, both of which normally prevent any character from taking 10 (*see page 157, as well as the Stargate Season One sourcebook, page 141*). This is the vacuum jockey's core ability.

Vacuum Breather: Extensive physical conditioning has given the vacuum jockey the training and lung capacity necessary to survive brief periods of exposure to extremely low or nonexistent atmospheric pressure. Starting at 1st level, the vacuum jockey can hold his breath for a number of turns equal to his Constitution score times 3, and receives a +3 bonus on Fortitude saves made to resist hazardous gases or hostile atmospheres (*see the Stargate SG-1 core rulebook, pages 432-433, 440-441, and 443*).

At 5th level, these bonuses increase to $\times 4$ and +6, respectively.

At 9th level, these bonuses increase to $\times 5$ and +9, respectively.

Have Spacesuit, Will Travel: The vacuum jockey always has access to certain equipment necessary to conduct space operations. Starting at 2nd level, the vacuum jockey receives a spacewalk bundle (*see page 141*) during the Gearing Up phase of every mission.

Starting at 7th level, the vacuum jockey can use his connections to help outfit his team. During the Gearing Up phase of every mission, any other member of the vacuum jockey's team may spend one action die to requisition a spacewalk bundle. Spacewalk bundles gained through this ability are considered "free" and do not count toward the character's normal allotment of duty bundles. However, they are still issued through the normal chain of command, and loss or destruction of the equipment contained in these bundles carries the usual penalties (*see the Stargate SG-1 core rulebook, page 281*).

The Right Stuff: The vacuum jockey is so accustomed to thinking in three-dimensional vectors that he is more agile in microgravity than in a gravity well. Starting at 3rd

TABLE 3.2: THE VACUUM JOCKEY

LVL	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	GEAR DICKS	RES PTS	SPECIAL
1	+0	+2	+1	+0	+0	+1	2	1	Custom rider, spacehand, vacuum breather ($\times 3/+3$)
2	+1	+3	+2	+1	+1	+1	3	2	Have spacesuit, will travel (self)
3	+1	+3	+2	+1	+1	+2	3	3	The right stuff (+2)
4	+2	+4	+2	+1	+2	+2	4	4	Bonus feat, one small step
5	+2	+4	+3	+1	+2	+3	4	5	The right stuff (+4), vacuum breather ($\times 4/+6$)
6	+3	+5	+3	+2	+2	+4	5	6	Bail out!
7	+3	+5	+4	+2	+3	+4	5	7	Have spacesuit, will travel (team), the right stuff (+6)
8	+4	+6	+4	+2	+3	+5	6	8	Bonus feat, one giant leap
9	+4	+6	+4	+3	+3	+5	6	9	The right stuff (+8), vacuum breather ($\times 5/+9$)
10	+5	+7	+5	+3	+4	+6	7	10	Hyperkinesthesia

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

SPACEWALK BUNDLE (NEW DUTY BUNDLE)

- locking cargo container (to carry bundle)
- space suit
- jumpsuit with appropriate mission/unit patches
- mechanics kit w/superior tools
- floodlight
- 2 batteries
- 150-foot rope (safety tether)
- roll of duct tape
- 1 RP to spend on emergency training (*see the Stargate SG-1 core rulebook, page 344*)

level, when in microgravity, the vacuum jockey gains a +2 competence bonus to Dexterity, Balance, Climb, Escape Artist, Jump, Move Silently, Pilot, Sport, and Tumble checks and Reflex saves. This bonus increases to +4 at 5th level, to +6 at 7th level, and to +8 at 9th level.

Bonus Feat: At 4th and 8th level, the vacuum jockey gains a bonus chase feat (*see the upcoming Unexplored Worlds sourcebook*) or gear feat. The character must still satisfy all prerequisites for the selected feat.

One Small Step: Starting at 4th level, the vacuum jockey's base speed is increased by 10 feet per round while in a gravity field of 0.5 G or less.

"Bail Out!": At 6th level, the vacuum jockey becomes an expert at evacuating damaged vehicles. He and all of his teammates within verbal contact receive a +5 competence bonus to skill checks or Reflex saves made to escape from a vehicle during a crash or while it is being destroyed.

One Giant Leap: Starting at 8th level, the base speed of any space vehicle the vacuum jockey pilots is increased by 25% (rounded up).

Hyperkinesthesia: A career of zero-G operations has given the vacuum jockey complete awareness of his own body's every movement. At 10th level, the character gains a permanent +2 bonus to Dexterity.

NEW SKILL USES

CONCENTRATION (WIS)

Through a supreme effort of will, you can swallow a small object and hold it in your esophagus before it reaches your stomach, later coughing it up unharmed. Traditionally a trick practiced by stage magicians, this is also used by some Goa'uld and Tok'ra infiltrators for smuggling small items into secure facilities.

Check (full action): Swallowing an item and holding it in your esophagus requires a skill check against a DC of 30. The item must be small enough for you to normally swallow. If you fail this skill check, your gag reflex forces the item back into your mouth.

Whenever you ingest food or drink while holding an object in your esophagus, you must succeed in a Fortitude save (DC 20). If you fail this save, you swallow the object along with your meal.

To regurgitate an object held in this manner, you must succeed in a second Concentration skill check (DC 14).

Special: If you have 5 or more ranks in Escape Artist, you receive a +2 synergy bonus to this skill check. If you are a Goa'uld or Tok'ra, you receive a +10 species bonus to this skill check, as your symbiote is able to influence its host's reflexes to some degree.

Critical Failure: Peristalsis takes its course, forcing the item into your stomach and inflicting 1d4-2 wounds. To retrieve it, you must induce vomiting (a full action) or wait for your digestive processes to expel the item normally, either of which inflicts an additional 1d4-2 wounds.

KNOWLEDGE (INT)

While the Tok'ra are an offshoot of the Goa'uld, their progenitor Egeria removed from her children the strands of racial memory that she felt predisposed the Goa'uld towards evil, leaving gaps that the typical Goa'uld has filled in. Over the millennia the Tok'ra have become accomplished spies and tacticians, and have rediscovered much that was initially denied to them this way, though in a manner that does not taint their morality. For most any case calling for a Knowledge (Goa'uld) check, a Knowledge (Tok'ra) check can be substituted. However, at the GM's discretion, when dealing with subjects that could have gone undiscovered by the Tok'ra in the intervening years, a penalty of -2 or higher can be levied against such a substitution. Conversely, when a Knowledge (Tok'ra) check is specifically called for, a check of Knowledge (Goa'uld) can be substituted at a minimum penalty of -2, which can be higher at the GM's discretion.

NEW BASIC COMBAT FEATS

The following feats are considered part of the basic combat feat tree (*see the Stargate SG-1 core rulebook, page 242*).

WOLF PACK BASICS

You are highly skilled at taking advantage of the openings provided by a well-placed teammate.

Prerequisites: Character level 3+.

Benefit: You gain a +4 circumstance bonus to attacks made against opponents you're flanking.

Normal: Characters normally receive a +2 circumstance bonus when making flank attacks.

WOLF PACK MASTERY

You are an expert at close combat teamwork.

Prerequisites: Character level 9+, Wolf Pack Basics.

Benefit: Opponents adjacent to you are considered flanked so long as you and one other teammate are adjacent to that opponent in any configuration. Further, you gain a +1d6 sneak attack bonus to damage against opponents you're flanking. This bonus is subject to the

same restrictions as other sneak attack bonuses (such as the scout's, detailed on page 165 of the *Stargate SG-1* core rulebook) and stacks normally with all other sneak attack bonuses.

Normal: Characters must be exactly opposite one another, "sandwiching" an opponent, for that opponent to be considered flanked.

WOLF PACK SUPREMACY

Your close combat teamwork ability is unmatched.

Prerequisites: Character level 15+, Wolf Pack Mastery.

Benefit: The threat ranges of all your attacks against flanked opponents are increased by 2 (e.g. a threat range of 19-20 becomes 17-20). Further, you gain an additional +1d6 sneak attack bonus to damage against opponents you're flanking. This bonus is subject to the same restrictions as other sneak attack bonuses (such as the scout's, detailed on page 165 of the *Stargate SG-1* core rulebook) and stacks normally with all other sneak attack bonuses, including the bonus granted by Wolf Pack Mastery.



NEW RANGED COMBAT FEATS

These feats are considered part of the ranged combat feat tree (see the *Stargate SG-1* core rulebook, page 249).

FLAMER BASICS

You are highly skilled with flamethrowers.

Prerequisites: Base attack bonus +3 or better.

Benefit: You are proficient with all flamethrowers, even if you do not have the appropriate Weapon Group Proficiency feat. Flamethrowers are considered to have +50% ammo capacity in your hands, rounded up (15 shots for the M9A1, 9 shots for the LPO-50).

Further, you may arc your fire or bounce the fire stream off of hard objects, allowing you to attack any square adjacent to a square to which you have line of sight. There must be an open (though not necessarily straight) path for an arched or rebounded shot, though firing over obstacles or through narrow doorways is possible.

Finally, no visible opponent may receive more than 50% cover vs. your attacks with a flamethrower; if their cover is less than total but greater than 50%, it is considered 50%.

FLAMER MASTERY

You are an expert with flamethrowers.

Prerequisites: Flamer Basics, base attack bonus 10+.

Benefit: Flamethrowers are considered to have double the normal amount of ammunition in your hands (e.g. 20 shots for the M9A1, 12 shots for the LPO-50).

Further, you may arc or bounce your fire to hit squares up to 10 ft. away from a square to which you have line of sight, following all rules and restrictions described in the Flamer Basics feat.

Finally, no visible opponent may receive more than 25% cover vs. your attacks with a flamethrower; if their cover is less than total but greater than 25%, it is considered 25%.

MORTAR BASICS

You are highly skilled with mortars.

Prerequisites: Base attack bonus +2 or higher.

Benefit: You are proficient with all mortars, even if you don't have the appropriate Weapon Group Proficiency feat. In your hands, a mortar's maximum range is increased by 20% (rounded up). Further, any rolls made to determine deviation due to a missed mortar attack are re-rolled once and you choose which of the two rolls to keep. Finally, the threat rating of all mortar ammunition is increased by one (if an ammunition has no listed threat rating, it gains a threat rating of 20).

MORTAR MASTERY

You are an expert with mortars.

Prerequisites: Mortar Basics, base attack bonus +10 or higher.

Benefit: You may assemble or disassemble a mortar in half the normal time (rounded up). Also, the blast increment of any mortar ammunition you fire is increased by 5 ft. Further, any rolls made to determine deviation due to a missed mortar attack are re-rolled twice and you choose which of the three rolls to keep. Finally, when you requisition 1 mortar round with gear picks, you receive 2 rounds of the chosen type.

ROCKET BASICS

You are highly skilled with rocket launchers.

Prerequisites: Base attack bonus +3 or higher.

Benefit: You are proficient in the use of all rocket launchers, even if you do not have the appropriate Weapon Group Proficiency feat. Further, any rolls made to determine deviation due to a missed rocket attack are re-rolled once and you choose which of the two rolls to keep. The threat rating of all rocket ammunition is increased by one (if an ammunition has no listed threat rating, it gains a threat rating of 20). Finally, attempts to Spot you from your rocket launcher's backblast do not receive the standard +4 bonus.

ROCKET MASTERY

You are an expert with rocket launchers.

Prerequisites: Rocket Basics, base attack bonus +10 or higher.

Benefit: You receive a +1 circumstance bonus to all attack rolls with rocket launchers and your error range with all rockets is reduced by 1 (to a minimum of 1). Further, when you purchase 1 rocket with gear picks, you receive 2 rockets of the chosen type.

NEW GEAR FEATS

The following feats are considered part of the gear feat tree (see the *Stargate SG-1* core rulebook, page 259).

CAMERA BASICS

You can shoot usable footage under far from optimum conditions – and still manage a few other basic tasks at the same time.

Prerequisites: Craft (Photography) 5+ ranks or Surveillance 5+ ranks.

Benefit: You may use the roll tape action as a half action, moving up to your speed as a free action at the same time. Furthermore, you gain the Quick Draw and Quick Reload feats when using any camera.

Normal: The roll tape action requires a full action to use.

CAMERA MASTERY

You're an accomplished photographer and can take quality photos under even the most extreme conditions.

Prerequisites: Camera Basics, Craft (Photography) 10+ ranks or Surveillance 10+ ranks

Benefit: The range increment of any camera you use is doubled and its Spot check cap is increased by 5. Furthermore, the number of photographs you may take with the shoot film action is equal to your Wisdom modifier +3 or your Dexterity modifier +1, whichever is greater.

Normal: The number of photographs you may take with the shoot film action is equal to your Dexterity modifier (if positive) +1.

NEW SPECIES FEATS

The following feats are considered part of the species feat tree (see the *Stargate SG-1* core rulebook, page 264).

HIDE POSSESSION

You are adept at hiding evidence of your presence in a host body from physical sensory attempts to spot you.

Prerequisite: Goa'uld or Tok'ra, Bluff 2+, Disguise 2+.

Benefits: You may spend one or more action dice to increase all the DCs for detecting your presence in a host body by an amount equal to 1/2 the character levels of your symbiote per action die (round down). This includes detection through technological means, such as MRI or other sense-enhancing device. Further, when you spend an action die on Bluff and Disguise checks to conceal your control over a host, you roll two dice and add the results of both to your check total. Finally, you need not produce the "hollow" voice characteristic of Goa'uld or Tok'ra control when speaking through your host.

THE MIND OF EVIL

While the queen Egeria walled off much of the Goa'uld's genetic memory from her children, the Tok'ra, the process was incomplete in your case. You retain more of the Goa'uld racial memory than most of your fellow Tok'ra.

Prerequisites: Tok'ra, Concentration 5+ ranks.



Benefit: You never suffer any penalties when using your Knowledge (Tok'ra) skill in place of Knowledge (Goa'uld); instead you gain a +2 bonus to those checks. You also gain an additional +2 bonus to Disguise and Perform checks when passing yourself off as a Goa'uld. On a critical failure with a Knowledge (Tok'ra), Education or Inspiration check, you must immediately make a Will save (DC 20). Failure indicates that your symbiote succumbs to the evil in its heritage and suppresses its host, resulting in a -2 penalty to social (Charisma-based) skills as the internal struggle progresses. At the end of each hour, you may make an additional Will save (DC 15); success ends the conflict and removes the penalty (at least until the next critical failure). You may force an additional Will save at the same DC by spending an action die.

OTHER EXPERIENCE

Through exploration of the memories gained through your symbiotic relationship, you can occasionally call upon outside experiences to perform certain tasks.

Prerequisites: Other Memory, Wisdom 15+, Concentration 12+ ranks.

Benefit: As a full action, you may spend and roll an action die (which explodes as normal) and make a Concentration skill check (DC 15, +5 if the target skill is not a class skill for you, +10 if it cannot be used untrained) to gain one or more virtual skill ranks in a single skill. If you succeed, you gain a number of virtual ranks in the target skill equal to the action die result. These ranks last for a number of rounds equal to your Wisdom modifier. With a critical success, the ranks last for a number of minutes equal to your Wisdom modifier. With a critical failure, you are lost in your host or symbiote's memories and become comatose (and helpless) for one minute per action die spent to activate the error.

Note: Virtual ranks do not stack with previously existing ranks.

OTHER MEMORY

You have access to memories and skills that were not originally your own, thanks to Goa'uld genetic memory.

Prerequisites: Goa'uld or Tok'ra, Wisdom 13+, Concentration 5+ ranks.

Benefit: You may make education checks to remember personal details of your (former) host or symbiote's life without its cooperation. The DC of such a skill check is equal to the (former) host or symbiote's Wisdom score plus the DC of a normal education check made to recall a similar detail from your own life. If you fail this check, you may not retry it until you raise your Concentration skill ranks or you receive outside help (such as exposure to a Tok'ra memory recall device).

In addition, if you are a current or former Goa'uld or Tok'ra host, you may add your Wisdom modifier to all Bluff checks made to impersonate your symbiote.

Special: Characters who are former hosts of Goa'uld or Tok'ra symbiotes may select this feat as if they were Goa'uld or Tok'ra.

SNAKE IN THE GRASS

Your symbiote can survive outside of a host for longer than normal periods.

Prerequisites: Goa'uld or Tok'ra.

Benefit: Symbiotes covered by this feat who are caught outside of a host must make a Constitution check (DC10+1 per previous check) once every hour. With failure, the symbiote's vitality points are immediately reduced to 0. At the end of the following round, the symbiote must make a Constitution check (DC15+1 per previous check) or the symbiote's wound points are reduced to 0. Thereafter, the symbiote's wound points are reduced by 1 at the end of each round during which it remains outside a host body, dying at -10 wound points as usual. Other means of extending a symbiote's life outside of a host are likewise increased in duration by one applicable time factor (rounds become minutes, minutes become hours, hours become days, etc.).

Normal: Usually a symbiote must make a Constitution check (DC10+1 per previous check) each round while outside of a host body, or suffer loss of vitality. Also, subsequent wound point loss is automatic, with no further save allowed.

TRANSPHASAL SENSES

You are able to perceive creatures out of phase with yourself.

Prerequisites: Reetou.

Benefit: When in the presence of a creature that is out of phase with yourself, you may make a Concentration check (DC 10) as a half action to visualize the creature. Once visualized, you may continue to perceive the creature until it is out of your line of sight, or you choose to ignore it. You may only visualize a number of out of phase creatures at once equal to your Wisdom modifier (minimum 1). Visualized creatures receive no concealment benefit against you.

Normal: An out of phase being typically benefits from total concealment against attacks made by any character that doesn't share his particular condition.

VIRTUAL LIGHT

You've spent so long in virtual realities that your relationship to them has become instinctive and intuitive. To a great extent, you can bend the environment to your will in small ways.

Prerequisites: Volsinii, Intelligence 15+, Wisdom +15.

Benefit: While in a virtual reality environment, you may add both your Intelligence and Wisdom bonuses to Intelligence- and Wisdom-based skill checks. In addition, when you gain concealment or cover bonuses while in a virtual reality environment, your level of concealment or cover is considered to be 1 higher (e.g. if you actually have 1/2 concealment, you gain the benefits of 3/4 concealment).

Special: You may select this feat as a bonus terrain feat. This feat counts as a terrain feat for all class abilities that affect terrain feats or have their effects determined by the number of terrain feats you possess.

NEW STYLE FEATS

The following feats are considered part of the style feat tree (see the *Stargate SG-1* core rulebook, page 266).

FLAWLESS IDENTITY

You have a perfect “cover” identity, complete with history and documentation. In addition, you have compartmentalized your mind so that when you assume the cover identity, you truly believe that you are that person.

Benefit: You have one or more cover identities that are perfect in every way. Examination of your documentation, talking to your “friends and family,” and even active coercion such as truth serum all fail to pierce the façade. It takes a half action to “switch over” to a cover identity. While you are using this ability, your true personality is submerged, but secretly in control of your actions. You can switch back to your true identity at any time as a free action. You have one flawless identity for every 5 character levels you possess (rounded up). More on this benefit can be found on page 156.

THE PEN IS MIGHTIER

Your written words have as much impact as your personal presence.

Prerequisites: Intelligence 13+, Wisdom 11+.

Benefit: You may make a disposition check by sending a target NPC a written communication of at least one page (300 words), applying both your Intelligence and Wisdom modifiers to the disposition check result. If you are not a native speaker of the language in which the communication is drafted, you suffer a -8 circumstance penalty with this disposition check.

In addition, you may add *both* your Intelligence and Wisdom modifiers to all Appraise and Forgery skill checks related to written documents containing at least one page’s worth (300 words) of text.

UNDERMINE

You excel at playing with people’s insecurities.

Prerequisites: Charisma 13+, Innuendo 2+ ranks, Sense Motive 2+ ranks.

Benefit: You may use cunning suggestions to undermine another character’s resolve. After speaking to him for a full round regarding his own inadequacies or potential problems with his current situation, you may make an Innuendo check opposed by the target’s Sense Motive check. If you succeed, you have planted a seed of doubt in the target’s mind, and he suffers a -1 morale penalty to his skill checks and a -4 morale penalty to his initiative for a number of rounds equal to twice your Charisma modifier.

Special: You may use this ability on any single target only once per session. Furthermore, you must be able to understand and be understood by any target who you attempt to undermine.

NEW TERRAIN FEATS

The following feats are considered part of the terrain feat tree (see the *Stargate SG-1* core rulebook, page 268).





ASTRONAUT WINGS

You've received extensive training with extra-atmospheric flight and can function in micro-gravity environments without impairment.

Prerequisites: Strength 13+, Dexterity 13+, Constitution 13+, Balance skill 4+ ranks.

Benefits: You're immune to all circumstance penalties to Strength, Dexterity, Balance, Climb, Escape Artist, Jump, Move Silently, and Tumble checks. Further, you suffer no armor check penalty from NBC suits (*see the Stargate Season One sourcebook, page 143*) and space suits (*see below*).

Additionally, if you possess 4 or more ranks in Pilot, you may ignore the effects of the Exotic (EXO) quality for all air and space vehicles, and receive the benefits of the "Hold Together Baby!" feat when operating an air or space vehicle (*see the upcoming Unexplored Worlds sourcebook for more*).

NEW HUMAN EQUIPMENT

The following equipment is available to all SGC personnel should the situation warrant.

NEW PROTECTIVE GEAR

Spacesuits: While other, more advanced races use skin-tight suits or personal force fields when entering the hostile vacuum of space, the SGC is forced to use "old fashioned" NASA spacesuits. Made from durable Kevlar and heavily insulated, these bulky suits are the best protection humanity can muster against the depths of space.

Mechanics: In addition to serving as minimal armor, a space suit integrates a set of life support components to keep the wearer supplied with a breathable atmosphere and at a safe temperature. The suit's air supply is good for seven hours. The heating/cooling system has the battery-powered (BT) quality with a four-hour duration; while functioning, it provides 3 extra points of DR against heat and cold above those provided by the suit itself. Finally, the suit includes a standard-issue camelback, flash goggles (in the face shield), and radio headset at no additional cost.

Whenever a character wearing a space suit sustains more than 3 points of damage (after the suit's DR is applied) from a piercing, slashing, or energy damage source, the suit is considered breached. Every such hit is considered a critical hit to armor, as per the standard rules for damaging armor (*see the Stargate SG-1 core rulebook, page 297*). An actual critical hit automatically increases the space suit's damage threshold by 1. A space suit with a damage threshold of 2 or greater is actively leaking, losing 1d10 minutes' worth of air per critical hit every turn. Patching a single breach requires three full actions, a Mechanics skill check (DC 15 + the amount of damage inflicted by the hit that caused the breach), and an appropriate material (duct tape works wonders).

A space suit is considered heavy armor for the purposes of its use. Characters without the Armor Group Proficiency (Heavy) feat suffer the penalties for unskilled armor usage (*as per page 320 of the Stargate SG-1 core rulebook*).

These rules replace the rules previously provided for spacesuits at the GM's discretion (*see the Stargate SG-1 core rulebook, pages 304 and 319*).

NEW ALIEN DEVICES

SGC teams have encountered numerous intelligent alien races with a wide range of technological devices. This section includes an overview of the technological approaches of several of the more advanced races, and individual devices and weapons encountered during Season Two. Items listed with a Resource Point cost are expensive or exotic even on their world of manufacture; some are beyond even the SGC's ability to procure. Items with a gear pick cost are available to SG teams at the GM's discretion only if they have the low tech quality. Otherwise, the cost is listed in resource points instead of gear picks.

A'T'TRR GEAR (MESSAGE IN A BOTTLE)

THE ORB

An incredibly advanced "seed" built by the A't'trr to preserve their long-dead culture, the Orb emits small amounts of alpha, beta and gamma radiation and maintains an interior temperature of 33° F. Inlaid into the surface are instructions for its "use." Even without help, it is capable of adapting to a changing environment. Made from incredibly tough materials, it is powered by unknown means but it has lasted for over 100,000 years.

Resource Points: N/A. The Orb is unique and unavailable to the SGC or its allies.

Mechanics: The Orb activates in several stages, depending on changing environment.

- **First Stage:** The Orb emits an EM signal with a power rating of +5 which is detectable for approximately 5 miles (while in the Temple of the Orb (*see above*) it can be detected anywhere in the PCX-353 system). If moved or exposed to increased energy levels (such as going through a Stargate) it "awakens" and begins to

passively monitor the surrounding environment. Once exposed to an Earthlike environment for a period of 8 hours, it "awakens" to full life. It resists any attempt made to move it after activation by growing spikes. These are incredibly durable and pierce flesh, metal or rock with equal ease. The Orb automatically anchors itself with these if brought within 30 feet of a Stargate after being exposed to a suitable environment to prevent being sent back to its dead home.

- **Second Stage:** Once activated, the Orb attempts to contact (infect) what it perceives to be dominant local sentient species (as a group mind, "We Who Remain" tends to view individuals as expendable) to allow communication. This "attack" can be treated as a modified Advanced Trap – Spring Loaded Blade (*see the Stargate SG-1 core rulebook, page 439*) with the following modifications: CR 11; the trap is activated at the discretion of the Orb (e.g. the GM); error ranges of all checks to disable the trap are increased by 3; it requires a Mechanics check (DC 38) to disable; anyone successfully struck by the trap is entangled and is effectively paralyzed until the trap is disabled (or the Orb retracts). In addition, those trapped are exposed to "We Who Remain's" viral components and are both infected and infested (*see page 165*).

To decipher the alien language and the most basic instructions inlaid into the Orb requires a complex Xeno-Languages Check (DC 50, 8 hours). It also requires high powered magnifying and recording equipment.

Note: The Orb is effectively indestructible. Only extreme means such as being dropped into a sun or black hole will destroy the device.

GOA'ULD GEAR (THE SERPENT'S LAIR)

The Goa'uld have stolen or retrograded technology for centuries, making them extremely advanced by Earth standards. The illusion of godhood is most often facilitated through use of this technology.

Unless otherwise stated (or allowed by the GM), Goa'uld gear may not be requisitioned to SGC personnel or their allies.

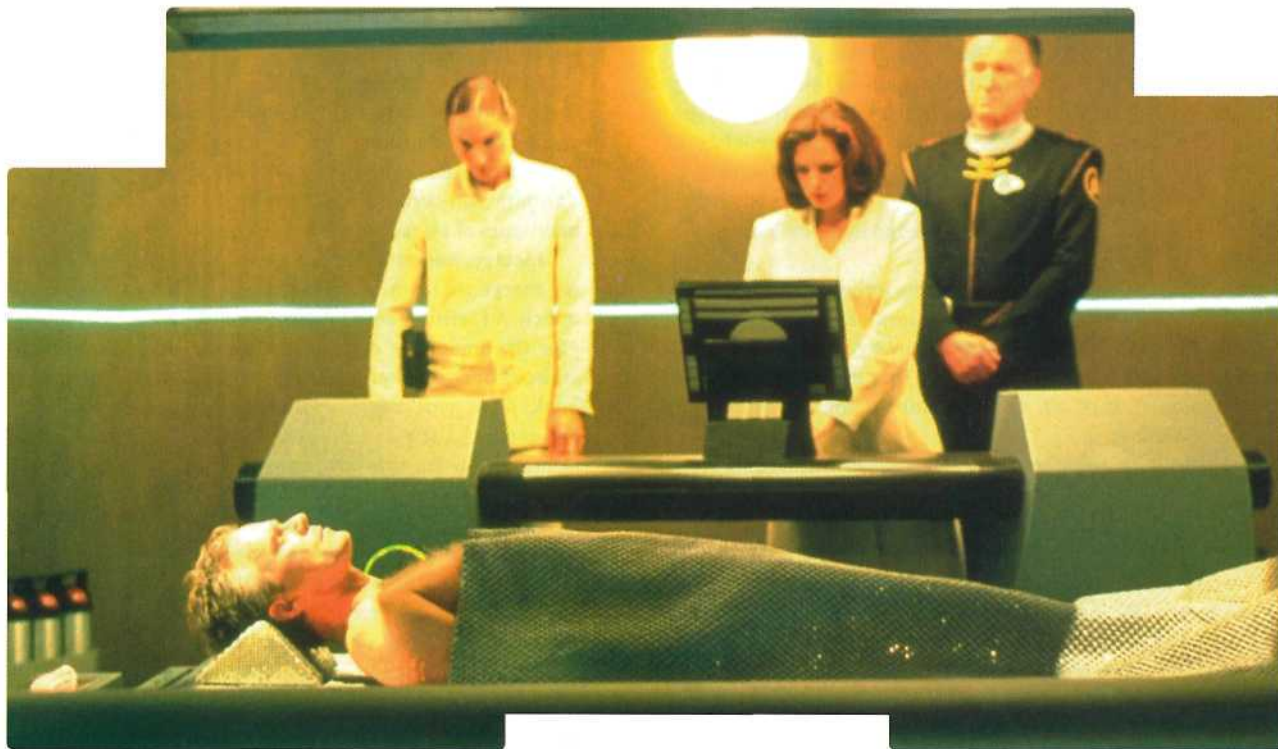
CRYOGENIC STORAGE DEVICE (OUT OF MIND)

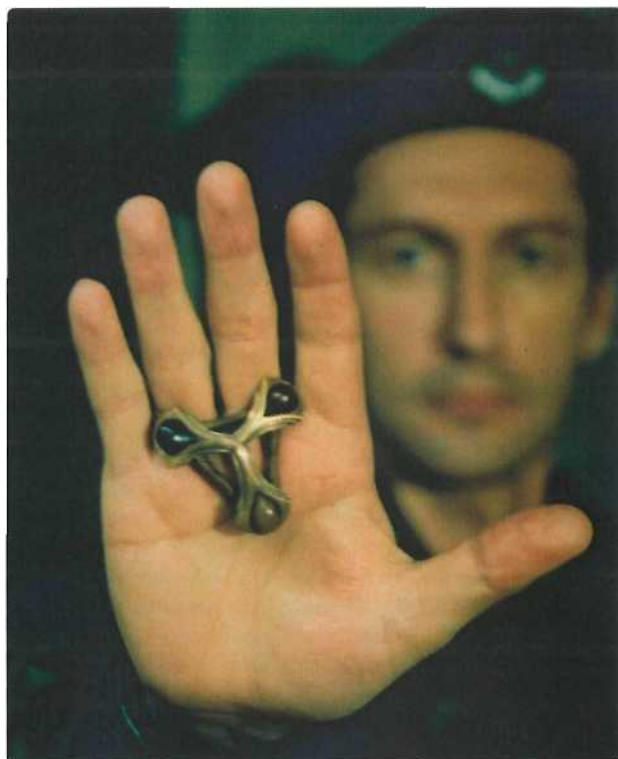
These highly sophisticated pieces of medical equipment can hold a patient in stasis until he or she can receive medical attention. It essentially halts the body's functions on a cellular level, freezing it in place and then restoring it again at a later date. Though it cannot actually heal injuries, it can prevent an injury from deteriorating until medical help arrives. It is also useful in eradicating disease and can even prevent a Goa'uld from possessing a host (the intense cold will kill unblended symbiotes). Thus far, it has only been encountered in the possession of Hathor, though other units may exist elsewhere in the galaxy.

Resource Points: 10 (N/A). The SGC does not possess any cryogenic storage devices (at least as of Season Seven). The listed resource points are the suggested cost for its use should the GM see fit to make one available in his campaign.

Mechanics: Those placed in a cryogenic storage device are subject to the following effects:

Unconscious: Those within the device while it is active are considered unconscious. They may not move or perform any actions, and another character is required to release them from stasis.





Long Life: The aging process is halted while the subject is in stasis. They suffer none of the effects of aging as long as the device remains activated.

Eradication of Disease: While the subject is in stasis, he suffers none of the effects of any diseases currently infecting him. For every 72 hours he remains within the device, 1 disease is eradicated from his system. The device must remain active for the entire 72 hours in order for this ability to work.

Symbiote Fatality: Any unblended Goa'uld or Tok'ra symbiotes (including those within a Jaffa pouch or a human host but who have not yet completed possession, as outlined in the *Stargate SG-1* core rulebook) suffers 5 points of Constitution damage for every ten minutes they remain within an active device. Once a symbiote reaches 0 Constitution, it dies. Jaffa with symbiotes are not adversely affected as long as they remain within the device, but suffer the effects of symbiote loss immediately upon leaving the device.

Constitution Healing: Subjects (other than unblended symbiotes) who have suffered a loss of Constitution will regain it at a rate of 1 point for every twelve hours they remain within an active device. This does not affect the temporary loss of Constitution upon emerging, as described below.

Strength and Constitution Loss: Upon emerging from the device, the subject is weak and cold, and immediately suffers a temporary loss of 5 Strength points and 5 Constitution points, respectively. These points are regained at a rate of 1 Strength and 1 Constitution point per hour. Subjects who have been in stasis for a particularly long time (one year or longer) may, at the GM's discretion, suffer an additional 2 point loss in each ability, which is regained at the same rate as above.

HARA KASH (IN THE LINE OF DUTY)

Just as an ashvak must master the specialized functions of the ribbon device, he must at times access these abilities surreptitiously while on the hunt. Without this overt sign of his Goa'uld nature, an ashvak can then draw a target out of hiding for the kill. To accomplish this, ashvaks long ago developed the hara kash, a ring-like version of the ubiquitous Goa'uld weapon with three primary color gemstones adorning it. It remains the exclusive purveyance of the ashvak, who jealously guard its secrets. Each one is triggered by its maker's specific brain wave patterns, forcing any others to spend 1d6 weeks of practice to learn the necessary functions by trial and error.

Resource Points: N/A. Hara kash are not available to the SGC or its allies.

Mechanics: Like the ribbon device, the hara kash can only be used by Goa'uld or their former hosts. It can be used like a ribbon device (see the *Stargate SG-1* core rulebook, page 419) to effect the energy conduit, kinetic blast, and nerve rip actions. However, due to its smaller size, it lacks a defense shield and its ranged attacks are limited to 5 ft. or less (damage is the same as a normal kara kesh). However, there are benefits beyond secrecy to these devices. Unlike the production-line character of the standard kara kesh, a hara kash is commonly customized in appearance or given additional functions by its assassin-builder. This uniqueness gives the user an edge when confronting his or her victims; even the most seasoned opponent may be surprised by the hara kash's abilities. When confronting a target with one of these weapons, the ashvak gains an additional +2 gear bonus to the Hand of Shadow ability, and is treated as two character levels higher for purposes of the Mantle of Fear (see the *Stargate SG-1* core rulebook, page 417).

In addition to short-range kara kesh features, each hara kash has 1d6 additional settings, which the user may select during the device's creation (the GM may limit the number of settings – or forbid certain settings – as he sees fit).

Healing: Primarily for the assassin's personal use, these limited healing abilities are sometimes used as leverage against the cooperation of another. This feature functions exactly like the standard healing device (see the *Stargate SG-1* core rulebook, page 346), save that it heals a maximum of 1/4 damage (not 1/2) in a single session.

Electric Surge: At will a hara kash can deliver a powerful charge that can be transmitted via an unarmed touch attack. A Fortitude save must be made with a DC equal to 10 plus the amount of damage dealt; otherwise the target is stunned for 1d8 rounds (see the *Stargate SG-1* core rulebook, page 379). When applied to unshielded electronic equipment, such as security cameras, computers and electronic locks, this function renders them inoperative until repaired.

Mind Fog: Based on a modified version of the ashvak indoctrination, this form of electronic brainwashing involves an unarmed touch attack that exposes the target to the brilliant light emanating from the gemstones of the hara kash. A contest of wills ensues; the target must make a Will save against a DC of 15 plus the Wisdom bonus of the attacking ashvak. On failure, the victim falls under the suggestion that everything is as it should be. This suggestion

is limited to minor alterations of the victim's perceptions or memories (GM's discretion), and lasts 1d10 rounds per character level of the ashvak. This can be extended at any time during the length of suggestion with an additional exposure to the Mind Fog light, with the Will save equal to the original DC + 5. The length may be extended indefinitely in this manner, although the Will save never rises beyond the original DC + 5. At the end of this time the victim again makes a Will save (DC 15) to remember what occurred during this period. On failure, the target suffers a blackout regarding the affected time, and has no memory of the wielder of the hara kash. While under the device's influence, the target will not attack friends or allies, deliberately seek to harm him- or herself, or otherwise behave in a manner contradictory to his or her nature.

Neural Spike: The most dreaded aspect of the hara kash, the neural spike is designed to specifically target the interface between symbiote and host. The beam delivering the spike has a range of less than a foot, necessitating an unarmed touch attack which paralyzes the target by overloading the nervous system with excruciating pain. A Fortitude save (DC 25) is needed for the target to attempt any action while under the agonizing torture of a neural spike attack. Damage to the symbiote is 1d6 Constitution points per round, which can be negated with a Fortitude save against a DC of 20 plus the amount of damage sustained thus far. Because of the symbiotic connection, the creature may also shunt the damage to the host's Constitution instead to buy itself a few more rounds of life. Once the symbiote's Constitution drops to 0, it dies, and if the attack continues, the damage must be applied to the host's Constitution.

Hand Shield: Though the cylindrical kinetic shield of the ribbon device is unavailable, a hara kash with this enhancement can, as a full action, generate a circular energy shield that provides up to 1/4 cover when actively deployed. If this cover shield is hit (i.e. the +2 Cover Defense or +1 Cover Reflex bonus is all that prevents an attack from hitting the target), it is treated as having the same properties as the standard kinetic shield.

Explosive Overload: Some ashvaks set their hara kash to activate this function when first used by an unfamiliar user. Others incorporate it into their devices as a last ditch weapon should a target prove too elusive for other methods. The explosion can be triggered instantaneously, or set on a timer for a delay of up to 5 minutes. The resulting blast damage is 2d10+6 with a blast increment of 10 ft.

Cutting Torch: By concentrating the emitted beam, this feature allows a hara kash to burn through materials. It can cut through a maximum of 20 wound points of material each minute of use, up to a depth of one foot.

Blinding Flash: Any character looking in the direction of this intense light strobe must succeed in a Fortitude save (DC 20) or become blinded for 2d8 rounds (*see the Stargate SG-1 core rulebook, page 378, for more information*).

OTHER GOA'ULD GEAR

Memory Recall Device, Goa'uld: The recall device used by Hathor's minions in *Out of Mind* is the same as that used by the Tok'ra, described on page 346 of the *Stargate SG-1 core rulebook*. The only difference is that it displays the memory in question on a nearby screen. This grants no additional bonuses, but makes it impossible for the subject to conceal any information from anyone within sight of the screen at the time.

Naquadah Dampener: This relatively rare chemical can be used to reduce the naquadah-sensing effects of the Goa'uld. Hathor's minions used it on Captain Carter during the episode *Out of Mind* (*see page 76*).

Resource Points: 4 (N/A). The SGC and their allies do not possess any samples of this drug. The listed resource points are the suggested cost for its use should the GM see fit to make one available in his campaign.

Mechanics: Naquadah dampener is considered a poison, with effects as detailed on Table 3.3, below.

LINEA'S AGITATOR AND ACTIVATORS (PRISONERS)

Linea's "agitator" (a modified Taldor "accelerator") is a hand-held device capable of accelerating chemical reactions to produce a variety of effects, including attacking other characters, rendering them unconscious or even killing them.

Resource Points: N/A. This equipment is unique and currently in the sole possession of Linea.

Mechanics: When used to attack others, the agitator can be used to subdue or kill. When used to subdue an opponent, the user makes a ranged attack against the intended target. If successful, the target must make a successful Will save (DC 22) or fall unconscious for 1d6 minutes. When used to kill an opponent, the user makes a ranged attack against the intended target. If successful the target suffers 4d6 damage, and the attack is automatically considered a coup de grace action (*see the Stargate SG-1 core rulebook, page 362*). The range increment for both these abilities is 5 ft. with a maximum of 4 range increments.

The agitator is also the tool Linea used to create her "activators," the chemicals she used to purify the food and water, to cure and heal injuries, and other bio-chemical feats. The agitator grants its user a +10 gear bonus on all

TABLE 3.3: NAQUADAH DAMPENERS

Type	CR	Primary Phase			Secondary Phase		
		ONSET	SAVE	DAMAGE/EFFECT	ONSET	SAVE	DAMAGE/EFFECT
Inhaled (Injected)	—	1d6 rounds	Fort (DC 12)	*	1d6 rounds	Fort (DC 12)	**

* The subject's Naquadah Sense feat and any similar abilities (GM's discretion) are rendered unusable for a number of hours equal to 1d6 minus the subject's Constitution bonus (minimum 1).

** -2 penalty to all checks to operate naquadah-powered devices. This lasts a number of hours equal to 1d6 minus the subject's Constitution bonus (minimum 1).



Craft (Chemistry) checks, and reduces the interval for applicable complex skill checks to 1/10th of the normal time (round up).

Example: Creating Linea's "activators" is a complex Craft (chemistry) check with a DC of 150 and an interval of 10 days. When using her device, Linea gains a +10 gear bonus on each check, and the interval is reduced to 1 day.

In game terms, Linea's activators are the equivalent of other gear. Some examples include the following.

Medicines: Each dose is equivalent to a liquid skin patch (*see the Stargate SG-1 core rulebook, page 317*) or an antibiotic, antidote or stimulant shot (*see the Stargate SG-1 core rulebook, page 318*).

Water Purification: Equivalent to water filtration tablets (*see the Stargate SG-1 core rulebook, page 319*).

Cold Fusion: Using Linea's activators and the terr root to generate energy produces sufficient power to power the Stargate for a single use (*see the Stargate SG-1 core rulebook, page 400*). Alternate energy applications (such as running lights or other equipment) are up to the GM.

MA'CHELLO'S INVENTIONS (HOLIDAY)

During his decades-long battle against the Goa'uld, Ma'chello devised a number of inventions to help in his cause. Many were simple weapons, but some were also very specialized devices designed with the explicit purpose of battling the Goa'uld. All of these devices are extremely technologically advanced; understanding how they operate without some form of instruction is extremely difficult, and operating them correctly is all but impossible. None of them are currently available to SG teams or their allies (i.e., no resource points may be expended to procure them and they are available solely at the discretion of the GM).

Database and Language: This device is a hand-held computer of sorts, that contains schematics and instructions for all of Ma'chello's inventions, many of which do not appear to be present in his underground base. The database also contains Stargate coordinates for all of Ma'chello's

hidden laboratories, where caches of his inventions are still used by Ma'chello's allies, as well as notes concerning a number of freedom fighters engaged against the Goa'uld, including Ohnes and Reol among them.

All of the contents of the database are encrypted in a language of Ma'chello's own invention. The language is based on Ma'chello's native language, which appears to be a combination of ancient Latin and Greek, but that also employs pictographs and other specially designed symbols.

Mechanics: Reading the information in the database requires deciphering the language: a complex Language skill check with a DC of 450 and an interval of one week, followed by a complex Cryptography skill check with a DC of 200 and an interval of one week. A minimum of 8 hours per day for at least 4 days per week is required for these checks. Once the language has been successfully deciphered, characters using the database gain a +5 gear bonus when operating Ma'chello's devices. The database also provides schematics for all of Ma'chello's inventions, granting a +5 gear bonus with Electronics checks made when repairing Ma'chello's devices, and/or a +5 gear bonus when making Mechanics checks.

Operating and/or repairing Ma'chello's inventions normally have DCs ranging from 20-30.

Medical Bed: This device is capable of sustaining the life of its occupant by stabilizing wounds and organs, administering medications as needed, and maintaining the subject's vital functions indefinitely. The subject is in the equivalent of a coma when attached to this device, but can be awakened automatically in the event of a pre-determined occurrence or time. Ma'chello spent much of the last few years of his life in this device, waking only when his operatives or other visitors arrived through the Stargate.

Mechanics: The medical bed functions without operator intervention. It may make First Aid and Profession (Doctor) checks as needed with +15 skill totals. The bed has an effectively unlimited supply of antibiotic shots, liquid skin patches, and stimulant shots, and applies them to its occupant as needed. In addition, any occupant of the bed benefits from accelerated healing, regaining double the normal amount of wounds and vitality for the time spent resting in the bed. However, the bed has its limits: if a subject is dying (*see the Stargate SG-1 core rulebook, page 381*) when placed in the bed, the bed cannot restore any vitality to him, and he remains fatigued until allowed to recover vitality points normally outside the bed.

It is possible, though unlikely, that the cryogenic storage devices used by Hathor (*see page 147*) are derived from the technology used in Ma'chello's medical bed.

Mind Switcher: This is the device Ma'chello used to switch bodies with Daniel Jackson (and which also accidentally switched O'Neill and Teal'c as well). It transposes the "minds" of two subjects when they each grab a pair of handles on either side of the device. Direct contact with the device itself is not required in order for it to function properly, as evidenced by the transfer between O'Neill and Teal'c despite their use of carrying handles. The device records and encrypts each transference it performs, thus preventing direct reversals. Ma'chello originally designed it to allow members of his rebellion to "hide" within the bodies of unknown innocents, much like what he intended

to do with Daniel Jackson's body. The rebellion also used the device on a number of occasions to transfer members into the bodies of captured Jaffa in order to gain access to restricted areas and equipment.

Mechanics: When any two characters come into contact with the mind switcher, the device instantly swaps their minds. Each subject must succeed in a Will save (DC 18) or become stunned until his next initiative count. As noted above, the device records all mind/body combinations to which it has been exposed, and will not reverse a transfer – subjects wishing such a reversal must go through a “shell game” series of transfers as detailed in the episode synopsis for *Holiday*.

For the sake of simplicity, a transferred character retains all of his original traits except the following, which he gains from the character into whose body he is transferred, replacing his original traits:

- Strength, Dexterity, and Constitution scores.
- Wound points.
- Size and all size-related modifiers.
- Base speed and movement capabilities.
- All specialty and class abilities and feats that provide gross physical characteristics, including (but not limited to) natural armor, natural weapons, extra limbs, or a symbiote.

In all cases, modifiers to any of the above traits gained from specialties, class abilities, or feats stay with the body, not the mind. Apply common sense: a mind-swap between a human and a Jaffa will not move the Jaffa's pouch or radiation resistance to the human's body.



In addition, a swapped character suffers a penalty to all Strength-, Dexterity-, and Constitution-based saves and checks equal to the difference between his original body's appropriate ability score and that of his new body.

Example: If O'Neill (Strength 14) is transferred into the body of Teal'c (Strength 17), O'Neill suffers a -3 penalty to all Strength-based saves and checks. These penalties are removed at a rate of 1 point per week.

If a body swap is permanent, or lasts long enough for a swapped character to gain a class level, any benefits gained from the increased level are applied to the new body/mind combination. If another swap occurs after a character gains a level, the same rules for transferring characteristics and post-transfer penalties apply.

Tools and Equipment: In addition to specific items, several tools and pieces of equipment used to create the devices are also located in Ma'chello's base. These include diagnostic and repair tools, programming tools, and other technology Ma'chello used to create his inventions. Only the most unique of these tools are described in Ma'chello's database.

Mechanics: The proper use of the tools and other equipment found in Ma'chello's base becomes obvious once the database and language are translated. In this case, using the proper tools and/or equipment grants the character an additional +3 gear bonus when repairing and/or modifying (reprogramming, etc.) Ma'chello's inventions.

MADRONAN GEAR (TOUCHSTONE)

Madronans (*see page 132*) are a primitive race whose Eden-like existence is dependent upon two specific pieces of technology. They are unavailable to the SGC and their allies, and removing them from Madrona would prove disastrous to the planet.

The StarSeer: The StarSeer is a network of six satellites, located in four equilateral positions around Madrona's equator, and in two polar orbits opposite one another. This grants a view of any location on the face of the world. The StarSeer acts as an amplifier and targeting system for the Touchstone, and is linked to the Touchstone's user by a touch-based direct neural interface – essentially telepathy – as long as the user is in contact with the Touchstone. This mental interface causes slight damage to the human optic nerve, which over the course of years will eventually induce blindness.

Without the StarSeer, the range of the Touchstone is limited, and its effects are random. The user's skill is useless without the StarSeer, making the Touchstone very dangerous to activate anywhere but Madrona.

The Touchstone: Revered by the Madronans for its ability to instantly control the weather, the Touchstone is a wondrous piece of technology. The device's control component is a set of three interlocking rings that rotate on the X, Y, and Z axes. By manipulating the rings in a specific manner, the device can be used to reset weather patterns across a vast area of the planet's surface.

The method by which the Touchstone achieves these effects is not well understood. When activated, it produces a high-pitched warbling sound and releases small, luminescent, tetrahedrons, which hover about in a seemingly random pattern before accelerating to high speed and

disappearing from sight. The glowing masses the device releases are theorized to be composed of certain elementary particles which should, according to current physics, not be able to exist in that form.

Mechanics: In the hands of a skilled user on the world of Madrona, the Touchstone can manipulate weather anywhere on the face of the planet. When in physical contact with the device, the user may make a Concentration check (DC 20) to attune himself to the Touchstone. Once attuned, he is immediately in telepathic contact with the StarSeer, gaining a mind's eye view of Madrona from a position in high orbit above the Stargate. Concentrating properly (DC 20) allows the user to shift his view to 5 other positions around Madrona, reflecting 4 equatorial views and 2 polar views, which cover the entire surface of the planet. This provides the user with an intuitive knowledge of the effects he is achieving with the Touchstone, and allows him to automatically target the Touchstone's effects on any area of any size.

In order to achieve the desired weather effect, the user must make a Knowledge (Meteorology) check at DC 20 plus a modifier based on the weather effect desired. While on Madrona, failing the check produces no effect; the StarSeer has a built-in safeguard to prevent unskilled operation of the system. If the Touchstone is being used on another world, roll on the Random column to determine a weather effect, regardless of the user's skill level. This effect will occur in a location [(Wisdom-3d6)x100] miles from the Touchstone, in a random direction, and cover an area 6d6x10 miles in diameter. Under such conditions, the Touchstone provides no feedback whatsoever to the user to indicate success or failure, or what effect is being produced where, though the device still emits its telltale glowing particles, which demonstrate that it is doing something.

SALISH TRINIUM

This metal was discovered on several worlds before the SGC made contact with the Spirits, but PXY-877 has some of the most abundant deposits of trinium known to date. Depending on the methods used in refining and alloying it, trinium can take on several forms.

As worked and used by the Salish of PXY-877, trinium is an exceptionally hard silvery metal with the approximate density of titanium. Although available supplies of trinium ore are limited, these techniques are well within the capabilities of modern terrestrial scientists. Any slashing or piercing projectile or melee weapon made of Salish-grade trinium gains the armor-piercing (AP) quality, or the armor-defeating (AD) quality if it already was considered armor-piercing. Any solid object made from (or encased in) Salish-grade trinium gains the increased durability (ID) and rugged (RG) qualities. Salish-grade trinium projectiles and weapons cost their normal GP value in RPs when requisitioned by SGC personnel – for example, 100 rounds of trinium 9mm ammunition cost 1 RP.

WEATHER*	DC MOD	RANDOM
Clear	0	01-02
Hail	+3	03-06
Rain, Light	+1	07-08
Rain, Moderate	+2	09-11
Rain, Heavy	+3	12-14
Sleet	+4	15-18
Snow, Light	+2	19-22
Snow, Moderate	+4	23-27
Snow, Heavy	+6	28-32
Blizzard	+8	33-39
Hurricane	+10	40-50
Snowstorm	+10	51-60
Thunderstorm	+4	61-67
Wind, Light	+1	68-69
Wind, Moderate	+2	70-72
Wind, Strong	+4	73-74
Wind, Severe	+6	75-76
Windstorm	+8	77-85
Wind, Hurricane	+10	86-94
Wind, Tornado	+10	95-00

* See page 434-435 of the *Stargate SG-1* core rulebook for specific rules regarding weather.

REETOU GEAR (SHOW AND TELL)

Multiphasic Blaster: The Reetou long ago developed technology allowing them to interact with out of phase matter. However, it was not until the Goa'uld attacked their homeworld that they turned it to destructive purpose in the multiphasic blaster. This weapon can be fired in either normal or transphasic mode, allowing it to affect normal matter and Reetou respectively. Switching between the two requires one half action. The multiphasic blaster is an energy weapon, and considered a rifle for Weapon Group Proficiency purposes.

SPIRIT TECHNOLOGY (SPIRITS)

In its explorations, the SGC has encountered several alien races possessing, as Arthur C. Clarke said, technology sufficiently advanced as to be indistinguishable from magic. Like the Nox (first encountered in the Season One episode of the same name), the Spirits of PXY-877 are one such species. In addition to making extensive use of their world's abundant trinium resources, the Spirits have developed techniques of "shapeshifting" and "teleportation" that appear to violate or bypass the known universal laws of energy conservation.

The source of the following capabilities is unknown, though the dominant theory is that the silvery robes worn by all known Spirits incorporate technological devices that enable the apparent violation of several basic physical laws. Whatever technologies enable these powers are portable, as they have been observed within the SGC. These devices incorporate anti-tamper technology that prevents non-Spirits from making use of them, and are thus unavailable to the SGC or its allies. (In the interests of game balance, GMs may also wish to make them unavailable to any Spirit player characters.)

Shapeshifting: As a full action, a Spirit may make a Concentration check (DC 15) to take on the physical form of any organic creature between Diminutive- and Large-sized. The Spirit must previously have observed the creature from a range of 15 feet or less for at least five rounds (30 seconds), enabling the shapeshifting technology to store a complete biological template for the organism. This observation can take place while the target creature is in limbo (*see below*).

The shapeshifting process is biologically perfect – accurate enough to pass a standard SGC post-mission medical exam. For all intents and purposes, the shapeshifted Spirit is a perfect physical copy of the target organism. If this technology is used to impersonate a character, the Spirit gains all of the target's physical characteristics, just as if he had been subjected to Ma'chello's mind switcher (*see page 150*). However, he suffers none of the attendant penalties.

Whenever a Spirit sustains damage while shapeshifted, he must make an immediate Will save (DC equal to 10 + the amount of damage sustained). If he fails, he immediately reverts to his natural form and is stunned until his next initiative count.

Limbo: As a full action, a Spirit can shift a number of characters and/or objects equal to 3 plus his Wisdom modifier (if positive) to a pocket dimension (which may be the same "sub-space" used by the Nox; *see the Season One sourcebook, page 150*, for more information). This occurs automatically – no attack check is required and no save is possible. All targets must be within the Spirit's line of sight.

While in limbo, time passes for all characters and objects at an expanded rate of approximately 30,000:1. Every round (six seconds) in limbo is equal to 48 hours in the normal universe.

As a full action, any Spirit can return any number of characters and/or objects from within limbo to any place within his line of sight.

Teleportation: As a full action, a Spirit can use the same pocket dimension that the limbo technology provides as a means of short-range teleportation. He may teleport himself, along with a number of people or objects up to 3 plus his Wisdom modifier (if positive), to any location within (100 x Wisdom) feet that he can see or has previously visited (round to the nearest 5ft. for distance purposes). The Spirit must have line of sight to all other subjects being transported.

Other Capabilities of the Spirits:

- While shapeshifted into the forms of SG-11 and SGC personnel, the Spirits were able to impersonate those individuals in conversation. Presumably, the Spirits have access to some means of memory scanning that is used in conjunction with their shapeshifting technology. This is represented with a +6 gear bonus to all Bluff checks made to impersonate the target of a shapeshift.
- Spirit emergency medical technology includes a device which can counteract the potentially fatal effects of electrical discharges on the Spirit body. As a full action, a Spirit who is adjacent to another Spirit suffering from temporary Constitution damage may spend an action

SPIRITS IN ANIMAL FORM

In addition to taking on humanoid forms, the Spirits are capable of assuming the physical forms of terrestrial animals known to the Salish. No known examples of these animals were transplanted to PXY-877, leading to speculation as to how the Spirits could have been able to "sample" them. Presumably, items carried by the transplanted Salish were used to provide DNA which was then analyzed – or used in cloning – to provide complete data on the animals.

The following stat blocks are for typical animals of the appropriate types. When a Spirit exists in such a form, he is subject to all of its normal restrictions (lack of vocal capability, no opposable thumbs, and so forth), but loses none of his intellectual capabilities.

Brown Bear: CR 4 (6d8 vitality dice). SZ Large; v/wp 54/28; Init +1 (+1 Dex); Spd 40 ft.; Def 10 (-1 size, +1 Dex); Atk: 2 claws +11 (1d8+8) / bite +6 (2d8+4); Face 2 squares (long); Reach 1 square; SA none; SQ natural armor (provides DR 4); SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6; Skills: Listen +4, Spot +7, Swim +2, Survival +8. Feats: None.

Raven: CR 1/6 (1d2 vitality die). SZ Diminutive; v/wp 2/3; Init +2 (+2 Dex); Spd 10 ft., fly 40 ft.; Def 14 (+2 size, +2 Dex); Atk: claws +4 (1d2-5); Face 1 square; Reach none; SA none; SQ none; SV Fort +2, Ref +4, Will +2; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6; Skills: Listen +6, Spot +6. Feats: None.

Wolf: CR 1 (2d8 vitality dice). SZ Medium; v/wp 17/15; Init +2 (+2 Dex); Move 50 ft.; Def 14 (+2 Dex, +2 dodge); Atk: bite +3 (1d6+1); Face 1 square; Reach 1 square; SA trip; SQ none; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6; Skills: Hide +3, Listen +6, Move Silently +4, Survival +1. Feats: Weapon Finesse (bite), Wolf Pack Basics.

die and make a First Aid skill check. The check result divided by 5 (rounded down) is the amount of Constitution ability damage that the target heals. Any other Spirit who is adjacent to either the treatment provider or the victim may use the aid another action to assist the treatment attempt.

- After their first encounter with the Goa'uld, the Spirits developed remote scanning technology that can detect the presence of a Goa'uld symbiote. Any Spirit within 60 feet of a character may take a half action to scan him (Search skill check, DC 12). With success, the Spirit becomes aware of the presence of a symbiote within the target.

VOLSINII GEAR (THE GAMEKEEPER)

VR Pods: These large devices sustain and preserve those inside. Tentacles plug into the users at the temple, abdomen and spine, providing life support and access to the pod's virtual reality. While in the pod, the user is in suspended animation and unaware of the world around him. Instead, the pod draws his consciousness into the virtual reality run by The Keeper. It is unknown if someone

can be hurt or killed while in the pods. However, a cruel or insane Dreamweaver (see page 166) could do much mental damage were it not for the Keeper's programmed benevolence (for further details, see the *Stargate SG-1* core rulebook, page 84).

Resource Points: 4. The VR pods are usually only available on P7J-989, though a few have gone to the SGC for study. Provided an SG team receives permission from their superiors, however, the Volsinii will readily allow a spare pod's use.

Mechanics: Unwary bystanders may find themselves dragged into a VR pod if they are not careful. Anyone within one square (5 ft.) can be attacked by the VR pod's tentacles (typically using the Keeper's attack bonus, see page 103). This attack can be evaded but anyone struck or caught flat-footed is drawn into the VR pod (Escape DC 40). Once entangled, the tentacles attach themselves as described above. Unless the victim can make a Will save (DC 22) each round, the VR overwhelms their perceptions. While they remain inside the pod, the user does not age.

Programming a virtual reality scenario directly is beyond the capability of most humans. The usual method employed by the Volsinii (and the SGC) involves loading the requisite "software" into the Keeper. The Keeper generates the scenario based on this information when they enter the VR pods. Actually getting the Keeper to run the required simulation is the hard part. Powerful memories interest the Keeper far more than mere "play acting" – no matter how fantastical. The intensity and emotional experience contained is most compelling to the Keeper and he is inexorably drawn to "testing" such vivid "software." Unless the user can convince the Keeper otherwise, he may find himself reliving the worst experiences of his life over and over. To successfully convince the Keeper, his disposition must be raised to Helpful or better from its usual Friendly status. Failing that a Concentration Check (DC 26 (10 + the Keeper's bonus of +16)) is allowed each hour to end the unwanted "scenario" and force the Keeper to be more cooperative.

(Following the events of *The Gamekeeper*, the Volsinii have made the pods considerably safer, and SG teams can use them more or less without fear. The above mechanics should only be employed at the GM's discretion.)

MISCELLANEOUS RULES

BLACK HOLES (A MATTER OF TIME)

As shown in *A Matter of Time*, a planet that comes sufficiently close to a black hole's event horizon is subject to time distortion that will effectively trap anyone unfortunate enough to be on the world. Any wormhole to a Stargate outside the black hole's area of effect will remain open only for a second or two of subjective time on that world. The world at the other end of the wormhole, on the other hand, is in for a more prolonged crisis.

Once a Stargate connection is established to an affected world (again, as in *A Matter of Time*), time dilation effects immediately begin within the immediate area of the dialing gate (e.g. below Level 24 of the Cheyenne Mountain complex). Events begin occurring at a different pace in the gate's vicinity than on the rest of the world. To represent this, the GM should apply different time scales to actions that characters take within the SGC or outside it. Table 3.5 provides a suggested "exchange rate" for time passing once the wormhole is established, broken into 5-minute increments within the SGC and their equivalent amounts of time passing outside it. The table is also annotated with the schedule of events as they occurred in *A Matter of Time*, to assist the GM in pacing his own game.

GETTING NEAR THE GATE

The gravitational effects caused by the Stargate aren't immediately obvious, but become evident within 30 minutes. Gravity near the gate becomes a force directed toward the gate rather than in the normal direction for the gate's orientation. This effect is shown on Table 3.5 in the "Gravity" column. The distance after the G value is the range increment of the effect. The gravitational anomaly steps down in power by 1 G for every range increment. For example, after 80 minutes (16 5-minute increments), the gravity up to 40 feet from the gate is 4 G; from 40 to 80 feet away, it's 3 G; from 80 to 120 feet away, it's 2 G; from 120 to 160 feet away, it's 1 G; and gravity is normal farther than 160 feet from the gate.

TABLE 3.4: NEW EQUIPMENT AND WEAPONS

EQUIPMENT

NAME	PICKS	DB	DR	WEAKNESSES	MDB	ACP	SPEED	WEIGHT
Space Suit	1 RP	-3	3	-	+0	-6	-15 ft	310 lb

WEAPON

NAME	PICKS	RECOIL	ACCURACY	RANGE DAMAGE	ERROR	THREAT	INCREMENT	AMMO	QUALITIES	SIZE	WEIGHT
<i>Reetou Weapons</i>											
Multiphasic Blaster	6	12	-4	4d6	1-2	19-20	30 ft.	30	TD	L	5 lb.

The narrative effect of this gravitational shift is to make approaching the gate a dangerous proposition, as shown in the episode in question. Characters can't simply walk up to the gate – they need to find an alternate method of approaching it, such as rappelling from the gate control room.

For rules on operating in gravity above Earth-normal (1 G), see page 158.

CLOSING THE GATE

Once a Stargate has established a wormhole to a planet affected by a black hole, the gate begins drawing its power directly from the black hole. Shutting down the gate via conventional means is impossible – the wormhole must be disrupted by a precise application of an enormous amount of energy. The easiest way to do this (for conventional technology, anyway) is with a shaped charge that inflicts at least 150 points of damage on the vortex. Use the standard rules for the Demolitions skill (*see the Stargate SG-1 core rulebook, page 203*) to resolve such an action. (The vortex has no other stats.)

CONSEQUENCES OF FAILURE

At approximately 90 minutes of objective time (18 5-minute increments), the black hole's gravitational pull through the open wormhole grows strong enough to begin swallowing the SGC and everyone within the complex.

For every 5 minutes of subjective time that occur within the SGC past the point shown on the table above, the amount of objective time occurring in the outside world is multiplied by 1.5. After 6 months (roughly 30 minutes of objective time at the Stargate, if anyone could survive there), the entire state of Colorado would be devoured by the black hole. After another 6 months (about another 10 minutes at the gate), Earth would cease to exist.

NEW COMBAT ACTIONS

The following section details new actions which you may take in combat, which are especially pertinent to rules covered elsewhere in this chapter.

RELOADING CAMERAS (VARIES)

Reloading a video camera or a digital still camera requires one half action. Reloading a standard still camera requires one full action to remove the exposed film and a second full action to load a new roll of film. The Quick Reload feat reduces these times to one free action and two half actions, respectively.

ROLL TAPE (FULL ACTION)

As a full action, a character with a readied video camera may record the events of an entire round, or the actions of one specific subject. This requires a successful Surveillance skill check (DC 10 when focusing on one subject, DC 15 when focusing on an entire occurrence). This skill check is subject to penalties based on the character's motion, as shown on the table on page 156. The character's check result serves as a Spot and Listen check cap for the video shot. Finally, the character may – as a free action – move up to 2× his speed while rolling tape.

SHOOT FILM (FULL ACTION)

A character with a readied still camera may, as a full action, take a number of photographs equal to or less than his Dexterity modifier + 1 (minimum 1). This requires a successful Surveillance skill check (DC 10), subject to penalties dependent on the character's motion, as shown on the table on page 156. The character's check result serves as a Spot check cap for the photographs taken. Finally, the character may – as a free action – move up to 2× his speed while shooting film.

TABLE 3.5: BLACK HOLE EFFECTS

5-MINUTE

INCREMENTS	EXTERNAL TIME	GRAVITY	EPISODE NOTES
0	Normal	–	Wormhole is established.
1	30 minutes	–	Contact with surface is lost.
2	1 hour	–	
3	90 minutes	–	
4	2 hours	–	Colonel Cromwell's team enters Cheyenne Mountain.
5	3 hours	–	General Hammond exits Cheyenne Mountain.
6	4 hours	1 G/2.5 ft.	Carter notices gravitational effects near the gate.
7	5 hours	1 G/5 ft.	
8	6 hours	1 G/7.5 ft.	
9	7 hours	1 G/10 ft.	General Hammond returns from Washington.
10	8 hours	2 G/12.5 ft.	Evacuation of the SGC begins.
11	10 hours	2 G/15 ft.	
12	12 hours	3 G/15 ft.	
13	18 hours	3 G/20 ft.	
14	27 hours	3 G/25 ft.	Evacuation is complete.
15	2 days	4 G/30 ft.	
16	3 days	4 G/40 ft.	O'Neill and Cromwell close the wormhole.
17	4 days	5 G/60 ft.	
18	6 days	6 G/90 ft.	

MOTION/SITUATION	CHECK RESULT PENALTY
------------------	-------------------------

Character moves...	
...his bonus 5-ft. step only	-2
...up to 1/2 his speed in feet	-5
...up to his speed in feet	-10
...up to 2x his speed in feet	-15
...more than 2x his speed in feet	-20
Character is in/on...	
...a moving water vehicle	-2
...a moving aircraft	-6
...a moving ground vehicle	-8
...a moving mount/personal vehicle	-12

Note: The penalty is calculated according to the distance moved throughout a single event, no matter how long the character records.

COVER IDENTITIES (THE TOK'RA)

Probably the single most important tool for a Tok'ra (or other character) operating inside a neutral or enemy organization is a solid cover identity. Ideally, this identity involves two parts – a plausible background as a desirable ally or servant for the target group and distance from the Tok'ra's true background (to ensure he isn't identified as a spy).

Cover identities are comprised of many elements.

- Some elements are physical, including identification and documents, suitable clothing or uniforms, and the like.
- Elaborate identities must include a verifiable history as well, demanding that information be planted electronically and physically to create a false history for the character.



- The most delicate cover identities require that other characters or specialists be available for corroboration. This might include a network of "teachers," "friends," and "allies," all willing to testify to the veracity of the false identity. The Tok'ra spend hundreds of years cultivating such contacts – usually through deception, though a well-placed agent can help insert other Tok'ra into the System Lords' ranks.
- Simultaneously, the Grand Council and other organizations must hide, silence, or destroy similar information about the character's true past and identity.

All of these facets are summarized with a power rating for each cover identity (ranging from 1 to 12). Cover identities may be requisitioned with resource points, though some characters may create their own cover identities with skills and feats (which should be role-played out, perhaps even forming a series of missions or campaign).

POWER RATING	RP
1	2
2	4
3	6
4	10
5	16
6*	24

* Power ratings above 6 are only available by special assignment (per the GM's discretion), or through a combination of standard ratings and special abilities and feats.

IDENTITY CHECKS

When a character assumes a cover identity, its power rating is added to his Bluff and Disguise checks. Further, when he is forced to make an opposed check against Computers, Sense Motive, or Surveillance to conceal his true identity, he gains a circumstance bonus equal to the cover ID's power rating.

All of these are examples of "identity checks."

FLAWLESS IDENTITIES

Characters with the Flawless Identity feat are top-notch infiltrators with their organization's full support. Each identity gained from this feat is considered to have a power rating of 9. Should the character be uncovered, the power ratings of all identities provided by this feat drop to 6 (though the benefits of his mental compartmentalization remain the same).

Further, in the event that an organization or person who helped create a cover identity chooses to hunt the character while he's undercover (perhaps believing that he or she has been compromised by the Goa'uld), the cover identity's power rating drops to 2.



THE EIGHTH CHEVRON (THE FIFTH RACE)

Under normal operations, Stargate addresses use seven chevrons. The eighth chevron is thought to be akin to an “area code” in a gate address, denoting a destination in a completely different part of the universe from the “local” area of Earth and the Milky Way galaxy. Dialing an eight-chevron address differs from the normal procedure in the following two ways (*see the Stargate SG-1 core rulebook, page 400, for normal gate operations rules*):

- Whenever a character dials an eight-symbol gate address, the error range of any skill check involved in the process is increased by one.
- When using an integrated computer system, the process takes one additional half action to account for the extra symbol.

The power required for this operation is massive. Stargates without a functioning DHD or equivalent power source (such as the dialing computer at the SGC) cannot dial an eighth chevron. No known instances of the ninth chevron being used have ever come to light; it is doubtful even the Asgard have traveled to gate addresses so vastly far away.

GRAVITY (MESSAGE IN A BOTTLE)

Almost all worlds accessed by the Stargate have gravity within a few percentage points of Earth's. However, SGC personnel may occasionally find themselves on heavy- or light-gravity worlds, in microgravity (“zero G”), or in situations where odd gravitational effects are at work. The following mechanics deal with the primary game effects of zero, low, and high gravity on characters.

ZERO GRAVITY

More properly referred to as *microgravity*, zero gravity is the absence of a noticeable gravitational field (less than 0.01 G or so). Functioning in microgravity has its own unique set of complications:

- All Strength, Dexterity, Balance, Climb, Escape Artist, Jump, Move Silently, and Tumble checks suffer a -4 circumstance penalty. If a character rolls an error on any such check, he begins spinning (*see below*).
- Any time a character fires a firearm without bracing, he must make a Reflex save with a DC equal to the weapon's maximum damage. If he fails the save, he has knocked himself loose from any mooring and begins spinning.
- Any time a character makes a hurled, melee, or unarmed attack without bracing, he suffers a -2 penalty to damage rolls with that attack. Further, if the attack check results in an error, the character begins spinning.
- Any trip attack suffers a -6 penalty to the attack check.
- Any action (including a trip) that would result in the character being knocked prone instead causes him to spin.
- A spinning character is out of control, unable to maintain his orientation without gravity. When a character begins spinning, roll 1d4+1; this is the number of half actions he must spend to regain control and stop spinning. Alternately, he may attempt to stabilize himself with a half action and a successful Tumble check (DC 20). While spinning, a character may take no move actions, loses his Dexterity bonus to Defense, and suffers an additional -4 penalty to all attack checks.

LOW GRAVITY

Low gravity (between 0.9 G and 0.1 G) can be both a help and a hindrance. On the plus side, it means that the character and his equipment weigh less. On the downside, muscles accustomed to an Earth-normal gravity field can easily cause a character to lose his balance when resistance to physical activity is less than expected.

When calculating encumbrance for a character in low gravity, multiply the weight of all his equipment by the planet's gravity. For example, a character on Mars (0.38 G) carrying equipment that would weigh 110 pounds on Earth calculates his encumbrance for a 41.8-pound load.

The other effects of low gravity on a character are to increase both his base movement rate and the error range of all gross physical movement (including melee combat, as well as all skill checks that are subject to penalties for zero G). The following table details these effects.



GRAVITY	MOVEMENT EFFECT	ERROR RANGE EFFECT
>0.9 G	none	none
0.9 G–0.75 G	+5 ft.	none
0.74 G–0.5 G	+10 ft.	+1
0.49 G–0.3 G	+15 ft.	+1
0.29 G–0.1 G	+15 ft.	+2
<0.1 G	+20 ft.	+2

HIGH GRAVITY

High gravity (greater than 1 G) has no mixed effects – they're all bad. While movement in low gravity can be quick, if awkward and clumsy, movement in high gravity has the potential to cripple or kill an unwary character.

As with low gravity, when calculating encumbrance for a character in high gravity, multiply the weight of all his equipment by the planet's gravity. For example, a character on a 1.8 G world carrying equipment that would weigh 110 pounds on Earth calculates his encumbrance for a 198-pound load.

For every 0.5 G or fraction thereof above 1 G, a character's base movement is reduced by 5 ft., and he suffers a -1 penalty to endurance checks. This means that most characters will be unable to function in a gravity field heavier than 3.5 G. For example, a character on a 1.8 G world has his movement reduced by 10 ft. and suffers a -2 penalty to endurance checks.

The error range of all gross physical movement (including melee combat, as well as all skill checks that are subject to penalties for zero G) is increased by 1 for every G, or fraction thereof, above 1 G. In addition, whenever the GM activates a failure for any roll that is subject to this effect,

the character must succeed in an immediate Reflex save (DC 15, +3 for every G or fraction thereof above 1 G) or go involuntarily prone *and* suffer falling damage equal to the margin by which he failed the roll.

JURY-RIGGED GOA'ULD DEVICES (NEED)

Most of the various technologies used by the Goa'uld were not invented by the symbiotes. They were discovered as the Goa'uld scavenged ruins of lost civilizations, or captured as the Goa'uld enslaved yet another race to their will. It is perhaps unsurprising, then, that occasionally these technologies fall into the hands of less advanced races that have defeated (or evaded) the Goa'uld themselves. The natives of P3R-636 are a perfect example: they have incorporated many Goa'uld devices into their own post-Goa'uld culture, and continue to successfully employ them even 700 years later. The following rules apply only to Goa'uld weapons which draw on a power cell (or other power source) for use; equipment simple enough to not require power (such as the torso plate of Jaffa armor) is simple enough for even primitive cultures to maintain normally.

Jury rigged weapons are easily represented. The error range of any jury-rigged Goa'uld weapon (such as a staff weapon or zat'nik'tel) is doubled, and the RP cost is reduced to 1/2 normal (minimum 1). Armor, likewise, suffers penalties in exchange for its reduced cost: the Maximum Dexterity Bonus is reduced by 2, and the Armor Check Penalty is doubled. Again, such armor may be purchased at 1/2 the normal RP cost (minimum 1).

Other devices, such as sarcophagi and Goa'uld transportation rings, are somewhat more reliable. Even these, however, can fail over time, and those who wish to use them successfully must be well-versed in Goa'uld

technology. In order to use any jury-rigged Goa'uld device, a character must make a Knowledge (Goa'uld Technology) check (DC 25). The error range on this check is increased by 1 for every century the device has been jury-rigged for maintenance. If an error is rolled, the GM may spend as many action dice as he wishes to activate a critical failure. In this case, the jury-rigged device fails catastrophically, inflicting damage on the character equal to the total roll of the action dice spent to activate the critical failure. These action dice explode as normal.

Catastrophic failures must be repaired with a Mechanics skill check (DC 30), which requires one week per action die spent to activate the Critical Failure. For full rules on repairing devices, see the *Stargate SG-1* core rulebook, pages 220-223.

Example: In order to use the Goa'uld sarcophagus, Pyrus (58 vitality, 9 wounds; see page 110) makes a Knowledge (Goa'uld Technology) check (DC 25). Since the sarcophagus has been maintained for 700 years by Pyrus himself, without the proper tools or full knowledge of the principles on which it operates, his error range on the check is increased by 7. He rolls a 5, and the GM spends 6 action dice to activate a Critical Failure. He rolls the spent dice, and scores a 4, 5, 7, 9, 12, and 12, so he re-rolls the 12's for an additional 19 points. Pyrus suffers 68 points of damage, reducing him to -10 wound points and killing him.

Jury-rigged Goa'uld devices are not issued by the SGC, so characters may not spend RP's to purchase them (though they can sometimes be obtained through other channels). These rules can be applied to any advanced technology (though it is rare to see a jury-rigged Asgard device and other similar technologies); the Knowledge skill used must focus on the particular race in question.

LINEA'S PLAGUE (PRISONERS)

Linea's plague is the disease she created that eventually wiped out half the population of Rillaan. She introduced this disease in hopes of "curing" it and ensuring herself a seat among the Taldor.

The original disease was similar to hemorrhagic fever. Symptoms include headache, muscle ache, fever, and in later phases, nausea, fatigue, and hemorrhaging as the organs in the body break down.

Linea's "cure" augmented the disease, causing heightened symptoms (strong headache, higher fever, etc.), and also caused the disease to become airborne. In game terms, the "cure" decreases the onset time, at the same time increasing both the DC for Fort saves to resist the disease's effect, and the damage the disease does to its victims. See Table 3.6 for more information.

MIND CONTROL (FAMILY)

Sometimes, it's much better to turn an enemy into a tool than kill him. A common tactic employed by the Goa'uld and the SGC's less savory foes is mind-control (often vulgarly referred to as "brainwashing"). The victim's psyche is fractured and distorted to produce the desired effect. While simple brainwashing can conceal memories or implant false ones, more complex manipulations can change the victim's attitudes or even program actions that are triggered later under the appropriate stimuli.

While the Tauri and similarly non-advanced villains are limited to drugs, psychological torture and physical abuse, the Goa'uld and the more advanced races have a much broader range of chemical and technological tools available. Chemicals such as *nish'ta* (see the *Stargate SG-1* core rulebook, page 418) and *kash'ta* (see the *Season One* sourcebook, page 147) figure prominently in converting the enemies of the Goa'uld into obedient, expendable catspaws, servants and slaves. The most insidious are those transformed into the deadly *zatarc* assassins employed by the System Lords (more information on these unfortunates will appear in the upcoming *Season Four* sourcebook).

Mechanics: Mind-control is handled as a complex skill check (see the *Stargate SG-1* core rulebook, page 181). In the case of memory alteration (or brainwashing) a specific memory is targeted. For attitude adjustment, the target's attitude to an individual or organization undergoes alteration. When mental conditioning is employed, both the triggering circumstance and the programmed actions must be defined. The method of mind-control employed determines the complex skill check's interval as well as the error range for both participants (see Table 3.7: *Mind Control Methods*) and the difficulty of detecting and removing the effects.

- Chemical:** The subject is injected with a variety of mind-altering drugs designed to weaken the will and confuse the senses. Such methods are quick but are often erratic – memories or personality traits may return abruptly or the victim may suffer permanent brain damage. Working space for such an operation is minimal, requiring only a quiet place to secure the victim and sufficient drugs to complete the task. The controller must spend 4 gear picks per interval for the chemicals required for this procedure (plus any additional RP costs for technological enhancements).
- Hybrid:** Combining chemical and psychological brainwashing, this method is a trade-off between speed and reliability. It requires more space (at least two rooms – one for the observer and the other for the victim) and still requires the drugs, though fewer than with strictly chemical conditioning (2 gear picks are required per

TABLE 3.6: LINEA'S PLAGUE

Primary Phase					Secondary Phase		
CONTAGION	CR	ONSET TIME	SAVE	DAMAGE/EFFECT	ONSET TIME	SAVE	DAMAGE/EFFECT
Original	7	2d6 days	Fort (DC 16)	1 Con	1d6 days	Fort (DC 18)	1d4 Con, 1d4 Str
Augmented	20	1d6 days	Fort (DC 20)	1d4 Con	1d4 days	Fort (DC 25)	2d4 Con, 2d4 Str

VR MIND CONTROL

As an alternate rule for VR-based mind-control attempts, the GM is encouraged to actually run the VR experience as a game session if a PC is the subject and all players are amenable to this option. Actions taken in the VR experience can/should provide extra action dice for resistance rolls. Other players might take roles in the VR. Truly subtle GM's might get the rest of the group to play along – and neglect to inform the "victim" of his current status...

interval to provide the necessary chemicals plus any additional resource point costs for technological enhancements).

- **Psychological:** Through sleep deprivation, aversion therapy and other, relatively non-invasive methods, the target's memories and/or personality are altered. Psychological flaws are twisted to serve the controller's needs, as are any deep-seated resentments and desires. While this method is slower, it can be very finely controlled and leaves few traces. As with hybrid methods, two rooms are needed: one for the target to move around in as required and a second for the controller to monitor the target during the procedure (costing 1 gear pick per target). Other than this (and any technological enhancements employed), this form of mind-control has no other expense.
- **Technological:** With the use of such things as sensory-deprivation tanks, brain-wave monitors, direct mind interfaces, pleasure/pain conditioning and other scientific "advances" considerable pressure can be brought to bear on the unfortunate subject. Many of these techniques are highly invasive and may have extensive additional requirements (high-grade power supplies, computer storage, medical theatres or support staff). In extreme cases, the target may find himself in a VR, reliving subtly twisted experiences and memories again and again at the controller's whim, or have his original personality stamped out and replaced with surrogate memories. In general, technological-based mind-control attempts substitute the Computer skill for the Sense Motive skill – the contest is more between the equipment and the victim rather than the mind controller imposing his will upon the victim directly.

Specific rules covering each advanced technology are not possible and must be judged on a case-by-case basis by the GM. Often such devices merely improve one of the previous methods such as reducing the mind-control time interval, increasing the Target's Will DC, increasing the effect of the mind-control (additional attitude steps or more programmed "puppet" actions) or increasing the Detection and/or Recovery DC. Additional RP costs required vary wildly depending on the technology used.

RUNNING THE MIND-CONTROL ATTEMPT

The most important requirement of any mind-control attempt is a captive audience. Even the simplest memory suppression requires holding the target for several days of careful conditioning. Psychological conditioning and programming are much more difficult and require greater time and expertise to ensure success.

The complex skill check for both parties (controller and target) is equal to the opponent's character level plus (opponent's Concentration ranks (minimum 1) $\times 10$). In the case of conditioning, the controller's DC is increased by 50% (rounding up) modified as per circumstance (*see Table 3.7 Mind Control Methods*). In the case of programming, the DC is doubled.

Example: An 8th level Goa'uld scientist with 6 ranks of Concentration is attempting to remove the memories of a 3rd level Jaffa guardian with 2 ranks of Concentration. The Goa'uld's target number is 23 ($3 + (2 \times 10)$) but the Jaffa must overcome a DC of 68 ($8 + (6 \times 10)$)! If the Goa'uld were to attempt to condition the Jaffa, his DC would become 35 ($23 + 12$). If he wished to program his victim, the base target number would increase to 45! In both cases, the victim's target number remains 68.

At the end of each complex check interval, the controller makes a Sense Motive (or Computer) check against his DC, subtracting the target's Will save bonus and adding the result to his running complex check total. Also, at the end of each complex check interval, the victim makes a Will save, adding the result to his running complex check total.

If the controller scores a critical success, he may do one of the following: eliminate an additional memory (brain-washing), increase the severity of conditioning one step (conditioning), or program an additional round of actions (programming) once the procedure is complete. If the target scores a critical success, the procedure's detection/recovery DC is lowered by 2. Both of these effects are cumulative, stacking with the effects gained during previous intervals.

Note: A controller can select a lesser result (e.g. allowing alteration of a memory while engaged in programming the target) but never a greater one.

If either the controller or the target rolls an error, the target suffers 2 points of temporary Intelligence damage. This damage is recovered at a rate of 1 point per day. Furthermore, the opponent immediately adds +10 to his complex check total.

If the controller reaches his DC first, he may do one of the following (or more if he made one or more critical successes):

- Selectively erase one target memory of one hour or less and replace it with memories of his own devising.
- Alter the subject's disposition to a person or organization by up to three levels.
- Force the subject to perform in a specified fashion for one round once a specific triggering situation is met.

In all cases, memory of the time spent in the mind-control process is erased or replaced.

If the subject reaches his DC first, however, the process appears to be successful but is actually a failure. The controller may not make any further mind-control attempts on the subject until he has increased his Sense Motive by at least +1 ranks.

With a critical failure by either party, the target must make a Will save (DC 15) or suffer one point of severe Intelligence damage. This damage is recovered at a rate of 1 point per month. In addition, if the controller suffers a critical failure, the entire attempt is a failure and he may not make any further mind control-attempts on the subject until he has increased his Sense Motive by at least +1 ranks.

RECOVERING FROM MIND CONTROL

If the target is able to converse with teammates or a psychologist, or returns to his home environment, there is a chance that the effects of mind-control will be noticed – either by his associates or by the target himself. Two conditions must be met first, however.

First, the subject or someone else must have a reasonable excuse to justify his questions about the subject's state of mind. Searching for what happened during a period of missing time is acceptable, as are the routine psychological assessments performed by the SGC. Blatant changes in behavior or attitude may automatically justify such a check.

The person investigating the subject's state of mind must succeed with a Sense Motive check. The DC is based on the mind-control technique used as well as the severity of the effect. If someone other than the subject makes this check, they gain a circumstance bonus equal to any remaining Intelligence damage the subject suffered during the process (see previous). Further, anyone with 5 or more ranks in Profession (Psychologist) or another applicable skill gains an additional +2 bonus to the check, as per the GM's discretion.

At the GM's discretion, more invasive methods can also be used such as electro-shock therapy. Indeed, it is possible to use mind control techniques to undo the effects of previous mental alterations (e.g. nish'ta).

If the Sense Motive check to notice something is wrong fails, it may only be retried by another person with a total Sense Motive skill bonus greater than that of the person who failed.

Once detected, the subject may make an education check with a DC equal to the Mind Control Detection/Recover DC (see Table 3.7: *Mind Control Methods*). With a success, he regains a missing memory or adjusted attitude (chosen by the GM). With a critical success, the target regains all lost memories and any altered attitudes return to normal (if more than one change was made). With a critical failure, these changes may become permanent – memories are lost forever or attitudes changed irrevocably.

Programmed activities are much harder to eradicate – it is often best to let the suspected scenario play out. Faking the situation required to activate the subject's programming is a dangerous but often-successful tactic employed to "deprogram" a victim.

INTERROGATION BUNDLE

- Sinister black attaché case (to store bundle)
- First aid kit
- 2 pairs of handcuffs
- Personal tape recorder
- Lie detector, polygraph
- 2 doses of truth serum and 2 syringes
- 2 antidote shots
- 2 stimulant shots
- Duct tape
- Blindfold
- Very loud music CD's
- CD player with speakers
- 2 sets of earplugs

Note that this bundle is normally used only by the NID and similar agencies. The SGC refuses to resort to such tactics, and alien organizations have their own means of eliciting the desired results...

Rules for truth serum can be found on page 440 of the *Stargate SG-1* core rulebook. It is administered as a shot, using the same rules as knockout drugs found on page 318 of the *Stargate SG-1* core rulebook.

Note: Certain technological methods employed are often easily reversed once discovered. For example, the effects of the nish'ta (see above) can be eradicated by a sufficiently large electrical shock. Others, such as the zatarc process are almost completely irreversible.

MIND CONTROL MODIFIERS

Nish'ta or other advanced drugs	-5 to subject's Will check
Advanced Equipment	
Choose one or more:	
	Reduce check interval 50%
	+10 Detection/Recovery DC,
	-2 Error Range
	+/-10 to Subject Will check
Subject feels betrayed by target of attitude or conditioning (e.g. Teal'c's abandonment of Rya'c)	+5 to +10 bonus on Controller's check
Backgrounds	+/- 2 per level of Background to subject Will Check (as appropriate).

NAQUADAH POISONING (NEED)

Hard labor in naquadah mines is debilitating to the human physiology. Constant inhalation of naquadah dust and absorption of naquadah particles through the skin slowly weakens the human immune system.

At the end of each day a human works for eight or more hours in a naquadah-rich environment (such as a mine, GM's discretion), he must make a Fortitude save (DC 10 + consecutive hours worked) or suffer 1 point of temporary Constitution damage per eight hours of labor. This damage usually heals as normal (1 point per 24 hours), but if the victim spends over 4 hours in a naquadah-rich environment during a 24-hour period, he may not heal Constitution damage that day.

SARCOPHAGUS ADDICTION (NEED)

Goa'uld sarcophagi possess miraculous healing powers, but at a price. Characters revived through the use of a sarcophagus lose 1,000 XP, as described on page 419 of the *Stargate SG-1* core rulebook. However, it is not unheard of for characters with lesser injuries to use a sarcophagus, with proportionate XP penalties, as noted on the table below.

CHARACTER IS...	PENALTY
Dying	1,000
Unconscious	1,500
Wounded	1,750

If a character who has all of his wound points uses a sarcophagus, he does not suffer any XP loss. Instead, a character who spends one hour in a sarcophagus when healthy gains a +1 morale bonus to all damage rolls and saving throws for eight hours following its use. This bonus stacks with additional uses of the sarcophagus itself (to a maximum bonus of +4), but not with other morale bonuses. However, once all bonuses granted by sarcophagus use elapse, the character enters a down period, and suffers a -4 penalty to attack and damage rolls, saving throws, and skill checks for each use of the sarcophagus since his last down period. These penalties last 24 hours. Using a sarcophagus during a down period negates these penalties for 8 hours, but grants no bonus. Further, if the character uses a sarcophagus during a down period, the down period is extended for an additional 8 hours for each use (though the character suffers only a flat -4 penalty after the initial down period, regardless of how many times he uses the sarcophagus during the initial 24 hour down period).

Example: Daniel Jackson spends 1 hour in a sarcophagus. For the next eight hours, he gains a +1 morale bonus to damage rolls and saving throws. 3 hours later, he uses the sarcophagus again, gaining a total bonus of +2 to these rolls for the next 5 hours, and a +1 bonus for 3 hours after that. At the end of this time, he enters the down period. For the next 24 hours, he suffers a -8 penalty to attack and damage rolls, saving throws, and skill checks. He uses the sarcophagus once more with 8 hours left in his down period, negating these penalties. However, at the end of his initial 24 hour down period, he suffers a further down period of 8 hours, but at a penalty of only -4. After that, all penalties elapse. He's kicked the sarcophagus habit.

TIME TRAVEL (1969)

SG-1's abortive mission to P2X-555 conclusively demonstrated that Stargates can be used to travel through time as well as space. However, the physics involved are sufficiently hazardous that no Stargate-using race is known to practice it. Until such time as the ramifications of changing history are more fully understood, the SGC has placed a unilateral ban on experiments with this technique, and gate activity is severely restricted during periods of high solar activity.

This being said, time travel is a useful plot device with which the GM can abuse errant players. A complete discussion of the techniques and physics involved is beyond the scope of this book, but the following guidelines should help.

INITIATING TIME TRAVEL

As described in the entry for 1969 (*see page 72*), Stargate-based time travel occurs when the path of a gate's wormhole passes through the plasma of a solar flare (or, theoretically, another such high-energy substance). The wormhole loops back on the same gate from which it originated, but arrives at the gate's location at a time determined by the energies to which it was subjected. This is best handled as a plot device, either pre-planned (e.g. running the events of 1969 for a player character SG team) or through catastrophic ill-fortune when dialing a gate (e.g. activating a dialing error with five action dice). With current technology, predicting a solar flare is impossible, and plotting a gate activation to go to a specific time is laughably implausible. Thus, under normal circumstances, time travel should occur entirely at the GM's discretion, and to a time of his choosing.

If a character *really* wants to try to predict a solar flare, he needs access to an observatory capable of resolving the details of individual sunspots, and must succeed in a complex Knowledge (Astronomy) skill check (DC 250, interval of 24 hours). Success gives the character the time of one upcoming solar flare within the next 1d20 hours. Calculating a gate activation to arrive at a specific time requires knowledge of an upcoming flare, continuous use of a computer with a power rating of +15 or better, and success in a complex Knowledge (Astronomy) skill check (DC 500, interval of 4 hours). Success on this second roll provides the character with the precise time window (1d6 rounds long) during which travelers through the Stargate will arrive at the desired time. Entering the gate outside this window results in arrival in yet another time of the GM's choice.

TABLE 3.7: MIND CONTROL METHODS

METHOD	ERROR RANGE	DETECTION/RECOVER DC*	CHECK INTERVAL
Chemical	1-5	20	6 hours
Hybrid	1-4	25	8 hours
Psychological	1-2	30	2 days
Technological	1-3	30	1 day

*+10 to Recovery DC (but not detection) from Attitude Adjustment, +20 for Detection/Recovery DC for Mental Conditioning.



On their native world of Skaald, the flies' reproductive behavior is moderated by their sun's constant solar flare activity interacting with the planet's magnetic field, which produces electromagnetic energy that the flies can sense. While the field strength remains high, the flies are in their docile phase. However, each month, that world experiences an eclipse by its large moon, which causes a drastic reduction in the exposure of the planet to solar radiation and thus a drop in the electromagnetic forces. During this brief period the flies produce venom and seek hosts to sting. Because the fly's venom gland is only active

during its aggressive phase, it may sting in self defense during its docile phase, but the victim would not be infected with the DNA-altering virus.

Because they are not constantly reproducing, and because they are relatively easy prey for native predators during their docile phase, the flies are kept in check on their homeworld. On BP6-3Q1, the lack of a strong magnetic field effectively places the flies in a constant state of aggression, disrupting their natural cycle and causing them to overbreed.

With the human population drastically diminished, the flies have turned to other creatures to use as hosts, including domesticated livestock and wild animals. There is no predator on Svoriin capable of controlling their numbers, so the only limit on their growth will be the exhaustion of all native life of sufficient size. Eventually they will consume all the available animals on BP6-3Q1, and then die out themselves from a lack of hosts.

Because of their sensitivity to electromagnetic fields, the infestation flies can be forced into a docile state by the application of a field of sufficient intensity. A very strong EM pulse, such as that from a high altitude nuclear detonation, would kill them. The Svoriin are not aware of this weakness yet, but they do know that the main power station for Sonden (operated largely by automatic systems) is strangely safe. The plant is run by geothermal sources, but the enormous turbines generate an intense magnetic field that keeps the flies from being aggressive anywhere near it.

The star which BP6-3Q1 orbits undergoes a regular period of high solar flare activity, much like our sun, every 4 years. During this time the flies will be in their dormant phase for several months (though this has not yet occurred since the infestation began). The star also has other periods of intense activity, but these are impossible to predict and only last for a few days at a time. The Svoriin have not yet made the connection between solar flare activity and these odd periods of quiet from the flies.

CHANGING THE PAST

There are several theories on the effects of changing history through time travel. In the world of *Stargate SG-1*, empirical evidence from later seasons' episodes suggests that it is, in fact, possible to change the course of events via time travel. However, as demonstrated in 1969, history also seems to be a closed loop, with certain events already predetermined. The "canonical" answer seems to be that history has a way of glossing over minor alterations, but major alterations can have world-changing effects. The GM is encouraged to inflict his own consequences on characters who attempt to meddle with the past.

NEW FAUNA

INFESTATION FLIES (BANE)

Infestation flies are asexual creatures native to a jungle planet discovered by the inhabitants of BP6-3Q1, which they named Skaald. The infestation fly is an insectoid life form with a chitin-covered body approximately the size of a football, two dragonfly-like wings, and a flexible tail reminiscent of a scorpion's stinger. At the base of the fly's tail is a venom sac that holds enough toxin for the creature to sting once. After stinging a victim, the fly will die within hours.

The venom is not a toxin in the traditional sense, but rather part of the fly's reproductive cycle. It contains a powerful retrovirus which rapidly begins rewriting the victim's genetic material. Over the course of about 48 hours the victim's body will undergo conversion into a cluster of new infestation flies (*see Mutagen Venom, page 164, for more details*). This causes the population of flies to grow exponentially if left unchecked.

Note: These stats have been modified slightly from their appearance in the *Stargate SG-1* core rulebook. The stats below supercede the earlier stats.

Infestation Flies (animal): CR 1, SZ T; w/vp 6/0; Init +4 (+4 Dex); Spd 40 ft. (fly); Def 16 (+2 size, +4 Dex); Atk: sting +4 (dmg 3d4, error -, threat -); Face 1 square; Reach same square; SA mutagen venom (see below); SQ None; SV Fort +2, Ref +2, Will +2; Str 6, Dex 18, Con 12, Int 1, Wis 10, Cha 2; Skills: Hide +8, Search +4, Spot +5, Feats: None.

Mutagen Venom: Upon being stung by an infestation fly, the victim must make a Will save at DC 20 or be incapacitated by the pain for the first hour. The victim is awake, but simply unable to initiate actions, though they can walk with assistance. At the end of each hour after the attack, the victim loses 1 point from Strength, Dexterity, or Constitution (whichever is highest; GM's choice in the case of ties). This is considered temporary ability damage. After 24 hours, the victim begins to suffer from light sensitivity (-5 to all actions while in sunlight, -3 while in normal room lighting), and is driven to seek out a dark place to rest, as he is certainly physically weak by that time.

Constitution cannot drop below 1 from the venom. When the victim's Constitution reaches 1, and his Dexterity and Strength are 0, he becomes completely incapacitated, and unable to take any physical actions. In addition, his body produces a web-like cocoon that envelops him completely from head to toe. Approximately 24 hours later, the victim's body has been converted into new infestation flies (one fly for each 20 pounds of the victim's mass), which emerge from the corpse and take flight.

A Knowledge (Medicine) check at DC 30 can halt the progress of the disease for one hour. This presumes that proper laboratory and treatment facilities are available. Without such facilities it is not possible to make the check. The check may be made each hour, but the DC is increased by +1 for each subsequent attempt.

A Knowledge (Genetics) check at DC 30 can be used to discern a way to halt the genetic rewriting for 24 hours, but if the victim remains infected at the end of that time, progress resumes at a doubled rate. If the victim has a Goa'uld or Tok'ra symbiote, this respite is enough to allow the symbiote to fully restore him to health and eliminate the infection. Likewise, treatment with a Goa'uld healing device will eliminate the infection. (This requires one full action, and the user must currently host or have once hosted a symbiote, as per the description on page 346 or the *Stargate SG-1* core rulebook.) Neither treatment can be effective without the initial step of halting the progress of the genetic transformation temporarily.

The Asgard, if they become involved, are capable of instantly eliminating the infection through the use of their extremely advanced genetics technology.

"MOODSHROOMS" (SONIC PLANTS) (ONE FALSE STEP)

Named for their effect on the human psyche based on the frequency they emit, moodshrooms are ubiquitous to the area surrounding the Stargate on PJ2-445. Since the pod people keep their distance from the gate itself (a long-ago activation frightened them off, and they have never returned), sickly, desiccated moodshrooms still grow in the area. These poor specimens require twice the normal time to affect a character. Ten miles from the gate, the first full-blown specimens can be found.

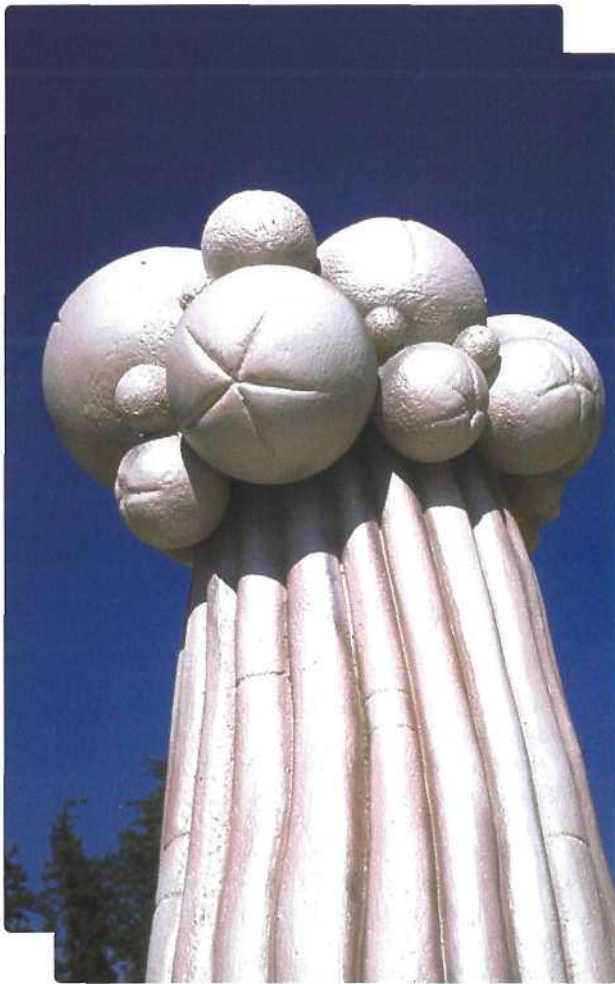
Note: These stats have been modified slightly from the original appearance in the *Stargate SG-1* core rulebook. The stats below supercede the earlier stats.

"Moodshrooms" (plant): CR: 1. SZ: S; w/vp 4/0; Init +0; Spd 0 ft. (immobile); Def 7 (+1 size, -5 Dex, +1 natural armor); Atk: None; Face 1 square; Reach: None; SA: subsonics (see below); SQ: burrowing (see below); SV Fort +2, Ref -, Will -, Str 1, Dex -, Con 8, Int 1, Wis 2, Cha 1; Skills: None; Feats: None.

Burrowing: Whenever threatened (i.e., touched, injured, or attacked), a moodshroom may – as a half action – immediately burrow 5 ft. into the ground, gaining total cover unless dug up. A moodshroom can dig itself out as a full action, and typically does so 1d4 minutes after retreating into the earth.

Subsonics: Moonshrooms networks emit a subsonic frequency, which has an effect on nearby creatures. When the network of plants is healthy, the effect is beneficial. Each character who is within 1/4 mile of a moodshroom for a full hour regains twice the usual vitality for that hour (2 x character level). Further, after the first hour, the character receives a +2 morale bonus to all saving throws. This bonus lasts until one hour after the character leaves the plants' sphere of influence. While this sound can be recorded, it only grants these benefits if a character listens to it firsthand.

When damaged however, the song turns sour. If reduced to 0 wound points, the plant's skin is ruptured, and it begins to scream. Just as its song, this scream is inaudible to the human ear. At the end of every hour (or two, if less than 10 miles from the Stargate), each character who is within 1/4 mile of a moodshroom must make a Will save (DC 15). The DC of this save increases by +1 for each successive save. Each failed save inflicts 1 point of temporary Wisdom and Charisma damage, which can only be healed once the character is outside of the moodshrooms' influence. After suffering at least 1 point of Charisma damage, the character's disposition towards all other characters is worsened by one grade (see the *Stargate SG-1* core rulebook, page 420). When reduced to 0 Charisma, the character enters a coma. He must continue to make saves at the same rate (and DC), however, and each failure inflicts 1d6 temporary Constitution damage, which may likewise only be healed after the character escapes the moodshrooms' influence.



"WE WHO REMAIN" (MESSAGE IN A BOTTLE)

Heirs to the A't'rrr, "We Who Remain" appear to be a powerfully intelligent group mind housed in a complex structure made from bonded viral components. Since their awakening, "We Who Remain" relocated to P4G-881. It is unknown how much they know about the current state of affairs in the universe and it is possible that they may not wish to. Their first brush with the Tauri was nearly fatal to both races. Since their return, it is possible "We Who Remain" might recover their old forms as the A't'rrr but it seems unlikely.

"We Who Remain" require a minimum number of viral bodies linked together to manifest – on the order of several hundred billion. Since they multiply rapidly in the right conditions (abundant oxygen and energy) they can reach this number within several hours. The virus acts in a fashion similar to certain earthly flesh-eating bacteria, consuming organic and inorganic material with equal voracity. In addition, these "components" bond together into complex compounds and chains.

Once a certain number of viral components are present, they form into a sort of organic computer. It is at this point that the consciousness of "We Who Remain" can manifest. Under their control, this material can bond with electronics and organics. This is how "We Who Remain" could both infiltrate the SGC's computers and speak through the body

of Colonel O'Neill. After the viral consciousness departed, much material remained behind contaminating the SGC facilities. However, without the animating intelligence, the material became inert.

SGC is reluctant to disturb such a powerful and alien species without dire need – particularly since "they" had full access to the SGC computers and Jack O'Neill's mind, if only for a short time. Worse, as a virus, "they" can easily grow and spread from world to world. It is not certain whether or not such colonies would communicate or would develop into separate "beings." SGC might send teams to visit them in their new home in the future. For now, the Tauri must be content to study the recordings made of the Orb and the remains on P5C-353 to decipher the secrets left behind by "We Who Remain."

"We Who Remain" (unique): CR 1; SZ Varies; w/vp 1/1 per sq. ft; Init -5 (-5 Dex); Spd N/A; Def 10 (-5 Dex, +5 natural armor); Atk: None; SA None; SQ: group mind, infection, infestation, vulnerability (antibiotics) (see below); SV Fort - Ref - Will +1 or more; Str -, Dex -, Con -, Int (see below) Wis (see below), Cha 6; Skills: Computer Use +10, Electronics +10, Mechanics +10, Knowledge (as required) +10.

Group Mind: Upon exposure to a suitable environment, the viral culture grows exponentially. A suitable environment is an atmosphere is between 0.5 and 1.7 atmospheres pressure with an oxygen content of at least 4% and an ambient temperature between 33° F and 120° F. For each hour of unchecked growth, the virus's Intelligence and Wisdom scores increase by +1 to a maximum of 25 each. Refigure any bonuses to skills or saving throws as appropriate. If fed additional oxygen and energy, its growth rate can increase and it can reach its maximum potential in as little as one hour. Any knowledge learned by the entity is shared throughout its "body." The entity has a surprising depth of knowledge, containing almost everything known by its long-deceased progenitors. Any material infested with the virus in line of sight of any other infested material is considered in contact and communication with any other infested material in line of sight.

Infection: The viral component of the entity can infect any organic being that touches it. Once infected, the target must make a Fortitude save (DC 12+1/previous save) each hour or suffer 1d3 points of ability damage to Dexterity and Constitution. Should one of these abilities drop to 0 or less while he's infected, he lapses into a coma (though he will not die from Constitution loss suffered in this manner). The character is now under the entity's control. The joined entity knows everything the infected target did, adding this knowledge to its own. The entity can withdraw from an infected victim if it so wishes in one round. The victim emerges with a Dexterity of 0 and a Constitution of 1; points are regained at a rate of 1 point per ability per hour until restored to their score just before infection. A First Aid check (DC 20) prevents the infection DC from increasing. It is unknown if "We Who Remain" can animate those under its control but it is likely. Such "viral zombies" would have their nervous systems replaced with the viral components, making them puppets – one more reason why the SGC is reluctant to contact this species again.

Infestation: Wood, metal, plastic and stone can be consumed by the virus and used as raw materials for more viral bonds. The virus spreads at a rate of 10 ft. per minute over surfaces. It can penetrate through any organic material or metals at a rate of 1 ft. per minute and through stone or concrete or complex alien materials at a rate of 1 inch per minute. Contact with infested material results in infection (as above).

Vulnerability: Unlike most viruses, the entity is vulnerable to antibiotics. They destroy the complex bonds the organism requires to function. Application of antibiotics prevents the further spread of the "disease" inside a host and prevents the organism from "bonding" with an infected host. In addition, someone protected by antibiotics cannot be infected by the entity. A critical success on any First Aid skill check using antibiotics purges the virus from the target, curing of them of the infection (barring future exposure).

NEW NPC CLASSES

DREAMWEAVER

During their long stay in the VR pods, many of the Volsinii became adept at manipulating the VR environment. The other Residents call them "Dreamweavers" and speak of them with respect (and a little fear). In that arena, they have a deep understanding of human motivations and dreams, and are masters at bringing these to life in VR simulations. Since the events in *The Gamekeeper*, several Dreamweavers chose to remain inside the virtual world. There they design scenarios, create simulations, and assist the SGC in dealing with the Gamekeeper's willful nature. A properly-prepared Dreamweaver can alter a VR scenario or simulation almost at whim, producing equipment, weapons, or other sorts of devices through manipulation of the VR programs. Such changes are easier if they draw upon things experienced by someone hooked into a VR pod at some point.

FULL SKILLS

The Dreamweaver's full skills and key abilities are:

FULL SKILL	KEY ABILITY
Computers	Int
Concentration	Wis
Innuendo	Wis
Sense Motive	Wis

HALF SKILLS

The Dreamweaver's half skills and key abilities are:

HALF SKILL	KEY ABILITY
Gather Information	Cha
Intimidate	Str or Cha
Knowledge (History)	Int
Knowledge (Psychology)	Int
Knowledge (any two)	Int
Languages	Int
Surveillance	Wis

CLASS FEATURES

All of the following are class features of the Dreamweaver.

Starting Feats: The Dreamweaver begins play with the following feats.

Armor Group Proficiency (Light)

Weapon Group Proficiency (Handgun)

Virtual Light: At 1st level, the Dreamweaver gains the Virtual Light feat, even if he does not meet the prerequisites.

Specialty: At 2nd level, the Dreamweaver's Computers skill is increased by 3 ranks.

Iron Will: Dealing with the Keeper is a matter of will rather than programming. The Dreamweaver learns how to resist his wiles. At 6th level, the Dreamweaver gains the Iron Will feat.

Boosted Intelligence: At 8th level, the Dreamweaver has developed a nearly photographic memory. He gains a permanent +2 bonus to his Intelligence.

Scan and Load: At 10th level, the Dreamweaver has spent so much time programming and manipulating virtual realities that he has an intuitive capacity to insert

TABLE 3.8: THE DREAMWEAVER (NPC CLASS)

LVL	VITALITY POINTS	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	SPECIAL
1	4	+0	+0	+0	+2	+1	+1	Virtual Light
2	6	+1	+0	+0	+3	+2	+2	Specialty
3	9	+1	+1	+1	+3	+3	+3	
4	11	+2	+1	+1	+4	+3	+3	
5	14	+2	+1	+1	+4	+4	+4	
6	16	+3	+2	+2	+5	+5	+5	Iron Will
7	19	+3	+2	+2	+5	+6	+6	
8	21	+4	+2	+2	+6	+6	+6	Boosted Intelligence
9	24	+4	+3	+3	+6	+7	+7	
10	26	+5	+3	+3	+7	+8	+8	Scan and Load

new elements into a simulation. Once per scene while in a VR environment, the Dreamweaver can, as a full action, spontaneously “create” a single piece of standard-issue equipment or weapon with a gear pick value equal to or less than his Intelligence bonus, or a single piece of alien technology with a resource point value equal to or less than his Wisdom bonus. The created item appears anywhere within the Dreamweaver’s line of sight. A full clip of ammunition is included with pertinent weapons.

FERAL PRISONER

Feral prisoners are those sentenced to lengthy imprisonment, harsh exile, or other similar circumstances.

FULL SKILLS

The feral prisoner’s full skills and key abilities are:

FULL SKILL	KEY ABILITY
Intimidate	Str or Cha
Survival	Wis

HALF SKILLS

The feral prisoner’s half skills and key abilities are:

HALF SKILL	KEY ABILITY
Climb	Str
Hide	Dex
Jump	Str
Move Silently	Dex

CLASS FEATURES

All of the following are class features of the feral prisoner.

Starting Feats: The feral prisoner begins play with the following feats.

Weapon Group Proficiency (Hurled)

Weapon Group Proficiency (Melee)

Wolf Pack Basics: At 1st level, the feral prisoner receives the Wolf Pack Basics feat.

Specialty: At 2nd level, the feral prisoner’s Survival skill is increased by 3 ranks.

Bonus Feat: At 4th level, the feral prisoner receives any one unarmed combat “basics” feat. He receives another such feat at 8th level.

Rough Living: At 10th level, the feral prisoner gains a +2 natural armor bonus to his Defense (this bonus stacks with armor and class Defense bonuses, even though armor and class Defense bonuses don’t stack with one another). The feral prisoner also gains a +2 competence bonus with all saves made against environmental hazards. This bonus does not stack with the scout’s armor bonus or similar bonuses.

POD SINGER

Virtually every pod person on PJ2-445 is a pod singer. They simply know no other way to live. The pod singer has learned to take full advantage of the pod people’s symbiotic relationship with the moodshrooms.

FULL SKILLS

The pod singer’s full skills and key abilities are:

FULL SKILL	KEY ABILITY
Concentration	Wis
Innuendo	Wis
Listen	Wis
Move Silently	Dex
Perform (Singing)	Cha

HALF SKILLS

The pod singer’s half skills and key abilities are:

HALF SKILLS	KEY ABILITY
Spot	Wis
Survival	Wis

CLASS FEATURES

All of the following are class features of the pod singer.

Lifesong: Starting at 1st level, the pod singer gains the capability to heal organisms through his song. Each day, the pod singer can cure a total number of points of damage equal to his Charisma bonus (minimum 1) times his class level. He may divide this healing among multiple recipients. To heal, the pod singer must be within 10 feet of the subject and must be able to sing. Each full action spent singing in this manner heals one point of damage.

TABLE 3.9: THE FERAL PRISONER (NPC CLASS)

LVL	VITALITY POINTS	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	SPECIAL
1	8	+0	+2	+1	+1	+0	+1	Wolf Pack Basics
2	12	+1	+3	+2	+2	+1	+1	Specialty
3	17	+2	+3	+2	+2	+1	+2	
4	21	+3	+4	+2	+2	+2	+2	Bonus Feat
5	26	+3	+4	+3	+3	+2	+3	
6	30	+4	+5	+3	+3	+2	+4	
7	35	+5	+5	+4	+4	+3	+4	
8	39	+6	+6	+4	+4	+3	+5	Bonus Feat
9	44	+6	+6	+5	+5	+4	+5	
10	48	+7	+7	+5	+5	+4	+6	Rough Living

At 1st level, the pod singer may heal moodshrooms through his song.

At 4th level, the pod singer may heal any plant.

At 8th level, the pod singer may heal himself or other pod people.

At 10th level, the pod singer may heal any humanoid creature.

TOK'RA COUNCILOR

These Tok'ra are the leaders of the Goa'uld resistance. Remaining in one of their scattered underground bases, Tok'ra councilors coordinate the activities of their operatives in the field. The decisions they make must ensure the survival of the Tok'ra, and this often means maintaining the status quo. For an organization that cannot usually replace its members, any unnecessary risks must be avoided.

FULL SKILLS

The Tok'ra councilor's full skills and key abilities are:

FULL SKILL	KEY ABILITY
Bureaucracy	Cha
Diplomacy	Cha
Knowledge (Tok'ra)	Int
Sense Motive	Wis

HALF SKILLS

The Tok'ra councilor's half skills and key abilities are:

HALF SKILL	KEY ABILITY
Bluff	Cha
Concentration	Wis
Intimidate	Str or Cha
Any one other skill	Varies

CLASS FEATURES

All of the following are class features of the Tok'ra councilor.

Starting Feats: The Tok'ra councilor begins play with the following feats.

Armor Group Proficiency (Light)

Weapon Group Proficiency (Melee)

Weapon Group Proficiency (Handgun)

Weapon Group Proficiency (Hurled)

Specialty Training: The Tok'ra councilor gains all the benefits of any one Tok'ra specialty, including its species benefits and bonus feat.

Persuasive: At 2nd level, the Tok'ra councilor gains the Persuasive feat.

Stargate Explorer: At 6th level, the Tok'ra councilor gains the Stargate Explorer feat. His leadership experience allows him to deal with other species on an equal level, overcoming the stigma of being associated with the Goa'uld.

TABLE 3.10: THE POD SINGER (NPC CLASS)

LVL	VITALITY POINTS	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	SPECIAL
1	6	+0	+1	+2	+1	+0	+0	Lifesong (moodshrooms)
2	9	+1	+2	+3	+2	+1	+1	
3	13	+1	+2	+3	+2	+1	+1	
4	16	+2	+2	+4	+2	+2	+2	Lifesong (plants)
5	20	+2	+3	+4	+3	+2	+2	
6	23	+3	+3	+5	+3	+2	+2	
7	27	+3	+4	+5	+4	+3	+3	
8	30	+4	+4	+6	+4	+3	+3	Lifesong (pod people)
9	34	+4	+4	+6	+4	+4	+4	
10	37	+5	+5	+7	+5	+4	+4	Lifesong (humanoids)

TABLE 3.11: THE TOK'RA COUNCILOR (NPC CLASS)

LVL	VITALITY POINTS	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	SPECIAL
1	6	+0	+1	+1	+2	+1	+0	Specialty Training
2	9	+1	+2	+2	+3	+1	+1	Persuasive
3	13	+2	+2	+2	+3	+2	+1	
4	16	+3	+2	+2	+4	+2	+2	
5	20	+3	+3	+3	+4	+3	+2	
6	23	+4	+3	+3	+5	+4	+2	Stargate Explorer
7	27	+5	+4	+4	+5	+4	+3	
8	30	+6	+4	+4	+6	+5	+3	Tactics (1/session)
9	34	+6	+4	+4	+6	+5	+4	
10	37	+7	+5	+5	+7	+6	+4	Advanced Skill Mastery (Persuasive)



Tactics: At 8th level, the Tok'ra councilor gains one use per session of the pointman's tactics class ability. The bonus granted with this ability is always +1.

Advanced Skill Mastery: At 10th level, the Tok'ra councilor gains the Advanced Skill Mastery feat linked to his Persuasive feat.

TOK'RA INFILTRATOR

Tok'ra infiltrators are those that risk the wrath of the Goa'uld by operating in the domains of the System Lords; sometimes right under their noses. Whether masquerading as a Goa'uld, doing reconnaissance for a future mission, or participating in a strike against a Goa'uld facility, the Tok'ra infiltrator's life is usually forfeit at the slightest misstep. Since the resistance relies on them for its information and other resources, this danger forces them to approach their assignments with the caution and patience necessary for success – and a reserve of bravado should the worst occur.

FULL SKILLS

The Tok'ra infiltrator's full skills and key abilities are:

FULL SKILL	KEY ABILITY
Bluff	Cha
Disguise	Cha

HALF SKILLS

The Tok'ra infiltrator's half skills and key abilities are:

HALF SKILL	KEY ABILITY
Gather Information	Cha
Innuendo	Wis
Knowledge (Goa'uld)	Int
Listen	Wis

Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis

CLASS FEATURES

All of the following are class features of the Tok'ra infiltrator.

Starting Feats: The Tok'ra infiltrator begins play with the following feats.

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Rifle)

Specialty Training: At the start of any infiltration, the Tok'ra infiltrator prepares himself by studying a skill and behavior set common to the target group. He gains all the benefits of any one Tok'ra or Goa'uld specialty, including its species benefits and bonus feat.

Bonus Feat: At 2nd level, the Tok'ra infiltrator gains any one style or species feat. He must still meet all prerequisites for the selected feat. He gains another such feat at 6th level, with the same requirements.

Deep Cover: Starting at 4th level, the Tok'ra infiltrator's cover story is instinctive. He gains a +1 competence bonus to all Bluff and Disguise checks made to maintain his cover identity. In addition, whenever the Tok'ra infiltrator is forced to make an opposed check against Computers, Sense Motive, or Surveillance equal to his true identity, he gains a +1 circumstance bonus. These bonuses increase to +2 at 8th level and stack with the power ratings granted under the cover identity rules (see page 156).

Perfect Cover: At 10th level, the Tok'ra infiltrator may take 10 with any Bluff, Disguise, or Knowledge (Goa'uld) check, even when circumstances would normally prevent him from doing so. In addition, his threat range with these skills is always increased by his Charisma modifier (if positive).

TRACER

Tracers appear among the Taldor and similar societies, hunting down and capturing fugitives (when needed). They can be found both within earth-bound societies, and those whose civilizations span the stars.

FULL SKILLS

The Tracer's full skills and key abilities are:

FULL SKILL	KEY ABILITY
None	

HALF SKILLS

The Tracer's half skills and key abilities are:

HALF SKILL	KEY ABILITY
Bureaucracy	Cha
Gather Information	Cha
Intimidate	Str or Cha
Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis
Survival	Wis

CLASS FEATURES

All of the following are class features of the tracers.

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

Armor Group Proficiency (Light)
Armor Group Proficiency (Medium)
Weapon Group Proficiency (Hurled)
Weapon Group Proficiency (Melee)
Weapon Group Proficiency (Handgun)
Weapon Group Proficiency (Rifle)



Soft Touch: The tracer is adept at bringing his prey in alive. Starting at 1st level, the tracer no longer suffers a -4 penalty with attack checks when attempting to inflict subdual damage with a melee attack that deals normal damage.

Starting at 8th level, this benefit extends to ranged attacks with non-tactical weapons.

Track: At 2nd level, the tracer gains the Track feat.

Bonus Feat: At 4th level, the tracer gains any one basic combat feat. The tracer must still meet all prerequisites for the selected feat.

Wanted: The tracer specializes in tracking and capturing a single individual or group, studying his foe(s) until he gains a powerful insight into their methods. At 6th level, once per session, the tracer may designate a single character as his quarry. The tracer gains a +2 bonus with all Gather Information, Intimidate, Search, and Sense Motive checks made against his quarry.

At 10th level, this bonus increases to +4 and is also added to the tracer's Defense against all attacks made by his quarry.

TRIBAL STORYTELLER

In pre-literate societies, history and wisdom passes from one generation to the next through oral tradition. Whether it be songs, epic poems, sacred dance or stories told over the fireside, the tribal storytellers are the heart and soul of the people.

TABLE 3.12: THE TOK'RA INFILTRATOR (NPC CLASS)

LVL	VITALITY POINTS	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	SPECIAL
1	6	+0	+0	+1	+2	+1	+0	Specialty Training
2	9	+1	+0	+2	+3	+2	+1	Bonus Feat
3	13	+2	+1	+2	+3	+3	+1	
4	16	+3	+1	+2	+4	+3	+2	Deep Cover +1
5	20	+3	+1	+3	+4	+4	+2	
6	23	+4	+2	+3	+5	+5	+2	Bonus Feat
7	27	+5	+2	+4	+5	+6	+3	
8	30	+6	+3	+4	+6	+6	+3	Deep Cover +2
9	34	+6	+3	+4	+6	+7	+4	
10	37	+7	+3	+5	+7	+8	+4	Perfect Cover

FULL SKILLS

The tribal storyteller's full skills and key abilities are:

FULL SKILL	KEY ABILITY
Gather Information	Cha
Innuendo	Wis
Knowledge (History)	Int
Perform (any one focus)	Cha

HALF SKILLS

The tribal storyteller's half skills and key abilities are:

HALF SKILL	KEY ABILITY
Craft (any one)	Int
Bluff	Cha
Cultures	Wis
Diplomacy	Cha
Disguise	Cha
Languages	Int
Listen	Wis
Sense Motive	Wis

CLASS FEATURES

All of the follow are class features of the tribal storyteller.

Starting Feats: The tribal storyteller begins play with the following feats:

Armor Group Proficiency (Light)
Weapon Group Proficiency (Melee)

Specialty: At 1st level, the tribal storyteller's Perform skill is increased by 3 ranks.

Charmer: At 2nd level, the tribal storyteller gains the Charmer feat.

One Voice: Beginning at 6th level, the tribal storyteller is a master of verbal and nonverbal communication alike. He gains a circumstance modifier equal to his Wisdom modifier (if positive) to all Cultures and Languages checks made to understand another character. In addition, any other character attempting to communicate with or understand the culture of the tribal storyteller gains the same bonus to his own Cultures and Languages checks if the tribal storyteller's disposition toward him is neutral or better.

Boosted Charisma: At 8th level, the tribal storyteller gains a permanent +2 bonus to his Charisma.

Once Upon a Time: At 10th level, the tribal storyteller's library of stories has an instructional tale for virtually any occasion. Once per session, the tribal storyteller may spend one hour telling a story related to a certain task or challenge that his audience will attempt, then makes a Perform check. A maximum number of audience members equal to the check result each gain a number of virtual skill ranks equal to the tribal storyteller's Charisma bonus in any one Wisdom- or Intelligence-based skill that is widely practiced in the tribal storyteller's home culture. Each member of the audience retains these virtual skill ranks for a number of hours equal to his own Wisdom bonus, if positive (minimum 1 hour).

Note: Virtual skill ranks do not stack with previously existing skill ranks.

TABLE 3.13: THE TRACER (NPC CLASS)

LVL	VITALITY POINTS	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	SPECIAL
1	10	+0	+1	+1	+1	+0	+1	Soft Touch (melee)
2	15	+1	+2	+2	+2	+1	+2	Track
3	21	+2	+2	+2	+2	+1	+3	
4	26	+3	+2	+2	+2	+2	+3	Bonus Feat
5	32	+3	+3	+3	+3	+2	+4	
6	37	+4	+3	+3	+3	+2	+5	Wanted (+2)
7	43	+5	+4	+4	+4	+3	+6	
8	48	+6	+4	+4	+4	+3	+6	Soft Touch (ranged)
9	54	+6	+5	+4	+5	+4	+7	
10	59	+7	+5	+5	+5	+4	+8	Wanted (+4)

TABLE 3.14: THE TRIBAL STORYTELLER (NPC CLASS)

LVL	VITALITY POINTS	BASE ATT	FORT SAVE	REF SAVE	WILL SAVE	DEF BON	INIT BON	SPECIAL
1	4	+0	+1	+0	+0	+2	+1	Specialty
2	6	+1	+2	+0	+0	+3	+1	Charmer
3	9	+1	+2	+1	+1	+3	+2	+1
4	11	+2	+2	+1	+1	+4	+3	+2
5	14	+2	+3	+1	+1	+4	+3	+2
6	16	+3	+3	+2	+2	+5	+4	+3
7	19	+3	+4	+2	+2	+5	+5	+4
8	21	+4	+4	+2	+2	+6	+6	+4
9	24	+4	+4	+3	+3	+6	+7	+5
10	26	+5	+5	+3	+3	+7	+8	+6

ADDENDUM: NEW TOK'RA RULES

The following new rules are intended to help better flesh out existing Tok'ra characters and their technology

TOK'RA TUNNELS

Basic rules for the Tok'ra's tunnel crystals can be found on page 348 of the *Stargate SG-1* core rulebook. The following rules further define how Tok'ra tunnels are created

Not only is the crystalline structure of the grown tunnels extremely stable, maintaining a uniform Hardness of 15 to a depth of 3 ft. (150 wound points), but the forms are shaped to provide stealth capabilities. As such, the DC of any attempt by technological means to locate the tunnels or the personnel and equipment stored within them is increased by 15. This includes attempting to remote activate the transport rings, which are usually the only entrance to the tunnels. Only the specially attuned mated pair of rings on the surface may be used, though a similarly mated secondary system of rings is often employed as a backup to another point on the surface.

Specialized seed crystals are used to initiate the growth process, which proceeds rapidly at a rate of 5 ft. per round, with a differently shaped and sized crystal for each planned structure. Complicated floor plans can be programmed with the appropriate combination of seed crystals, requiring a Knowledge (Tok'ra) check (DC 12). Anyone within 5 ft. of the glowing creation point takes 1d10 points of normal damage as they are subjected to the intense heat generated by the process. The newly formed crystals cool rapidly, and are safe to the touch just one round later.

"Vanishing" the tunnels is an even swifter process, requiring just a generic "randomizer" crystal that remelts the crystal and returns it to an approximation of its pre-tunnel rock state. This proceeds at a rate of 10ft. per round and can be quite dangerous if the reaction gets out of control while personnel are still present. A character within 10 ft. of the vanishing walls must make a Reflex save (DC 10) to leap far enough ahead, or else takes 2d6 points of normal damage. With a critical failure, or if the character is unable to move, the vanishing point overtakes him and he is instantly reduced to -25 wound points (i.e. instantly destroyed).

The ring transport room and its mated ring pairs are the last to be vanished, with the surface rings disintegrating to leave no trace when the chamber below is no more.

Neutralizing crystals exist that can halt either the growth or the vanishing of the tunnels, should the need arise.

TOK'RA OVERLAY

When a Goa'uld takes a new host, it completely overwhelms the existing character, subsuming him beneath its rigid control (*see the Stargate SG-1 core rulebook, page 416*). A Tok'ra blending is different, allowing qualities of both host and symbiote to contribute to the new, combined, individual. This is accounted for by the qualities and abilities of the Tok'ra macro-species, which assumes that both host and symbiote have achieved the balance over time that allows them to gain the maximum benefit from the synthesis. The same is not generally true of the first several years after the blending, in which both partners get to know one another.



THE START OF A BEAUTIFUL FRIENDSHIP

In extraordinary circumstances, an existing character may be chosen as a new host by a Tok'ra symbiote. This could be due to the sudden death of the previous host on an important mission, or as a last resort to save a dying character. In almost all cases, a Tok'ra symbiote will not blend with an unwilling partner. Therefore, the GM should make sure that the player is aware of the required ability loss and other changes first, and is in agreement before continuing. In the rare situation that the story requires that there be a blending – agreement or no – a Tok'ra will take pains to vacate the unwilling host at the first opportunity when the conditions allow. See *Loss of a Partner*, page 174, for the aftermath of such a possession.

The following are the procedures to update the existing character's stats to this new situation without having to rework them from scratch using the Tok'ra macro-species.

The main effect of applying the Tok'ra overlay is to modify the Specialty/Species of the blended character. The original Specialty is not removed, and the character continues to benefit from the choices made at character creation. The modification is indicated by placing "Tok'ra" as a prefix (such as General Carter changing from an Air Force Officer to a Tok'ra Air Force Officer). Class and level of the host are unaffected, as is the rank and pay grade of the character, unless the blending causes him to join/leave the SGC. The character also gains the Shared Body trait as normal.

After such a blending is completed, the combined character gains the following Special Qualities, which are modified from the standard Tok'ra abilities as indicated:

- **Immunity to Disease:** Though the character is completely immune to all forms of disease from the point of implantation onward, any diseases the host has at that time must be cured by the symbiote for the blending to be successful. Failure to do so results in the symbiote being rejected by the host body, and unless another host is available, it will soon die after it is expelled (see *Stargate SG-1 core rulebook*, page 415). To cure it, the symbiote-host combination must relive the primary (and secondary, if necessary) phases of the disease at an accelerated rate, gaining new Fortitude saves at 1/3 the DC normally assigned to that disease. Onset times expressed in hours or days are treated as minutes, while those in weeks, months and years are treated as hours instead. For hosts very close to death, additional time may be required at the GM's discretion. After the disease is successfully cured, any permanent ability damage is repaired as if it were temporary damage instead.
- **Long Life:** Aging from the point of implantation on proceeds at 1/3 the normal rate, meaning aging effects can still be a problem for a character blended at a late age, though the character will be in perfect health for that age (see *Immunity to Disease*, above).



- **Radiation Resistance:** The character gains a +1 Species bonus with Fortitude saves made to resist the effects of radiation. This bonus increases by an additional +1 at the 2nd level after implantation and for every 2 character levels gained thereafter, as the symbiote adjusts to the host's body.
- **Symbiotic Memory:** The character gains a +2 species bonus with both education and inspiration checks due to the synergy of the experiences of host and symbiote. One of these bonuses (player's choice) increases by an additional +1 at the 2nd level after implantation and for every 2 character levels gained thereafter. The player may choose the same bonus increase each time, or "switch off" as desired. On a critical failure with one of these enhanced checks, the character becomes confused due to the flood of unfamiliar images and is helpless (as per the *Stargate SG-1 core rulebook*, page 378) for a number of rounds equal to his Tok'ra species bonus for that type of check.

Note: This replaces the Inherited Memory and Symbiotic Blending qualities of the standard Tok'ra made at character creation. Characters wishing to gain fuller access to the skills of their "partner" may later take the Other Memory and Other Experience feats (see page 144) if they qualify for them.

In addition, the character gains the following new traits and abilities:

- **Species Feats:** The character may choose level-based feats from the species feat tree as a standard Tok'ra character (*see the Stargate SG-1 core rulebook, page 264*). Typically, a character may not choose feats from the species tree unless he possesses a character option that expressly allows him to do so.
- **Bonus Feat:** Naquadah Sense. All prerequisites for this feat – including minimum skill ranks – are waived for this character.
- **Languages:** Goa'uld is now considered a native language for the character.

The character also suffers an immediate -1 penalty to his Charisma ability score, due to the stigma attached with being associated with the Goa'uld. In addition, upon gaining a level the first time after blending, the character suffers an additional -1 to his Charisma score as his personality adjusts to the internal dialog he has with his partner, and the two entities create a new, shared identity. The change unnerves those who knew him before, and others subconsciously recognize the duality as something odd. This penalty does not impart a loss of access to existing feats or other abilities contingent upon the character's Charisma, but it will prevent the acquisition of any new abilities until the character's Charisma is high enough to meet the minimum requirements.



THE LOSS OF A PARTNER

Death is an all too common companion for the Tok'ra. Without their queen to replenish their numbers, the Tok'ra are a dwindling race. Surviving a mission, therefore, is almost as important to the Tok'ra as the success of it – something the Tauri learned when they revealed their part in the deaths of Tok'ra operatives aboard Apophis' flagship. If the mission is too sensitive, though, and the danger of capture and interrogation too great, the symbiote and host are in agreement that death is the only option. As Jolinar of Malkshur demonstrated, a Tok'ra symbiote is also willing to sacrifice itself if that is the only way to save the life of its host.

When a Tok'ra symbiote leaves its living host body, whether by death or voluntary exile, the host character loses most of the special abilities granted by the blending immediately. The main exception is the bonus Naquadah Sense feat, which is dependent on the trace amounts of the mineral still present in the host's body. Other abilities based on this fact, such as powering Goa'uld equipment, are also retained. The character may also continue to select feats from the species tree, provided that his new status as "former host" meets the required prerequisites.

For a character created with the Tok'ra macro-species, unless another symbiote is immediately taken, a new non-Tok'ra character sheet must be created based on the abilities and experiences of the host alone, at the same character level as the former combined Tok'ra character. A number of bonus skill points equal to 3 + the character level are available, though all skills must be purchased as usual, with class and cross-class restrictions as per the new character specialty.

For characters that became Tok'ra after character creation, and were blended using the overlay, the transition is a little simpler. They lose the following Special Qualities: Immunity to Disease, Long Life, Radiation Resistance, Shared Body, and Symbiotic Memory. The character retains the education and inspiration bonuses already accrued from the Symbiotic Memory quality (now called Remnant Memory), although they cannot increase further. He also regains one of the lost points from his Charisma score, with the other (if applicable) remaining lost due to permanent changes to his personality. Finally, he retains the bonus feat and access to the species feat tree.

THE GOA'ULD BANE

Using the principles of the neural spike setting of a hara kash (*see page 148*), combined with the healing properties of the standard hand device, the Tok'ra developed a method of forcing symbiotes out of the host body without seriously damaging the host. This was a key achievement, in line with the goals that Egeria set forth for her children in their dealings with host species. No sentient host was to be taken against its will, and all enslaved hosts were to be freed. Previously this difficult task could only be managed by killing the host, (which was still a kinder fate than continued life as a dominated slave).



The method is by no means foolproof, however, and causes great pain to both host and symbiote. Over the years various drug combinations have been discovered that allow the Tok'ra to give some relief to the besieged host. The drugs also help restrain the subject, while allowing the symbiote the opportunity to relinquish its vessel, should it so choose. As of yet, however, there is no means to prevent a Goa'uld from killing the host (and itself) out of spite.

The "Goa'uld" Bane itself is a large device, slightly wider and thicker than the healing device it resembles. The tri-color gems adorning the base reveal its origins in ashtrak technology. This device is one of the Tok'ra's most closely-guarded treasures, and yet another reason for the total enmity between them and the ashtrak class of Goa'uld.

The Bane's projected energy beam attacks neural tissue directly, causing 1d6 points of temporary Constitution damage to the symbiote each round of exposure due to the disproportionately high percentage of its tiny form devoted to the nervous system. The symbiote must make Fortitude saves (DC 20) each round to withstand the torment. If the symbiote can make at least three successful saves on three successive rounds, and still has a positive Constitution score, it has withstood the excruciating pain enough to act. Having kept its wits, it may trigger the death of its host as usual (*see the Stargate SG-1 core rulebook, page 416*), ending its own torment in death, as well.

As with the neural spike function of a hara kash, a Goa'uld under the influence of the Bane may channel its Constitution damage to the host instead, gaining a temporary respite from death for itself. The healing feature of the Bane, however, is specifically attuned to repair those disruptions almost as fast as they are transmitted to the host. Each round this occurs, subtract 1d4 from the Constitution damage before applying it to the host. A Goa'uld planning to feign death in the corpse of its host will soon find it is merely prolonging its own agony.

While a Goa'uld can voluntarily choose to exit its host, perhaps in the hopes it will somehow be able to jump to a new body (or at least not be immediately killed), this is not the usual outcome. Upon a failed Fortitude save, the symbiote must immediately make a Will save (DC 18) or be overcome with a primal urge for self-preservation that forces it to abandon its host and (hopefully) the pain. The Tok'ra on hand can then capture and immobilize the symbiote and deal with it as appropriate to the situation. On rare occasions, deals have been struck with Goa'uld whose hosts the Tok'ra do not wish to jeopardize under any circumstances. In these cases the symbiotes are ejected through the Stargate onto worlds without known sentient populations, allowing the Goa'uld some chance at survival. Typically, though, the symbiotes are simply destroyed by zats or fire.

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