STARGATE

TRUE20

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INTRODUCTION

I like the Stargate SG-1 series, and the Stargate universe as a whole. I have always wanted to write the Stargate SG-1 series into an existing roleplaying game, but never had the motivation to do so. That is until I was into my second "Gate-athon" watching spree of the series on Hulu.com.

It was originally suppose to be a quick-and-dirty write-up for MicroLite20, but during the writing I continually needed to create new game rules to handle certain aspects of the Stargate universe.

After a while I decided to switch to True20, as it had just about every rule that I tried to write for MicroLite20, plus I had more experience with it as well.

...And here is what came of it, Stargate True20.

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BOOKS REFERENCED

During the process of writing thie porject out, I had used the following books as reference.

D20 Modern © Wizards of the Coast 2002
D20 Future © Wizards of the Coast 2004
Stargate SG-1 Roleplaying Game © Alderac Entertainment Group 2003
True20 Aventure Roleplaying © Green Ronin 2005
True20 Bestiary © Green Ronin 2006
True20 Companion © Green Ronin 2007
True20 Experts Handbook © Green Ronin 2007
True20 Warrior Handbook © Green Ronin 2008

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CHARACTERS

This chapter tells you everything you need to create your own **Stargate True20** characters.
It covers Starting Level, Backgrounds, Roles, Skills, and Feats.

STARTING HEROIC LEVEL

Player characters start out at 3rd-level. This means that players start with the standard benefits shared by all heroic characters:

- **Starting Feats:** 6.
- **Maximum Skill Rank:** 6.
- **Starting Conviction:** 4.
- **Starting Wealth:** 8 + Charisma (+4 per Wealthy feat).

BACKGROUNDS

There are four playable backgrounds for characters.

Human

All humans, tauri and off-world natives, use the following background.

Ability Adjustments: None.
Bonus Feat: One bonus feat.
Bonus Skill: One bonus skill known at 1st-level.
Favored Feats: Choose any two feats.

Jaffa

Ability Adjustments: +1 Strength, -1 Charisma.
Bonus Feats: Great fortitude, Symbiote, Talented (intimidate / notice).
Kelno'reem: Jaffa must enter a trance-like state up to four hours a day. While in this state jaffa make recovery checks at double the normal rate. Every day they do not enter kelno'reem, they must make a Concentration check or gain a level of fatigue. The base Difficulty is 10, +1 for each previous check. Once unconscious from fatigue, the character is disabled if they fail another Constitution check, then dying. A jaffa that is on tretonin do not require to perform kelno'reem.
Favored Feats: Diehard, Tough.

Tok'ra

Bonus Feat: Symbiote.
Disease Immunity: Symbiotes are immune to all diseases, except those that are engineered to target symbiotes.
Genetic Memory: All symbiotes possesses the memory of the symbiote queen that it came from. Therefore, all symbiotes start with 4 extra starting skills at 1st-level.
Larval Form: If a symbiote does not possess a host, they use the statistics of the "symbiote larval form" described below. When outside of a host, the symbiote must make a Fortitude save every ten minutes (DC 10, +1 per previous check), or lose 1 point of Constitution. If placed in a properly prepared tank, the check is made once per hour.

> **Symbiote Larvae Form**
> **Tiny creature [Parastitoid]**; **Speed:** 5 ft., Swim 30 ft.
> **Abilities:** Str -5, Dex +0, Con +0, Int (per NPC), Wis (per NPC), Cha (per NPC).
> **Skills:** Per NPC.; **Feats:** Per NPC.; **Traits:** Symbiote traits (Disease immunity, Genetic memory, Larval form, Possession).
> **Initiative:** +0; **Combat:** (Base: +0; Size +2), *Attack:* +2 melee, *Damage:* +0 bite (piercing, 20/+3); **Defense:** *Dodge:* 12; **Saving Throws:** *Fortitude:* +2 (+2 base), *Reflex:* +0 (+0 base), *Will:* Per NPC; **Toughness:** -2 (-2 size)

One Body: As a tok'ra have a truly symbiotic relationship with their host, both personalities share contol of the host body. As a move-action, tok'ra characters may relinquish the host body to the other personality. Player characters may want to choose which personality that is the dominant one, and when switching between them, the Narrator controls the other personality.
Tok'ra Code of Conduct: The tok'ra believe that secrecy is their best means of battling the goa'uld, only revealing themselves when it was beneficial to their cause as a whole. They will also pursue their goal of undermining the power of the goa'uld at all costs, even if it might mean their, or an ally's death in the process; the tok'ra believe that one individual's life is not as important if the goal would strike a devastating blow to the goa'uld. To that end, tok'ra characters

must be persuaded to follow another course of action that they would not otherwise choose.
Favored Feats: Improvised tools, Jack-of-all-trades.

ROLES

Characters are limited to the Expert and Warrior roles. As there is little within the roles themselves to differentiate characters of the same role. To remedy this, three new core abilities are introduced, and at character creation you must choose a core ability at character creation.

Role Restrictions

Characters are restricted to the Expert and Warrior roles. The Adept role does not play a part in the Stargate universe (unless you count characters like "advanced humans", ancients, and priors).

Choosing a Core Ability

At character creation, you must choose one core ability you begin with at 1st-level. However, you can only choose from a pre-selected list available to each role, as noted below.

Expert Core Abilities: Command presence, Expertise*, Savant.
Warrior Core Abilities: Command presence, Determination*, Unbreakable.

* = Original Core Abilities described in the True20 core rulebook.

New Core Abilities

Here are three new core abilities.

Command Presence [Expert / Warrior]

You can spend a point of Conviction and choose one of the effects below. However, you must be able to communicate with the chosen ally for the ability to work.
This ability does not work on the character themselves.

- *Boost Ally:* The chosen ally acts like they spent the point of Conviction themselves.

- *Negate Condition:* You can take a full-action to help an ally overcome a harmful condition. You can negate one of the following conditions affecting the chosen ally: dazed, fascinated, fatigued, flat-footed, nauseated, panicked, shaken, stunned, winded.

Savant [Expert]

Choose two skills at 1st-level. The chosen skills recieve a +1 bonus to their skill checks. At 4th-level, and every four levels thereafter (8th, 12th, etc), the bonus increases by an additional +1, to a maximum of +6 at 20th-level.
You can also spend a point of Conviction to roll twice when making a skill check when using either of the two chosen skills.

Unbreakable [Warrior]

You can spend a point of Conviction to temporarily ignore the penalties associated with the following conditions: dazed, fatigued, nauseated, panicked, shaken, sickened, staggered, stunned, winded, and wounded. You also have a +2 bonus to all saves, excluding Toughness, but suffer a -2 penalty to Defense.
This lasts for five rounds, after which you must make a DC 24 Fortitude save, or immediately become Exhausted for five rounds, then Fatigued for five rounds. With a successful save, you are only Fatigued for ten rounds.

SKILLS

This section details skills, modified existing skills, and rules for interacting with alien cultures.

Interacting with Alien Cultures

When characters meet individuals from an alien culture for the first time, all interaction skills have a -4 penalty.

- *Gaining Familiarity:* You can attempt to gain familiarity with an alien culture if you have access to proper materials (books, documents, etc) and a Research check. The time it takes to become familiar with the culture is about one day. If you do not have access to research materials, you can spend one week watching the participants of a particular culture instead.
With a successful check, you become casually familiar with the particular alien culture, allowing you to not suffer the -4 interaction penalty when dealing with the alien culture.
In general, the Difficulty of becoming casually familiar with an alien culture is 20. More suspicious cultures are Difficulty 30, while xenophobic cultures might be Difficulty 35 or 40.

• *Relation to an Earth Culture:* Characters with the Knowledge (history) skill at 5 ranks have a +2 bonus when attempting to gain familiarity with alien cultures that have some relation to an Earth culture.

New and Existing Skills

Here are some new skills, and additions and modifications to existing skills.

Craft

Intelligence, Trained only, Requires specialization, Requires tools

Here is a new application for the Craft skill; Jury-rig.

• *Jury-Rig:* A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the Craft repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The base DC is 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Craft skill can be used untrained.

Try Again: Yes, though in some specific cases, the Narrator may decide that a failed Craft jury-rig check has negative ramifications that prevent repeated checks.

Time: A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

Special: A character can Take 10 or Take 20 on a Craft jury-rig check. When making a jury-rig check to accomplish a jury-rig repair, a character can't Take 20.

Jury-rig checks requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (demolitions)

Intelligence, Trained only, Requires tools

You are skilled in the creation, planting, disarming and dismantling of explosives.

Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

• *Create Explosive Device:* Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires another check.

Scratch-built explosives deal concussion damage.

Scratch-built Explosives Table

Complexity*	Dmg.	Blast Radius	Craft DC	Wealth DC	Reflex DC	Time
Improvised	+2	5 ft.	10	3	10	10 min.
Simple	+5	10 ft.	15	5	10	1 hr.
Moderate	+10	15 ft.	20	10	12	5 hr.
Complex	+15	20 ft.	25	15	15	12 hr.
Advanced	+20	30 ft.	30	20	18	24 hr.

* The figures in parentheses are typical damage/burst radius for each type of explosive.

• *Set Detonator:* Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

• *Place Explosive Device:* Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by

exploiting vulnerabilities in the structure's construction.
The Narrator makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.
• *Disarm Explosive Device:* Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

Time: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.
Special: A character can Take 10 when using the Demolitions skill, but can't Take 20.
A character with 5 ranks in the Demonlitions skill gains a +2 bonus to any Disable device check when used on explsovie devices.
A character without a demolitions kit takes a -4 penalty on Demolitions checks.

Diplomacy
Charisma, Interaction

The Diplomacy skill has a new use: Customs Check.

• *Customs Check:* When dealing with the local customs of a culture other then your own, you may determine the proper course of action dictated with a local custom with a Diplomacy check.
With a success you determine the right action. A failure of no more then 5 points indicates you do not know what is the proper action. If you failure by 6 or more, your course of action is inappropriate, which may be a small insult or embarrassing, resulting in a -2 penalty to further interaction checks.
The Difficulty of the check is determined by the current situation, if the custom has complex rules along with it, and the character's familiarity with the culture. Characters do not need to make any Customs Check check for customs from their own culture.
You cannot retry a Customs Check.

Customs Check

Situation	Difficulty
Common Situation	10
Uncommon Situation	15
Rare Situation	20
Complex custom	+5 DC
Intimate familiarity with culture	-10 DC
Very familiar with culture	-5 DC
Partial familiarity with culture	+0 DC
No familiarity with culture	+5 DC

Decipher Script
Intelligence, Trained only

You are trained to decipher ancient runes or break coded messages.

Check: A character can decipher writing in an ancient language or in code, or interpret the meaning of an incomplete text. The base DC is 20 for the simplest messages, 25 for standard codes, and 30 or higher for intricate or complex codes or exotic messages. Helpful texts or computer programs can provide a bonus (usually a +2 circumstance bonus) on the check, provided they are applicable to the script in question.
If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text or its equivalent in 1 minute. If the check fails, the Narrator makes a Wisdom check (DC 10) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)
The Narrator secretly makes both the skill check and the Wisdom check so the character can't tell whether the conclusion drawn is accurate or not.
Try Again: No, unless conditions change or new information is uncovered.

Time: Decipher Script takes one minute or more, depending on the complexity of the code.
Special: A character can Take 10 when making a Decipher Script check, but can't Take 20.

Languages

Intelligence, Trained only, Requires specialization

The Languages skill is treated more like a normal skill in Star*gate True20*.

Each language is treated as a specialty of the Languages skill, and any language task requires a skill check. This skill covers both Earth languages and alien languages, such as goa'uld.
All characters start with 8 ranks in their native language.
Check: Intelligence is the key ability for the Languages skill. Difficulties apply to any attempt to speak, listen, read, or write in any know language based on the complexity of the message.

Languages Check Table

Complexity	DC	Example
Simple	10	Basic directions, street signs
Moderate	15	Description of a person
Complex	20	Dfficult novel, a subtle joke
Advanced	25	Sholarly paper

Known Languages

What follows is a brief listing of a few languages, both of Earth and alien origin.

Earth languages (Akkadian, Ancient celtic, Ancient egyptian, Ancient greek, Ancient salish, Apache, Arabic, Armenian, Cheyennee, Cherokee, Czech, English, French, German, Hebrew, Hindi, Icelandic, Japanese, Latin, Mandarin, Mayan, Norse, Norwegian, Phoenician, Punjabi, Russian, Sanskrit, Spanish, Tibetan).

Alien languages (Ancient, Asgard, Goa'uld, Nox, Ohnes, Rillaanian, Terellan, Tollan, Unas, Volsinii, Wraith).

Research

Intelligence

You are skilled in gaining information from books, computers, and other sources of information.

Check: Researching a topic takes time, skill, and some luck. The Narrator determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.
Information ranges from general to protected. Given enough time (usually one to four hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.
The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.
Try Again: Yes.
Time: A Research check takes one to four hours.
Special: A character can Take 10 or Take 20 on a Research check.
A character with 5 ranks in the Computers skill can provide a +2 synergy bonus on a Research check when searching computer records for data.

FEATS

What follows are the new feats available.

Alien Craft Operation [General]

Prerequisite(s): Trained in the Drive and Pilot skills.
You are proficient at operating spacecraft utilized by one specific alien species. You take no penalty on any Drive or Pilot checks or attack rolls made to operate a craft of the selected alien species.
Without this feat you take a -4 penalty on Drive and Pilot checks made to operate a spacecraft that falls into any of these types, and on attack rolls made when using the weapons of such a spacecraft. When you first try to operate an alien craft that you haven't encountered before, the -4 penalty still applies.
You can take this feat multiple times. Each time, selecting a different alien species.

Alien Weapons Training [General]

Prerequisite(s): Base attack bonus +1 or higher, Firearms training, Weapon training.
You are proficient with the weapons utilized by one specific alien species. You take no penalty on attack rolls when using weapons designed by that alien species. Without this feat you take a -4 nonproficient penalty when making attacks with alien weapons.

You can take this feat multiple times. Each time, selecting a different alien species.

Armor Training, Powered [General]

Prerequisite(s): Armor training (heavy), Armor training (light).

You are trained to fight in powered armor.

Armor Specialization [Warrior]

Prerequisite(s): Proficient in appropriate armor type.

You are comfortable with a specific type of armor. Chose one specific type of armor (light, medium, heavy, powered), the armor penalty for that armor is reduced by 1. This armor penalty reduction applies with masterwork armor as well.

Linguist [Expert]

Prerequisite(s): Trained to speak in at least three languages.

The character becomes a master linguist. Whenever the character encounters a new language, either spoken or written, make an Intelligence check to determine if the character can understand it. This check gains a bonus equal to half the character's total level. The check's DC is based on difficulty and obscurity of the language: DC 15 if the language is common; DC 20 if the language is an uncommon or rare; and DC 25 if the language is ancient, unique, or forgotten. Through this feat a character can glean enough meaning from a conversation or document to ascertain the basic message, but this ability in no way simulates actually being able to converse or fluently read and write in a given language.

Naquadah Sense [Special]

Prerequisite(s): Symbiote, or have been a former host at one point.

You have naquadah in your blood. With a successful Wisdom check (DC 15), you can sense if any character within 20 feet of you has naquadah in their blood (like a goa'uld or tokr'a). You are also able to operate and use goa'uld technology that require naquqadah within the body (like ribbon devices, healing devices, etc.).

Position of Power [Reputation; General]

The character is in some position of power within an organization, like being an officer in a military or a high-rank under a system lord. You can apply your Reputation bonus to any social skill checks to those under you within the same organization.

You also have a +4 bonus when requesting additional items.

Symbiote [General]

Prerequisite(s): Jaffa, Tok'ra, or Goa'uld.

As a host to a symbiote, you recieve several benefits, as detailed below.

- *Immunities:* You are immune to all diseases, except those that specifically target symbiotes (or are part of the plot).
- *Extended Lifespan:* Your lifespan is 50% longer the what is normal for your species.
- *Symbiote Removal:* If the symbiote is ever removed, you must begin to make Constitution checks once every hour (DC 10, +2 for each previous check) or gain a level of fatigue. Once unconscious from fatigue, you are disabled if you fail another Constitution check, then dying.

Xenoculture Studies [General]

Prerequisite(s): Diplomacy 6 ranks, Sense motive 6 ranks.

You do not suffer the -4 penalty when using skills when dealing with aliens and alien cultures that have no connection to any Earth culture. When you first encounter another alien culture that you haven't encountered before, the -4 penalty still applies.

Xenoengineering [General]

Prerequisite(s): Disable device 6 ranks, Knowledge (physical sciences) 6 ranks.

You do not suffer the -4 penalty when using Craft skills when dealing with alien technology. When you first encounter an alien technology that you haven't encountered before, the -4 penalty still applies.

Xenomedicine [General]

Prerequisite(s): Knowledge (life sciences) 6 ranks, Medicine 6 ranks.

You do not suffer the -4 penalty when using the Medicine skill when dealing with alien creatures that you have encountered before. When you first encounter another alien species that you haven't encountered before, the -4 penalty still applies.

EQUIPMENT

This chapter describes the various weapons, armor, tools, and other equipment.

REQUESTING EQUIPMENT

All characters start each mission with the standard off-world gear, their weapons and armor, and any mission-specific equipment needed. Beyond this, characters can try to request additional equipment and resources, like UAVs and alien equipment, by making a Charisma check. Requesting equipment must happen prior to the start of the mission, requests in the field are handled on a case-by-case basis and not subject to a Charisma check.

Requesting one additional piece of equipment requires a Charisma check (1D20 + character's Charisma) against the item's Cost, plus additional modifiers on the table below.

Each character must make their own Charisma check when requesting their additional items, and cannot make any requests on behalf of another character.

Requested equipment and resources are loaned, not given, to the character and are expected to be returned. Obviously, expendable objects like ammunition don't have to be returned if used. Some equipment just cannot be requested, like GDOs.

Characters can also spend a point of Conviction instead of making the Charisma check.

Requesting Equipment Table

Situation	Modifier
Object is necessary for assignment	+6
Object has obvious application for assignment	+4
Object has no obvious application for assignment	-2
Object is rare	-2
Object is restricted to the military	-4
Object is illegal or is a tactical weapon	-6
Object is a common alien device	-2
Object is a rare alien device	-6
Character is skilled or proficient in use of object	+2
Character returned all gear undamaged	+2

Standard Off-World Gear

The following is the standard gear that all off-world SG-teams are given. All characters start with both the non-combat and combat gear described below.

Non-combat Gear

Backpack, Compass, Canteen, Duct tape, First-aid kit, Flashlight, GDO, MREs (3 days), PDA or laptop computer, Survival kit, Tactical flashlight, and a Tactical radio.

Combat Gear

Combat knife, Grenades (any two), Plastic explosives (2), Pistol (with 3 magazines), Primary weapon (with 5 magazines, plus a tactical flashlight), Tactical vest, and a Remote detonator.

GENERAL EQUIPMENT

Detonator, timed

A timed detonator can be set with a 1 round delay, up to a 24 hour delay.

Detonator, remote

A remte detonator is a hand-held device that is used to initiate explosion. Remote detonators have a 1,000 foot range.

Injection, anti-toxin

This is an injection that helps fighitng off poisons. This injection gives a +4 bonus to save against poison effects for one hour. There is only enough for one dose.

Injection, anti-viral

Like the anti-toxin injection, this injection helps fight against diseases. You get a +4 bonus to saves disease effects for one hour. There is only enough for one dose.

Injection, sedative

This injection is used to sedate the target, knocking them unconscious. Targets subject to this injection must make a Fortitude save (DC 18) or be knocked unconscious for 5 minutes. A successful save has the target suffering from the Staggered condition for 1 minute.

Using this item on a resisting target requires a successful grapple check and pin before the actual injection can be used. Against helpless targets, no grapple check is needed. There is only enough for one dose.

Environmental Suit

Environmental suits provide a +4 bonus to saves against cold and heat hazards.

Hazmat Suit

This suit makes the character immune to any diseases and poisons in the surrounding environment. If punctured (taking damage), the character becomes susceptible to the contagions the following round.

Space Suit

A space suit allows a character to work in a vacuum with ill-effects. If the space suit is punctured (taking any damage), it takes one minute before the oxygen supply is gone.

Ziptie

Zipties may be used to bind an opponent. To break free requires a Strength check with a Difficulty of 24. Zipties come in a 24-count bundle.

Items Table

Item	Size	Cost
Detonator, timed	Tiny	7
Detonator, remote	Tiny	9
Injection, anti-toxin	Tiny	8
Injection, anti-viral	Tiny	8
Injection, sedative	Tiny	12
Environmental suit	Medium	14
Hazmat suit	Large	20
Space suit	Large	26
Zipties	Tiny	5

SPECIAL EQUIPMENT

This section details special equipment, like G.D.O.s, UAVs and MALPs. These pieces of equipment can only be requested, they can never be bought.

Field Remote Expeditionary Device (FRED)

The Field Remoate Expeditionary Drone, or FRED, is a supply robot on eight wheels which can navigate almost any terrain. The FRED also appears to have a 'follow mode', it is most likly sonar guided so it can move without having constant human control over it thereby freeing up man power and reducing travel time. FRED can carry up to 800 lbs. of equipment.

G.D.O.

Also known as the Garage Door Opener, the G.D.O. is a device that is worn on the wrist and use to transmit a secure code through the stargate to the SGC to open the iris. It takes a standard-action to use the G.D.O., and only works within 150 feet of the stargate.

Mobile Analytic Labratory Probe (MALP)

The Moblie Analytic Labratory Probe , or MALP, is a remote drone that the SGC sends through the stargate prior to the exploration of new worlds. It is capable of detecting temperature, analyzing oxygen levels, and transmitting video and audio feeds, as well as determining whether or not a DHD is present.

Unmanned Aerial Vehicle (UAV)

An Unmanned Aerial Vehicle, or UAV, is an remote-piloted aircraft. They can fly autonomously on programmed flight paths or remotely piloted, usually done so from Earth through the Stargate. They are used to scout large areas around the Stargate, and

areas that the MALP cannot reach.
They are equipped with a variety of sensory functions including visual devices such as cameras, heat vision and infra-red as well as other components depending on the model used.
There is an armed variant to the UAV, the UCAV. This variant is armed with two laser-guided missiles (+10 explosive damage).

WEAPONS

This section details new firearms and alien weapons.

Firearms

Antimaterial Rifle

This is a large caliber rifle that was designed to engage light vehicles.

Automatic Shotgun

An automatic shotgun is a shotgun that is able to fire continuously while the trigger is pressed, unlike selective-fired weapons which require the user to press the trigger for each projectile fired.
Automatic shotguns can make autofire actions.

Battle Rifle

Battle rifles are rifles that fire a larger caliber round then assault rifles. Battle rifles have higher damage and longer range, but does not have autofire capabilities.

Hunting Rifle

This is a civilian rifle used in hunting and sport shooting.

Machinegun

A machinegun is a large-caliber automatic weapon used for superior firepower and suppression fire.

Sniper Rifle

This is a highly accurate rifle used by military and law enforcement. This weapon already comes with a targeting scope.

Alien Weapons

Energy Weapon

Energy weapons are high-tech weapons that shoot a beam or pulse of energy. These types of weapons can be can appear like a pistol or rifle. These weapons can deal either nonlethal or lethal damage, switching between the two takes a free action.

Intar

Intars are goa'uld training weapons that are used for training purposes. Intars can be made to look like any weapon, but all have a tell-tale red crystal somewhere located on it. Intar weapons deal non-lethal damage, as if they had "Stun Ammo". The Cost of the intar is equal to the weapon it resembles, +4.

Staff Cannon

The staff cannon is a larger, more powerful version of the staff weapon. This weapon deals +12 energy damage and has a range increment of 60 feet. It also has a blast radius of 10 feet, and anyone within the area must make a Reflex save (DC 15) for half damage.

Staff Weapon

This is a goa'uld staff weapon that can shoot devastating energy blasts, as well as being a suitable melee weapon (treat as a quarterstaff). Staff weapons are inherently inaccurate when shooting, suffering a -2 penalty on all ranged attacks.
Staff weapons are an intimidating weapon, adding a +2 bonus to any intimidate skill checks while holding the weapon in a threatening manner.

Transphase Eradication Rod (T.E.R)

This weapon is capable of revealing invisible and "out-of-phase" creatures and characters out to 600 ft.,

making them visible to human perception, and vulnerable to the attack by a T.E.R.

Zat'nik'tal

The zat'nik'tel is a Goa'uld energy weapon that causes great pain to the subject with one shot, and a second shot will kill most subects. Zat'nik'tels deal non-lethal damage, and deals lethal damage once the target is Unconscious from the zat. Targets killed by a zat will be disintegrated with another shot (no attack roll needed). This weapon has a range increment of 10 feet.

Weapons Table

Weapon	Damage	Critical	Damage Descriptor	Range	Size	Cost
— Firearms —						
Antimaterial rifle	+8	20/+4	Ballistic	120 ft.	Large	26
Automatic shotgun	+5/+6*	20/+3	Ballistic, Autofire	40 ft.	Large	18
Battle rifle	+5	20/+4	Ballistic	80 ft.	Large	14
Hunting rifle	+5	20/+3	Ballistic	80 ft.	Large	16
Machinegun	+5	20/+3	Autofire	70 ft.	Large	19
Machinegun, heavy	+8	20/+4	Autofire	100 ft.	Large	24
Sniper rifle	+5	19-20/+4	Ballistic	90 ft.	Large	22
— Alien Weapons —						
Intar*	*	*	Nonlethal	*	*	+4*
Energy weapon*	+6*	20/+3	Energy	60 ft.	*	19
Staff cannon*	+12	20/+4	Energy	60 ft.	Large	26
Staff weapon*	+8	20/+4	Energy	30 ft.	Large	21
T.E.R.*	+8	20/+3	Energy	30 ft.	Medium	21
Zat'nik'tel*	+6*	20/+3	Nonlethal*	10 ft.	Small	20

* = See item description for further details

Weapon Accessories

Armor-Piercing Ammunition

Armor-piercing ammunition was designed to better pierce armor, butare less effective against unarmored targets. Against armored targets, the weapon deals +1 extra damage. Against unarmored targets, the weapon deals -1 damage.

A target is considered "armored" is they wear actual armor or have a natural armor bonus.

Foregrip

A foregrip is a vertical handgrip attached to the underside of the barrel of a firearm. Foregrips provide a +1 bonus to attack rolls when using autofire.

Tactical Flashlight

Tactical flashlights are attached to the barrel of a weapon, negating penalties for darkness within their illuminated areas. The tactical flashlight projects a beam 50 feet long and 15 feet across at its end.

Tracer Ammunition

Tracer ammunition are special bullets that are visible to the naked eye due to a small pyrotechnic charge at the base of the bullet. Tracer ammunition provides a +1 bonus to attack rolls when using autofire.

EXPLOSIVES

There are two new types of explosives; the shock grenade and the satchel charge.

Satchel Charge

A satchel charge is a large explosive device that must be placed, it cannot be thrown. These explosives are often detonated with a remote or timed detonator.

Shock Grenade

This is a high-tech Goa'uld grenade that functions in a similar manner to a flashbang, rendering targets temporarily unconscious and blind (targets save separately against each effect, Fortitude Difficulty 17). Affected targets receive a Fortitude save each round against the same Difficulty to recover, with a +1 bonus per previous save.

Explosives Table

Item	Effect	Radius	Save	Size	Cost
Satchel charge	+15 damage explosion	100 ft.	Ref. DC 15	Small	18
Shock grenade*	blindness/unconscious	30 ft.	*	Small	22

* = See item description for further details

ARMOR

Armored Environmental Suit

This is a form of medium powered armor that provides a +4 bonus to save against cold, heat, and radiation hazards, as well as being able to operate in a vacuum environment for up to ten hours.

Assault Armor

Full combat armor consists of a tactical vest augmented with ballistic strike-plate inserts, thicker kevlar, and ballistic protection on the shoulders, forearms, and lower legs.

Jaffa Battle Armor

This is a suit of chainmail and plate armor that jaffa warriors wear in battle. Some battle armor have a retractable helmet, in the shape of an animal-head (increase Cost by two). While wearing the helmet, characters recieve the Night vision feat and a +2 bonus to Intimidate checks to those living under Goa'uld rule.

Powered Armor

Powered armor consists of heavy body armor with an environmental seal, built-in communications gear, and other technological devices.

This armor provides protection from all atmospheric conditions, including a vacuum, grants a +4 bonus to checks against radiation, and gains the Night vision feat. In addition, the character has a +2 to Notice checks against being suprised due to the heads-up-display.

Armor Table

Armor	Toughness	Cost
Jaffa battle armor (medium)*	+4	22
Assault armor (heavy)	+6	20
Armored e-suit (medium powered)*	+3	24
Powered armor (heavy powered)*	+8	30

* = See item description for further details

VEHICLES

Al'kesh Vessel

The al'kesh is a Goa'uld mid-range bomber and troop carrier. It is armed with two linked staff cannons (+12 energy damage), plasma charges (+12 explsovie damage), and a complement of up to 50 troops. It also has transportation rings and a cloaking device that makes it invisible to both to sight and sensors.

Bilskimir-class Vessel

The bilskimir-class vessel is an Asgard ship. It is armed with Asgard beam weapons (+20 energy damage), and beaming and shield technology.

Daedalus-class Vessel

A daedalus-class vessel is a Tauri ship. They are armed with asgard beam weapons (+15 energy damage), railguns (+10 autofire damage), and missile launchers (+12 explosive damage). It is also capable of extragalactic FTL travel, asgard shields and beaming technology, transportation rings, and a complement of eight F302 fighters.

Death Glider

The death glider is a Goa'uld space-capable two-man attack-fighter. It is armed with two staff cannons (+10 energy damage).

F302 Fighter

The F302 is a Tauri space-capable two-man fighter-interceptor. It is armed with railguns (+10 autofire damage) and missiles (+12 explosive damage). It is harder to detect with modern-level technology (+10 Difficulty to detect it), and has limited FTL capacity.

Gateship

Often called "puddle jumpers", gateships are small spacecraft designed by the Ancients. It is armed with drone weapons (+12 energy damage) that can bypass shield technology (lower the target's Toughness by -4). It can ferry up to 20 passengers. It also has an onboard dialing device and cloaking technology.

Ha'tak Vessel

The ha'tak are some of the largest of Goa'uld vessels. They are armed with staff cannons (+15 energy damage), a complement of up to 2,000 troops, three wings of death gliders, and two wings of al'kesh. It is capable of intergalactic FTL travel, has transportation rings, and has a sarcophagus onboard.

Prometheus-class Vessel

A prometheus-class vessel is armed with railguns (+10 autofire damage) and missile launchers (+12 damage). It is also capable of intergalactic FTL travel, has Asgard beaming and shield technology, transportation rings, and a complement of eight F302 fighters.

Tel'tak Vessel

The tel'tak is a small Goa'uld transport vessel. It also comes with four escape pods and transportation rings.

Vehicle Systems

Asgard Beaming Technology

Asgard beaming technology allows near-instantaneous transportation. Beaming technology cannot be used to bypass a ship's shields.

Cloaking Technology

Cloaking technology makes the vessel undetectable to sensors and visual perception. Ships can remain cloaked while traveling on sublight engines, but must stop using the cloak when engaging the hyperdrive. The cloak also cannot be used when attacking other vessels.

FTL Travel

Faster-then-light travel comes in two forms; intergalactic and extragalactic. Intergalactic FTL allows for FTL travel within a single galaxy. Extragalactic FTL allows travel between galaxies.

Shield Technology

All space-faring vessels of Colossal size or larger have some form of shield technology. Shield technology are treated as having it's own damage track and it's own Toughness bonus. The base Shield Toughness is 10, plus a +2 bonus per size category above Colossal. Asgard shield technology has an extra +4 bonus.

When a shield reaches the "disabled" condition, the shield dissipates; further damage is handled normally. Shields get a recovery check every other round, with a +0 bonus. Superior shield technology may grant a bonus to the shield recovery check.

Vehicles Table

Vehicle	Strength	Speed	Defense	Shields	Toughness	Size	Cost
Al'kesh	100	50,000 MPH	5	+14	+15	Colossal	*
Bilskimir-class*	150	250,000 MPH	3	+18	+18	Awesome	*
Daedalus-class*	150	250,000 MPH	3	+18	+18	Awesome	*
Death glider	50	50,000 MPH	6	--	+11	Gargantuan	*
F302 fighter*	50	50,000 MPH	6	--	+11	Gargantuan	*
Gateship*	50	50,000 MPH	6	--	+11	Gargantuan	*
Ha'tak*	150	250,000 MPH	3	+14	+18	Awesome	*
Prometheus-class*	100	50,000 MPH	5	+14	+15	Colossal	*
Tel'tak*	70	50,000 MPH	5	+10	+13	Colossal	*

* = See item description for further details

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ALIEN TECHNOLOGY

This chapter details the stargate and highly advanced alien technologies.

THE STARGATE

Here are some rules on using the stargate, including dialing stargate addresses, the wormhole, and irises.

Wormhole Duration

A stargate can maintain an open wormhole for approximately thirty-eight minutes.
After the last object is through the stargate, it will remain open for one additional round after transportation.

Using a DHD

A DHD is a Dial Home Device, a large round pedestal that has the 39 gate symbols and a large red crystal in the center.
Dialing a stargate address takes two rounds in ideal conditions. Dialing when under not-so-ideal conditions requires characters to make an Intelligence check (DC 10) to successfully dial the right symbols. The DC is increased by +5 if trying to dial out before an incoming wormhole is complete.
The Eidetic Memory feat also applies to this check.

Using a dialing Program

A dialing program is a computer program that controls the dialing mechanism on a stargate. When using a dialing program it takes four rounds to successfully dial a stargate address, but no Intelligence check is required.

Dialing Manually

Assuming a sufficient power source is available, a character can attempt to dial the stargate manually. It requires a DC 15 Craft (electronics) check and one minute worth of work. After this, it takes one round to lock-in one symbol.

The Unstabled Vortex

Anything within 20 ft. directly in front of the stargate when it is activated is instantly destroyed. Character within this area must make a Reflex save (DC 15) or be consumed by the unstable vortex, resulting in death.

The Iris

If a stargate has some sort of iris or shield activated with an active wormhole, anything coming through does not reform on the other side, and is destroyed. Characters entering such a stargate die instantaneously.

ALIEN TECHNOLOGY

Here are some rules concerning alien technology.

Using Alien Technology

Some of the alien technology below are described as allowing characters to use various supernatural powers as described in the True20 core rulebook.
All such technology has an innate adept level, which determines the Power check and Save difficulty as normal. However, the Key ability when using these technologies is always Intelligence.
As all these "powers" come from technology, there are no fatigue checks when using these powers.

The Alien Technology

Ancient Healing Device

The ancient healing device is a device that originally created by the Ancients. It's primary purpose was to heal the advanced physiology of the Ancients, but it is harmful to normal humans. Each hour a human remains within 300 feet of the device, they must make a Will save (DC 15) or suffer 1 point of Wisdom damage. In addition, the save Difficulty increases each hour by +1.

It is also capable of re-animating the dead. Any creature that dies inside the area of effect will rise as a 1st-level zombie five minutes after it's death. Re-animated dead can move outside the area of effect, but if they die outside the area they will not be re-animated.

Anti-Prior Device

The anti-prior device is a piece of technology that emits a specific sonic frequency to disrupt a prior's ability to use their powers. The device has an affected radius of 60 feet, and anyone with supernatural powers enters into the area must make a Will save (DC 20) or be unable to use their powers. Every other round the character spend inside the affected area, they get to make another save, gaining a +1 bonus per previous check. Once the character successfully makes a save against the effecet, they become immune to the device's power suppression effect for that particular device for 24 hours.

Atanik Armband

The atanik armband is a device that enhances the wearer's speed and strength. When worn the character gains a +3 bonus to Strength and Dexterity, as well as being able to use the Supernatural speed power, once per round as a 4th-level adept. Also, they suffer a -2 penalty to Will saves while wearing the armbands.

Each day a character wears the armband, they must make a Fortitude save (DC 18). If successful, they become immune to the virus released by the armbands, and the physical-enhancing traits.

Beaming Technology

Beaming technology allows near-instantaneous transportation from one location to another. Using this piece of technology allows the character to use the Apport and Teleport powers as a 20th-level adept.

Blood of Sokar

The blood of sokar is a powerful narcotic that can cause very real hallucinations, and is used on Netu as a way to gain information from prisoners.

Anyone who ingest this substance must make an immediate Will save (DC 17), or fall under the effects similar to the Suggestion power for 10 minutes. One minute later, another Will save (DC 17) is made, failure resulting in 2 poits of Wisdom damage.

Detachment Device

A tollan piece of technology that is worn over the chest. Detatchment deivces suppress a symbiote's ability to become the dominant personality of the host body, allowing the host to speak freely. A light on the device signals which personality is currently dominant. The device can also "lock out" the symbiote's personality from taking control of the host body. It takes one round to attach the device.

Healing Device

The Healing device is a Goa'uld piece of technology consisting of a large red crystal emitter which can be slid on one's hand. Like other Goa'uld hand devices, the healing device can only be used by people who have Naquadah in their blood such as Goa'uld, Tok'ra, and former hosts. The device is capable of healing Staff weapon wounds, several diseases and even near fatal injuries.

• *Discern Health:* The character can try to discern the current health status of an individual with a standard action and a DC15 Concentration check. With this check the character can tell what conditions the subject is suffering from, or if they are diseased or poisoned.

• *Healing:* As a full-action, the character can try to heal any injuries of a subject. Once per round, the character must make a Concentration check (DC 15), and if successful, the character can use either the Cure, Cure blindness/deafness, Cure disease, or Cure poison power. The device acts as a 4th-level adept.

Holographic Projector

A Holographic projector is a piece of technology that can create three-dimensional images over vast distances (such as onto a planet's surface from orbit).

Using a holographic projector allows the character to use the Illusion power as a 10th-level adept. The holographic images created with this technology can project and detect sound, in addition to visual imagery.

Invisibility Cloak

An Invisibility cloak allows a character to become invisible as a free-action. The effect lasts up to 10 minutes, and it also allows the character to see other invisible creatures when invisible.

Kull Armor

Kull armor was designed to be near-impervious against most forms of attack. This armor has a Toughness bonus of +8. It is also able to bypass Goa'uld energy shield-barrier technology, and scanners cannot pick up or penetrate the armor.

Kull armor is considered heavy armor. The armor comes with two weaponized-armbands, each with a plasma repeater. Plasma repeaters deal +6 autofire energy damage and has a range increment of 30 feet. The Exotic weapons proficiency is required to use these weapons effectively.

Kull Disruptor

The Kull disruptor is a weapon that can counteract the life-giving properties of the armor worn by the Kull warrior. First-generation kull disruptors were based on the T.E.R., but the second-generation is a small device that can be attached to weapons. You can make a ranged touch attack with a kull disruptor with an attack action, ignoring their armor completely. This weapon deals +6 energy damage and has a range increment of 30 feet.

Mimic Device

The Mimic device is a small, round holographic projector that mimics the outward appearance of a single individual, as well as changing the voice to make the projected individual's appearance. While activated, the wearer has a +10 bonus to Disguise checks.

However, the disguise can be interrupted with a specific sound frequency, cancelling the bonus.

Reol Chemical Disguise Ring

The reol chemical disguise ring is a Tok'ra-made chemical specifically designed to infect the mind of an intended person and trick them into seeing whom ever or what ever the user says.

To deliver the chemical disguise requires an unarmed attack. Targets must make a Will save (DC 16) or be into the illusion presented by the ring wearer. When the affected target encounters a situation or evidence that contradicts the disguise, the target gets to make another Will save but with a +4 bonus.

If you ever roll a "natural 1" on your attack roll, make a second attack roll. If the second attack roll fails, the wearer is instead affected by the chemical, dealing 2 points of Wisdom damage.

Replicator Disruptor

A Replicator disruptor is an anti-replicator weapon that is designed to sever the communication between replicator blocks, including Humanoid replicators. This weapon emits a pulse wave of energy in a 30-ft-wide cone 30-ft long. Any replicators in the area-of-effect must make a Fortitude save (DC 15) or be immedaitely be "destroyed".

Ribbon Device

Also known as a hand device, or kara kesh in Goa'uld, this device is an ornate ribbon-like glove in gold or silver worn on the left hand of the user, with a red gem in the center of the palm. As with most Goa'uld technology, the ribbon device is activated by mental control and the channeling of the naquadah within the host body. Thus, only characters with the symbiote feat or are former hosts can use it.

- *Energy Conduit:* Can power any one naquadah-based technology within 25 feet.

- *Kinetic Blast:* As a full action, the character can unleash a blast of kinetic energy. This attack deals +4 bludgeoning

damage and has a range increment of 10 feet. With a successful hit, the target must also make a Reflex save (DC 14) or be knocked prone. This attack can affect up to two additional people, if within 5 feet of the original target, by spending a point of Conviction.

• *Kinetic Shield:* As a full-action, the character can activate an energy shield around themselves. This shield provides Total Cover while active. Melee attacks and thrown weapons bypass the shield, however. The shield can last one minute or absorb up to ten attacks in this manner before needing to recharge (which takes one minute).

• *Neural Link:* Against a helpless target, the character establish a neural link on the victim, causing severe pain, and eventual death. The target must make a Will save (DC 10 + one-half attacker's level + Charisma), treating the result like a failed Toughness save. This attack can be maintained round-to-round.

Rod of Anguish

The Rod of Anguish, also known as a pain stick by some, is a torture instrument used by the Goa'uld. Anyone touched by the weapon is dealt +3 nonlethal damage (threat 20/+3). They must also make a Fortitude save (DC 13), or be stunned for one round (Shaken on a successful save).

Symbiote Poison

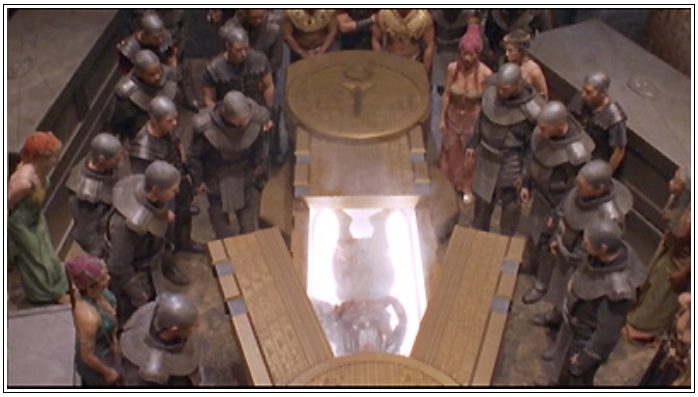
Symbiote poison is a poison designed to attack Goa'uld and Tok'ra symbiotes. Composed of two liquids, when mixed together, they cause almost instantaneous death to the symbiote. This poison fills a 30 ft. by 30 ft. space with one application.

Any character with the symbiote feat that comes in contact with this poison must make a Fortitude save (DC 21) or take 3 points of Constitution damage. Another Fortitude save (same Difficulty) is made 1 minute later.

Sarcophagus

A sarcophagus appears to be a stone coffin often bearing ornate carvings and inscriptions, and has near-miraculous powers; it can heal the injured, cure the sick, and even bring back the dead. Any character who enters into a sarcophagus will be healed one nonlethal damage condition or fatigue condition per round, one lethal damage condition per minute, and can revive a dead character in ten minutes (if not dead more then one day). It will also cure any disease, poison, or ability damage, each taking one minute.

There is a down side to using the sarcophagus, every time a character uses the sarcophagus more then once per day, they must make a Fortitude check (DC 10) or take 1 point of Wisdom damage. Each time it is used in the same day, the Difficulty increases by +2. Wisdom damage taken in this way is not healed by the sarcophagus.



Tok'ra Tunneling Crystal

Tok'ra tunneling crystals are crystals of various shapes and sizes to produce different kinds of tunnels; some long and straight, some leading upward or downward, some creating open rooms. Activating a tunneling crystal allows the character to affect a 150-foot by 150-foot area, as the move earth effect described under the Earth shaping power.

Tollan Phase Device

The Tollan phase device shifts the wearer slightly out-of-phase with reality, allowing the character the ability to pass through solid matter without trouble. Upon activating the device with a full-action, the character acts as if under the Phase power for one minute (10 rounds). The wearer of this device can share this phase-shifting effect with up to four other characters, but the duration is reduced by 2 rounds per additional character under the phase-shifting effect.

Transportation Rings

The transportation rings works on a principal similar to the stargate, converting matter into an energy stream to another set of rings. The rings can be used to transport up to a distance of several thousand miles or so, enough to transport between a planet's surface and an orbiting ship.

Activating the transportation rings takes one round,

and the travel time of the rings also takes one round. During this time, all those inside the rings are considered to have Cover. The ring can transport up to six medium-sized characters, or any amount of objects that can fit within a 10-ft.-by-10-ft. area.

Tretonin

Tretonin is a substance that provides the perfect health of a goa'uld symbiote in the form of a drug. However, the drug suppresses the natural immune system, acting like a symbiote, and requires daily injections to keep up the benefits.

Characters who take tretonin become immune to all diseases and poisons, but must take one dose of the drug every twenty-four hours or require to make Constitution checks once every hour (DC 10, +2 for each previous check) or gain a level of fatigue. Once unconscious from fatigue, you are disabled if you fail another Constitution check, then dying.

Za'tarc Detector

A za'tarc detector is a Tok'ra device used to determine if someone is a za'tarc or not. Using this device while interacting with someone gives you a +10 bonus to an attempts to "Notice Influence" with the Sense motive skill.

Za'tarc Ring Weapon

The zat'arc ring weapon is the weapon used by the brainwashed za'tarcs. The ring weapon resembles a ring, but upon activation it enlarged and is capable of firing a high-powered laser beam. It deals +6 energy damage, has a threat range of 20/+4, and a range increment of 10-ft. It also has a self-destruct mechanism, dealing +6 damage to all within 20 feet, but a Reflex save (DC 14) for half damage.

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ALLIES & ADVERSARIES

Here are some generic allies and adersaries.

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Asgard Fleet Commander

Asgard Expert 8
Size: Small
Speed: 20 ft.
Abilities: Str +0, Dex +0, Con +0, Int +4, Wis +2, Cha +1

Skills: Computers 11 [+15], Concentration 11 [+13], Diplomacy 11 [+12], Disable device 11 [+15], Knowledge (physical sciences) 11 [+20], Knowledge (technology) 11 [+20], Medicine 11 [+13], Notice 11 [+13], Pilot 11 [+11], Sense motive 11 [+13], Stealth 11 [+11].
Feats: Armor training (heavy), Armor training (light), Armor training (powered), Canny dodge (Int-based), Dedicated (destruction of replicators), Firearms training, Improved initative, Inventor*, Master plan, Position of power (asgard fleet), Talented (knowledge (physical sciences) / knowledge (technology))*, Well-informed, Vehicluar combat. * Bonus feat.
Traits: Asgard background, Good reflex save, Savant (+3 bonus to knowledge (physical sciences), knowledge (technology))

Initiative: +4 (+4 feat)
Combat: (Base: +6)
- *Attack:* +6 melee unarmed, +6 ranged energy weapon (60 ft.)
- *Damage:* -1 unarmed (nonlethal, 20/+3), +6 energy weapon (energy, 20/+3)
Defense:
- *Dodge:* 20 (+4 Int)
- *Parry:* 15

Saving Throws:
- *Fortitude:* +1 (+2 base, -1 Con)
- *Reflex:* +6 (+6 base)
- *Will:* +4 (+2 base, +2 Wis)
Toughness: -1 w/o armor, +7 w/ armor (+8 powered armor)

Conviction: 6.

• *Asgard Background:* Asgard have the following background.

- *Ability Adjustments:* +2 Intelligence, -1 Strength.
- *Small:* Asgard are small-sized creatures.
- *Bonus Feats:* Inventor*, Talented (knowledge (physical sciences) / knowledge (technology)).
- *Technological Bias:* Asgard characters can use asgard technology (and other similar level technology) without trouble. When using more "primitive technology", they suffer a -2 for each level under TR 6*.
- *Favored Feats:* Master plan, Well-informed.

* See the "True20 Companion" book for further information.

Goa'uld (background)

Ability Adjustment: +1 Charisma, -1 Wisdom.
Bonus Feat: Symbiote.
Disease Immunity: Symbiotes are immune to all diseases, except those that are engineered to target symbiotes.
Genetic Memory: All symbiotes possesses the memory of the symbiote queen that it came from. Therefore, all symbiotes start with 4 extra starting skills at 1st-level.
Larval Form: If a symbiote does not possess a host, they use the statistics of the "symbiote larval form" described below. When outside of a host, the symbiote must make a Fortitude save every ten minutes (DC 10, +1 per previous check), or lose 1 point of Constitution.

Tiny creature [Parastitoid]
Speed: 5 ft., Swim 30 ft.; **Abilities:** Str -5, Dex +0, Con +0, Int (per NPC), Wis (per NPC), Cha (per NPC).
Skills: Per NPC.; **Feats:** Per NPC.; **Traits:** Goa'uld traits (Disease immunity, Genetic memory, Possession).
Initiative: +0; **Combat:** (Base: +0; Size +2), *Attack:* +2 melee, *Damage:* +0 bite (piercing, 20/+3); **Defense:** *Dodge:* 12;
Saving Throws: *Fortitude:* +2 (+2 base), *Reflex:* +0 (+0 base), *Will:* +0 (+0 base); **Toughness:** -2 (-2 size)

Possession: In their larval form, symbiotes can attempt to possess a host. The symbiote makes an attack roll against the target's dodge defense. If successful, the symbiote completely possesses the host's body, the target host gains the "symbiote host" template. If the symbiote attacks from a concealed position, they gain a +4 attack bonus. The implantation process takes one round.

Goa'uld Ashrak

Goa'uld Warrior 6 / Expert 4
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +0, Con +2, Int +0, Wis +2, Cha +1

Skills: Bluff* 6 [+11], Climb 8 [+10], Concentration 4 [+6], Disguise* 8 [+9], Escape artist 8 [+8], Gather information* 8 [+9], Intimidate 8 [+9], Notice 10 [+12], Pilot 4 [+4], Sense motive 6 [+8], Sleight of hand* 8 [+8], Stealth 10 [+10], Survival 4 [+6]. * Bonus skill.
Feats: Attack specialization (knife), Armor training (light), Canny dodge (Wis-based), Firearms training, Greater attack specialization (knife), Improved initaitve, Improved strike, Naquadah sense, Seize initiative, Sneak attack 2, Symbiote*, Weapon training.
Traits: Goa'uld background, Human host, Good reflex save, Expertise, Symbiote
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Initiative: +4 (+4 feat)
Combat: (Base: +9)
- *Attack:* +9 melee unarmed, +9 melee/ranged knife (10 ft.), +9 ranged ribbon device kinetic blast (10 ft.)
- *Damage:* +5 unarmed (lethal or nonlethal, 20/+3; +3 feat), +4 bludgeoning ribbon device kinetic blast, +6 piercing knife (+2 feat, +3 sneak attack)
Defense:
- *Dodge:* 21 (+2 Wis)
- *Parry:* 21

Saving Throws:
- *Fortitude:* +6 (+6 base, +2 Con, -2 multirole)
- *Reflex:* +5 (+5 base)
- *Will:* +5 (+3 base, +2 Wis)
Toughness: +2 w/o armor, +4 w/ armor (+2 light armor)

Conviction: 7.
Gear: Cloaking device, Ribbon device, Knife.

Goa'uld Spy

Goa'uld Expert 5
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +0, Con +1, Int +0, Wis +2, Cha +2

Skills: Bluff 8 [+14], Craft (demolitions)* 4 [+4], Diplomacy* 8 [+10], Disable device* 8 [+8], Disguise 8 [+14], Gather information 8 [+10], Knowledge (current events) 8 [+8], Pilot* 8 [+8], Notice 8 [+10], Sense motive 8 [+10], Sleight of hand 8 [+8], Stealth 8 [+8]. * Bonus skills.
Feats: Firearms training, Jack-of-all-trades, Master plan, Second chance (bluff), Sneak attack 1, Symbiote*, Talented (bluff / disguise), Weapon training, Well-informed. * Bonus feat.
Traits: Goa'uld background, Good will save, Savant (+2 bonus to bluff, disguise)

Initiative: +0
Combat: (Base: +3)
- *Attack:* +3 melee unarmed, +3 zat (10 ft.)
- *Damage:* +1 unarmed (nonlethal, 20/+3), zat (special)
Defense:
- *Dodge:* 13
- *Parry:* 14

Saving Throws:
- *Fortitude:* +2 (+1 base, +1 Con)
- *Reflex:* +1 (+1 base)
- *Will:* +6 (+4 base, +2 Wis)
Toughness: +1 w/o armor

Conviction: 5.

Goa'uld System Lord (minor)

Goa'uld Warrior 10
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +2, Con +2, Int +0, Wis +0, Cha +1

Skills: Bluff 12 [+13], Concentration 4 [+4], Diplomacy* 8 [+9], Intimidate 12 [+13], Knowledge (current events) 8 [+8], Knowledge (history)* 8 [+8], Notice 8 [+8], Pilot* 4 [+4], Sense motive* 4 [+4]. * Bonus skill.
Feats: Armor training (heavy), Armor training (light), Attack focus (ribbon device), Attack specialization (ribbon device), Greater attack focus (ribbon device), Firearm training, Improved initiative, Leadership (leadership score 11), Position of power (goa'uld empire), Symbiote*, Tough 2, Wealthy, Weapon training. * Bonus feat.
Traits: Goa'uld, Human host, Determination, Symbiote

Initiative: +6 (+2 Dex, +4 feat)
Combat: (Base: +10; Dex: +2)
- *Attack:* +12 melee unarmed, +14 ranged ribbon device kinetic blast (10 ft.; +2 feat)
- *Damage:* +3 unarmed (nonlethal, 20/+3), +5 bludgeoning ribbon device kinetic blast (+1 feat)
Defense:
- *Dodge:* 22
- *Parry:* 23

Saving Throws:
- *Fortitude:* +9 (+7 base, +2 Con)
- *Reflex:* +5 (+3 base, +2 Dex)
- *Will:* +3 (+3 base)
Toughness: +4 w/o armor (+2 feat), +8 w/ armor (+4 masterwork jaffa battle armor), +10 DR from kinetic shield
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Conviction: 7.
Gear: Ribbon device, Masterwork jaffa battle armor.

Infestation Fly

Vermin 0 [Arthropod, Parastitoid]
Size: Tiny
Speed: 5 ft., Fly speed 40 ft. (good)
Abilities: Str -5, Dex +2, Con +0, Int --, Wis +0, Cha -4.

Skills: n/a.
Feats: Ability focus (stinger poison), Hover*. * Bonus feat.
Traits: Vermin traits (Darkvision 60 ft., Mindless), Stinger poison.

Initiative: +2 (+2 Dex)
Combat: (Base: +0; Dex: +2, Size +2)
- *Attack:* +4 melee stinger (+2 Dex)
- *Damage:* +0 stinger (piercing, 19-20/+3), plus poison
Defense:
- *Dodge:* 14

Saving Throws:
- *Fortitude:* +3 (+2 base)
- *Reflex:* +2 (+2 Dex)
- *Will:* +0
Toughness: -1 (+1 natural, -2 size)

• *Stinger Poison:* When an infestation fly damages a creature with it's stinger attack, it can inject a poison inside the creature. This poison begins to change the creatures genetic material into its own. The process takes up to five days, literally changing the creature's mass into more infestation flies. Anyone attacked by the infestation fly and is successfully damaged, becomes poisoned with it's venom. Creatures poisoned must then make a Fortitude check (DC 10, +1 per previous check) every six hours, or suffer 1 point of Constitution damage. If a creature succumbs to poison, that creature will spawn a number of infestation flies within one hour after death. As the stinger venom converts the target creature's mass into more infestation flies, the number of flies created from this process is based on the target creature's size. Tiny-sized creatures spawn one creature, Small-size creatures spawn four flies, Medium-size creatures spawn six flies, Large-size creatures spawn twelve creatures, and each size category spawns an extra six flies about Large.
A symbiote's immunity to diseases and poisons does not apply to this poison, only extended the duration between checks, to one check per day.
The process can be stopped with two consecuative DC 20 Medicine checks. The Difficulty of the check can be lowered by 5 with antivenom treatments.

• *Making Antivenom:* The process of creating antivenom requires the venom of a living infestation fly, one day of work, and a Craft (chemistry) DC 20 check. The time to make it can be reduced with the "Fast Craft" challenge, but with an increase in the Difficulty.

Infestation Fly Swarm

Vermin 4 [Arthropod, Parastitoid]
Size: Tiny
Speed: 5 ft., Fly speed 40 ft. (good)
Abilities: Str -5, Dex +2, Con +0, Int --, Wis +0, Cha -4.

Skills: n/a.
Feats: Ability focus (stinger poison), Hover*. * Bonus feat.
Traits: Vermin traits (Darkvision 60 ft., Mindless), Swarm traits (Swarm attack, Distraction DC 12), Stinger poison.

Initiative: +2 (+2 Dex)
Combat: (Base: +3; Dex: +2, Size +2)
- *Attack:* n/a, see Swarm attack
- *Damage:* +2 stinger (piercing, 19-20/+3), plus poison
Defense:
- *Dodge:* 17

Saving Throws:
- *Fortitude:* +4 (+4 base)
- *Reflex:* +2 (+1 base, +2 Dex)
- *Will:* +0 (+1 base)
Toughness: -1 (+1 natural, -2 size)

• *Stinger Poison:* When an infestation fly damages a creature with it's stinger attack, it can inject a poison inside the creature. This poison begins to change the creatures genetic material into its own. The process takes up to five days, literally changing the creature's mass into more infestation flies. Anyone attacked by the infestation fly and is successfully damaged, becomes poisoned with it's venom. Creatures poisoned must then make a Fortitude check (DC 10, +1 per previous check) every six hours, or suffer 1 point of Constitution damage. If a creature succumbs to poison, that creature will spawn a number of infestation flies within one hour after death. As the stinger venom converts the target creature's mass into more infestation flies, the number of flies created from this process is based on the target creature's size. Tiny-sized creatures spawn one creature, Small-size creatures spawn four flies, Medium-size creatures spawn six flies, Large-size creatures spawn twelve creatures, and each size category spawns an extra six flies about Large.
A symbiote's immunity to diseases and poisons does not apply to this poison, only extended the duration between checks, to one check per day.
The process can be stopped with two consecuative DC 20 Medicine checks. The Difficulty of the check can be lowered by 5 with antivenom treatments.

• *Making Antivenom:* The process of creating antivenom requires the venom of a living infestation fly, one day of work, and a Craft (chemistry) DC 20 check. The time to make it can be reduced with the "Fast Craft" challenge, but with an increase in the Difficulty.

Jaffa Warrior

Jaffa Warrior 2 (minion)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha -1

Skills: Intimidate 5 [+6], Notice 5 [+7], Stealth 5 [+6], Survival 5 [+5].
Feats: Armor training (heavy), Armor training (light), Attack focus (staff weapon), Firearms training, Great fortitude*, Symbiote*, Talented (intimidate / notice)*, Weapon training. * Bonus feat.
Traits: Jaffa background, Symbiote

Initiative: +1 (+1 Dex)
Combat: (Base: +2; Dex: +1)
- *Attack:* +3 melee unarmed, +2 ranged staff weapon (30 ft.; +1 feat, -2 item), +3 melee staff weapon
- *Damage:* +3 unarmed (nonlethal, 20/+3), +10 staff weapon (energy, 19-20/+4), +6 staff weapon (bludgeoning, 20/+3; melee)
Defense:
- *Dodge:* 13
- *Parry:* 15 (+3 Str)

Saving Throws:
- *Fortitude:* +8 (+3 base, +3 Con, +2 feat)
- *Reflex:* +1 (+0 base, +1 Dex)
- *Will:* +1 (+0 base, +1 Wis)
Toughness: +3 w/o armor, +7 w/ armor (+4 jaffa battle armor)

Jaffa Warrior (First Prime)

Jaffa Warrior 5
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +1, Con +3, Int +0, Wis +0, Cha -1

Skills: Intimidate 8 [+9], Notice 8 [+10], Stealth 8 [+9], Survival 8 [+8].
Feats: Armor training (heavy), Armor training (light), Attack focus (staff weapon), Firearms training, Great fortitude*, Greater attack focus (staff weapon), Improved initiative, Symbiote*, Talented (intimidate / notice)*, Weapon training. * Bonus feat.
Traits: Jaffa background, Symbiote, Unbreakable

Initiative: +5 (+1 Dex, +4 feat)
Combat: (Base: +5; Dex: +1)
- *Attack:* +6 melee unarmed, +6 ranged staff weapon (30 ft.; +2 feat, -2 item), +6 melee staff weapon
- *Damage:* +3 unarmed (nonlethal, 20/+3), +10 staff weapon (energy, 19-20/+4), +6 staff weapon (bludgeoning, 20/+3; melee)
Defense:
- *Dodge:* 16
- *Parry:* 18 (+3 Str)

Saving Throws:
- *Fortitude:* +9 (+4 base, +3 Con, +2 feat)
- *Reflex:* +2 (+1 base, +1 Dex)
- *Will:* +2 (+1 base, +1 Wis)
Toughness: +3 w/o armor, +7 w/ armor (+4 jaffa battle armor)

Conviction: 5.

Jaffa Warrior (Rebel)

Jaffa Warrior 2 (minion)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +1, Con +2, Int +0, Wis +1, Cha -1

Skills: Bluff 5 [+6], Intimidate 0 [+1], Notice 5 [+8], Stealth 5 [+6], Survival 5 [+6]. * Bonus skill.
Feats: Armor training (heavy), Armor training (light), Firearm training, Great fortitude*, Symbiote*, Talented (bluff / stealth), Talented (intimidate / notice)*, Weapon training. * Bonus feat.
Traits: Jaffa background, Symbiote

Initiative: +1 (+1 Dex)
Combat: (Base: +2; Dex: +1)
- *Attack:* +3 melee unarmed, +1 ranged staff weapon (30 ft.; -2 item), +3 melee staff weapon
- *Damage:* +3 unarmed (nonlethal, 20/+3), +10 staff weapon (energy, 19-20/+4), +6 staff weapon (bludgeoning, 20/+3; melee)
Defense:
- *Dodge:* 13
- *Parry:* 15 (+3 Str)

Saving Throws:
- *Fortitude:* +7 (+3 base, +2 Con, +2 feat)
- *Reflex:* +1 (+0 base, +1 Dex)
- *Will:* +1 (+0 base, +1 Wis)
Toughness: +2 w/o armor, +7 w/ armor (+4 jaffa battle armor)

Kull Warrior

Humanoid 14
Size: Medium
Speed: 20 ft.
Abilities: Str +5, Dex +0, Con +3, Int +0, Wis +0, Cha -2

Skills: Notice 16 [+16], Survival 14 [+14].
Feats: All-out attack, Armor training (heavy*, light*, powered), Great fortitude, Symbiote*, Tough 1. * Bonus feat.
Traits: Monstrous humanoid (Darkvision 60 ft.).

Initiative: +0
Combat: (Base: +10)
- *Attack:* +14* plasma repeater (30 ft.), +14* unarmed melee
- *Damage:* +6 plasma repeater (autofire energy, 20/+3), +5 unarmed (nonlethal, 20/+3, melee)
Defense:
- *Dodge:* 16*
- *Parry:* 21* (+5 Str)
* +4/-4 All-out attack applied

Saving Throws:
- *Fortitude:* +13 (+9 base, +3 Con, +1 feat)
- *Reflex:* +4 (+4 base)
- *Will:* +4 (+4 base)
Toughness: +4 w/o armor (+3 Con, +1 feat), +12 w/ armor (+8 armor)

• *Good Fortitude save*.

• *Kull Armor:* See the "Super Technology" chapter above for details.

• *Bred for War:* Kull warriors were created to be the perfect killing machine, but not designed for longevity. As such, their armor also functions as a life-support system. If a kull warrior is ever removed from their armor, they will take 1 point of Constitution every day (no save).

NID Agent

Human Expert 4 (minion)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +0, Int +1, Wis +2, Cha +2

Skills: Bluff 7 [+9], Diplomacy 7 [+9], Disable device 7 [+8], Drive* 4 [+5], Gather information 7 [+9], Knowledge (civics) 7 [+8], Notice 7 [+9], Search 7 [+8], Sense motive 7 [+9], Stealth 7 [+8]. * Bonus skill.
Feats: Accurate attack, Armor training (light), Canny dodge (Wis-based)*, Connected, Contacts, Firearms training, Master plan, Point-blank shot, Well-informed. * Bonus feat.
Traits: Human background, Expertise, Good reflex save

Initiative: +1 (+1 Dex)
Combat: (Base: +3; Dex: +1)
- *Attack:* +4 melee unarmed, +4 ranged pistol (40 ft.)
- *Damage:* +0 unarmed (nonlethal, 20/+3), +4 pistol (ballistic, 20/+3)
Defense:
- *Dodge:* 16 (+2 Wis)
- *Parry:* 13

Saving Throws:
- *Fortitude:* +1 (+1 base)
- *Reflex:* +5 (+4 base, +1 Dex)
- *Will:* +3 (+1 base, +2 Wis)
Toughness: +0 w/o armor, +3 w/ armor (+3 undercover vest)

NID Agent, Rogue

Human Expert 4 (minion)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +0, Int +1, Wis +2, Cha +2

Skills: Bluff 7 [+9], Diplomacy 7 [+9], Disable device 7 [+8], Disguise 7 [+9], Drive* 4 [+5], Gather information 7 [+9], Knowledge (current events) 4 [+5], Notice 7 [+9], Search 7 [+8], Sense motive 7 [+9], Stealth 7 [+8]. * Bonus skill.
Feats: Armor training (light), Canny dodge (Wis-based)*, Connected, Contacts, Firearms training, Master plan, Skill training 1, Sneak attack 1, Well-informed. * Bonus feat.
Traits: Human background, Expertise, Good reflex save

Initiative: +1 (+1 Dex)
Combat: (Base: +3; Dex: +1)
- *Attack:* +4 melee unarmed, +4 ranged pistol (40 ft.)
- *Damage:* +0 unarmed (nonlethal, 20/+3), +4 pistol (ballistic, 20/+3), +6 sneak attack (w/ pistol)
Defense:
- *Dodge:* 16 (+2 Wis)
- *Parry:* 13

Saving Throws:
- *Fortitude:* +1 (+1 base)
- *Reflex:* +5 (+4 base, +1 Dex)
- *Will:* +3 (+1 base, +2 Wis)
Toughness: +0 w/o armor, +3 w/ armor (+3 undercover vest)

Replicator, "spider"

Construct 3
Size: Tiny
Speed: 20 ft., Climb 20 ft., Jump 10 ft.
Abilities: Str +0, Dex +2, Con --, Int --, Wis +0, Cha -5.

Skills: n/a.
Feats: Night vision*. * Bonus feat.
Traits: Construct traits (see below), Acid spray.

Initiative: +2 (+2 Dex)
Combat: (Base: +2; Dex: +2, Size +2)
- *Attack:* +6 melee "bite" (+2 Dex), Acid spray (see below)
- *Damage:* +0 "bite" (piercing, 19-20/+3), +6 acid spray (acid damage)
Defense:
- *Dodge:* 16

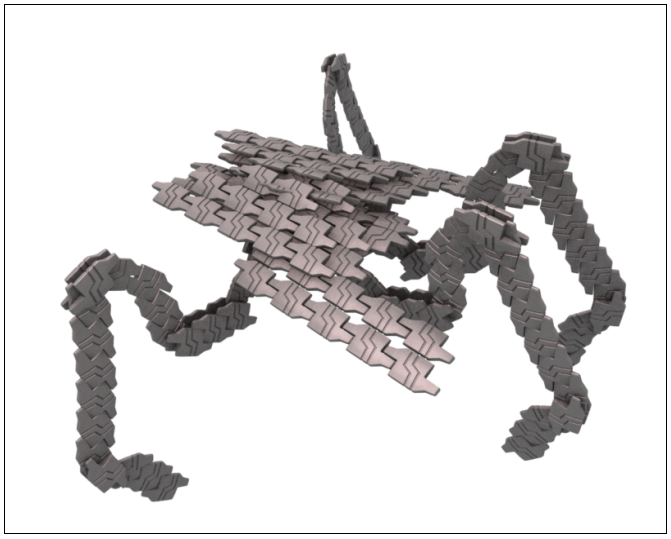
Saving Throws:
- *Fortitude:* +1 (+1 base)
- *Reflex:* +3 (+1 base, +2 Dex)
- *Will:* +1 (+1 base)
Toughness: -1 (+1 natural, -2 size)

• *Acid Spray:* Replicators can spray a mist of highly corrosive acid. This attack has a 5 foot range, and the target must make a Reflex save (DC 12) or take +6 acid damage (and an additional +3 acid damage in the following round).

• *Energy Immunity:* Replicators are immune to energy-based weapons.

• *Construct traits:* As constructs, replicators have the following traits:

- No Constitution score.
- Dark vision out to 60 feet.
- Proficient with natural weapons.
- Immunity to all mind-influencing effects. Humanoid replicators are the exception to this rule.
- Cannot heal damage on their own. They can be repaired by other replicators only.
- Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, and exhaustion.
- Immunity to any effect requiring a Fortitude save (unless it affects objects, or is harmless)
- Immediately destroyed when it reaches the "dying" condition.



Replicator, "beetle"

Construct 6
Size: Small
Speed: 10 ft., Climb 10 ft., Jump 10 ft.
Abilities: Str +2, Dex +0, Con --, Int --, Wis +0, Cha -5.

Skills: n/a.
Feats: Night vision*. * Bonus feat.
Traits: Construct traits (see below), Acid spray.

Initiative: +0
Combat: (Base: +4; Size +1)
- *Attack:* +5 melee "bite", Acid spray (see below)
- *Damage:* +2 "bite" (piercing, 19-20/+3; +2 Str), +6 acid spray (acid damage)
Defense:
- *Dodge:* 15

Saving Throws:
- *Fortitude:* +2 (+2 base)
- *Reflex:* +2 (+2 base)
- *Will:* +2 (+2 base)
Toughness: +2 (+3 natural, -1 size)

• *Acid Spray:* Replicators can spray a mist of highly corrosive acid. This attack has a 5 foot range, and the target must make a Reflex save (DC 13) or take +6 acid damage (and an additional +3 acid damage in the following round).

• *Energy Immunity:* Replicators are immune to energy-based weapons.

• *Construct traits:* As constructs, replicators have the following traits:

- No Constitution score.
- Dark vision out to 60 feet.
- Proficient with natural weapons.
- Immunity to all mind-influencing effects. Humanoid replicators are the exception to this rule.
- Cannot heal damage on their own. They can be repaired by other replicators only.
- Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, and exhaustion.
- Immunity to any effect requiring a Fortitude save (unless it affects objects, or is harmless)
- Immediately destroyed when it reaches the "dying" condition.

SGC Marine

Human Warrior 2 (minion)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +1, Con +2, Int +0, Wis +1, Cha +0

Skills: Craft (demolitions) 5 [+5], Intimidate 5 [+5], Knowledge (tactics) 5 [+5], Notice 5 [+6], Survival* 4 [+5]. * Bonus skill.
Feats: Armor training (heavy), Armor training (light), Attack focus (assault rifle), Iron will*, Firearms training, Weapons training. * Bonus feat.
Traits: Human background

Initiative: +1 (+1 Dex)
Combat: (Base: +2; Dex: +1)
- *Attack:* +3 melee unarmed, +4 ranged assault rifle (50 ft.; +1 feat), +3 ranged pistol (40 ft.)
- *Damage:* +2 unarmed (nonlethal, 20/+3), +5 assault rifle (ballistic, autofire, 20/+3), +4 pistol (ballistic, 20/+3)
Defense:
- *Dodge:* 13
- *Parry:* 14

Saving Throws:
- *Fortitude:* +5 (+3 base, +2 Con)
- *Reflex:* +2 (+1 base, +1 Dex)
- *Will:* +4 (+1 base, +1 Wis, +2 feat)
Toughness: +2 w/o armor, +6 w/ armor (+4 tactical vest)

SGC Professional

Human Ordinary 1
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +0, Int +2, Wis +1, Cha +0

Skills: Based on Professional's specialty, see below.
— *Doctor:* Craft (chemicals) 4 [+6], Medicine 4 [+8], Knowledge (life sciences) 4 [+8].
— *Scientist:* Computers 4 [+6], Craft (engineering) 4 [+8], Knowledge (earth sciences) 4 [+6], Knowledge (physical sciences) 4 [+8].
— *Technician:* Computers 4 [+6], Craft (electronics) 4 [+8], Craft (mechanics) 4 [+8], Knowledge (technology) 4 [+6].
Feats: Based on Professional's specialty, see below.
— *Doctor:* Talented (knowledge (life sciences) / medicine).
— *Scientist:* Talented (craft (engineering) / knowledge (physical sciences)).
— *Technician:* Talented (craft (electonics / mechanics).
Traits: Human background

Initiative: +1 (+1 Dex)
Combat: (Base: +0; Dex: +1)
- *Attack:* +1 unarmed, -3 pistol (40 ft.; -4 nonproficient)
- *Damage:* +0 unarmed (nonlethal, 20/+3, melee), +4 pistol (ballistic, 20/+3)
Defense:
- *Dodge:* 11
- *Parry:* 10

Saving Throws:
- *Fortitude:* +0 (+0 base)
- *Reflex:* +1 (+0 base, +1 Dex)
- *Will:* +1 (+0 base, +1 Wis)
Toughness: +0 w/o armor

SG-Team Commander

Human Warrior 4 / Expert 2
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +1, Int +1, Wis +1, Cha +2

Skills: Craft (demolitions) 6 [+7], Diplomacy* 5 [+7], Knowledge (tactics) 9 [+10], Medicine 6 [+7], Notice 9 [+7], Sense motive 5 [+6], Stealth 9 [+10], Survival 6 [+7]. * Bonus skill.
Feats: Armor training (heavy), Armor training (light), Dedicated (team members), Firearm training, Improved initiative*, Inspire (competence), Master plan, Position of power (SGC), Seize initiative, Weapon training. * Bonus feat.
Traits: Human background, Command presence

Initiative: +5 (+1 Dex, +4 feat)
Combat: (Base: +5; Dex: +1)
- *Attack:* +6 melee unarmed, +6 pistol (40 ft.), +6 ranged submachinegun (40 ft.)
- *Damage:* +0 unarmed (nonlethal, 20/+3), +4 pistol (ballistic), +4 submachinegun (ballistic, autofire, 20/+3)
Defense:
- *Dodge:* 16
- *Parry:* 15

Saving Throws:
- *Fortitude:* +5 (+4 base, +1 Con)
- *Reflex:* +2 (+1 base, +1 Dex)
- *Will:* +3 (+4 base, +1 Wis, -2 multirole)
Toughness: +1 w/o armor, +5 w/ armor (+4 tactical vest)

Conviction: 5.

SG-Team Mission Specialist

SG-Team Mission Specialists come in three types; cultural experts, medical experts, and technical experts.

Human Expert 6
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +1, Int +1, Wis +2, Cha +2

Skills: Concentration 9 [+11], Notice 9 [+11], Research 9 [+10], Search 9 [+10], Stealth 9 [+10], Survival 9 [+11], plus skills based on mission specialty.
— *Cultural Expert:* Diplomacy 9 [+13], Language (first language) 5 [+6], Language (second language) 4 [+5], Medicine* 4 [+6], Sense motive 9 [+13].
— *Medical Expert:* Craft (chemicals) 9 [+10], Diplomacy* 4 [+6], Knowledge (life sciences) 9 [+10], Medicine 9 [+14].
— *Technical Expert:* Computers 9 [+10], Knowledge (physical sciences) 9 [+12], Knowledge (technology) 9 [+12], Medicine* 4 [+6].
* Bonus skill.
Feats: Accurate attack, Armor training (heavy), Armor training (light), Canny dodge (Wis-based), Eidetic memory*, Firearms training, Lightning reflexes, Weapons training, plus feats based on mission specialty. * Bonus feat.
— *Cultural Expert:* Talented (diplomacy / sense motive), Xenoculture studies.
— *Medical Expert:* Improvised tools, Skill focus (medicine).
— *Technical Expert:* Improvised tools, Talented (knowledge (physical sciences) / knowledge (technology)).
Traits: Human background, Expertise, Good reflex save

Initiative: +1 (+1 Dex)
Combat: (Base: +4; Dex: +1)
- *Attack:* +5 melee unarmed, +5 ranged pistol (40 ft.), +5 ranged submachinegun (40 ft.)
- *Damage:* +0 unarmed (nonlethal, 20/+3), +4 pistol (ballistic, 20/+3), +4 submachinegun (ballistic, autofire, 20/+3)
Defense:
- *Dodge:* 17 (+2 Wis)
- *Parry:* 14

Saving Throws:
- *Fortitude:* +3 (+2 base, +1 Con)
- *Reflex:* +8 (+5 base, +1 Dex, +2 feat)
- *Will:* +4 (+2 base, +2 Wis)
Toughness: +1 w/o armor, +5 w/ armor (+4 tactical vest)

Conviction: 5.

SG-Team Weapon Specialist

SG-Team Weapon Specialists come in three types; demolitions experts, heavy weapons experts, and snipers.

Human Warrior 6
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +3, Con +2, Int +0, Wis +1, Cha +0

Skills: Knowledge (tactics) 9 [+], Medicine* 4 [+5], Survival 9 [+5], plus skills based on weapon specialty. * Bonus skill.
— *Demolitions:* Craft (demolitions) 9 [+12], Disable device 9 [+12].
— *Heavy Weapons Expert:* Craft (gunsmithing) 9 [+9], Notice 9 [+10].
— *Sniper:* Notice 9 [+10], Stealth 9 [+12].
Feats: Armor training 2 (heavy, light), Dodge focus 2, Firearms training, Weapons training, plus the following feats, based on specialty. * Bonus feat.
— *Demolitions:* Exotic weapon training (grenade launcher), Second chance (disarming explosives), Skill focus (craft [demolitions]), Skill focus (disable device).
— *Heavy Weapons Expert:* Attack focus (rocket launcher), Attack focus (machinegun), Attack specialization (machinegun), Exotic weapon training (rocket launcher).
— *Sniper:* Attack focus (sniper rifle), Improved critical (sniper rifle), Far shot, Precise shot.
Traits: Human background, Determination

Initiative: +3 (+3 Dex)
Combat: (Base: +6; Dex: +3)
- *Attack:* +9 melee unarmed, or by primary weapon (see below)
— *Demolitions:* +9 ranged assault rifle (50 ft.), +9 ranged grenade launcher (70 ft.), +9 ranged pistol (40 ft.).
— *Heavy Weapons Expert:* +10 ranged machinegun (70 ft.), +10 ranged rocket launcher (150 ft.), +9 ranged pistol (40 ft.).
— *Sniper:* +10 ranged sniper rifle (135 ft.), +9 ranged pistol (60 ft.).
- *Damage:* +1 unarmed (nonlethal, 20/+3), +4 pistol (ballistic, 20/+3), or by primary weapon (see below)
— *Demolitions:* +5 assault rifle (ballistic, autofire, 20/+3), +5 egrenade launcher (explosive).
— *Heavy Weapons Expert:* +5 machinegun (autofire, 20/+3), +10 rocket launcher (explosive).
— *Sniper:* +5 sniper rifle (ballistic, 17-20/+4).
Defense:
- *Dodge:* 21
- *Parry:* 17

Saving Throws:
- *Fortitude:* +7 (+5 base, +2 Con)
- *Reflex:* +5 (+2 base, +3 Dex)
- *Will:* +3 (+2 base, +1 Wis)
Toughness: +2 w/o armor, +6 w/ armor (+4 tactical vest)

Conviction: 5.

Symbiote Host (template)

The "Symbiote Host" template is a template that is used for hosts of both goa'uld and tok'ra.

Type: As base creature. Do not recalculate the creature's base combat score or saves. The base creature gains the [Symbiont] subtype.
Speed: Same as base creature.
Abilities: Physical ability scores as base creature. Mental ability scores as symbiote.
Skills: The symbiote retains it's own skills, and gains access to the skills of the current host. When the symbiote and the host have the same skill, use the highest skill rank between them. Skills are recalculated with the re-configured ability scores. Symbiotes retains any racial skill bonuses the base creature had in addition to it's own.
Feats: The symbiote retains it's own feats, and gains access of the host's feats while in possession of the body.
Traits: Symbiotes retain all the special traits of the base creature. The base creature also gain the following traits:

- *Disease Immunity:* Symbiotes grant immunity to all diseases, except those that are engineered to target symbiotes and hosts.

Combat: As base creature, modified by the re-configured ability scores.
Saving Throws: As base creature, modified by the re-configured ability scores.
Advancement: Symbiotes advance by heroic level.

Tok'ra Operative

Tok'ra Expert 7
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +0, Con +1, Int +0, Wis +2, Cha +2

Skills: Bluff 10 [+16], Craft (demolitions)* 4 [+4], Diplomacy* 4 [+6], Disable device* 4 [+4], Disguise 10 [+16], Gather information 10 [+12], Knowledge (current events) 10 [+10], Pilot* 4 [+4], Notice 10 [+12], Sense motive 10 [+12], Sleight of hand 10 [+10], Stealth 10 [+10]. * Bonus skills.
Feats: Connected, Fascinate (bluff), Firearms training, Jack-of-all-trades, Master plan, Second chance (bluff), Sneak attack 1, Symbiote*, Talented (bluff / disguise), Weapon training, Well-informed. * Bonus feat.
Traits: Tok'ra background, Good will save, Savant (+2 bonus to bluff, disguise)

Initiative: +0
Combat: (Base: +5)
- *Attack:* +5 melee unarmed, +5 zat (10 ft.)
- *Damage:* +1 unarmed (nonlethal, 20/+3), zat (special)
Defense:
- *Dodge:* 15
- *Parry:* 16

Saving Throws:
- *Fortitude:* +3 (+2 base, +1 Con)
- *Reflex:* +2 (+2 base)
- *Will:* +7 (+5 base, +2 Wis)
Toughness: +1 w/o armor

Conviction: 6.

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Unas

Humanoid 5
Size: Medium
Speed: 40 ft.
Abilities: Str +5, Dex -1, Con +4, Int +0, Wis +2, Cha -1

Skills: Intimidate 4 [+3], Notice 6 [+8], Survival 6 [+8].
Feats: Attack focus (unarmed), Diehard*, Great fortitude*, Weapon training. * Bonus feat.
Traits: Unas background, Humanoid traits

Initiative: -1 (-1 Dex)
Combat: (Base: +3; Dex: -1)
- *Attack:* +3 melee unarmed (+1 feat) or by weapon
- *Damage:* +5 unarmed (nonlethal or slashing, 20/+3), or by weapon
Defense:
- *Dodge:* 12
- *Parry:* 17

Saving Throws:
- *Fortitude:* +10 (+4 base, +4 Con, +2 feat)
- *Reflex:* +0 (+1 base, -1 Dex)
- *Will:* +3 (+1 base, +2 Wis)
Toughness: +7 w/o armor (+4 Con, +3 natural)

• *Good Fortitude save.*

• *Unas Background:* Unas have the following background.

- Ability Adjustments: +1 Strength, +1 Constitution, -1 Dexterity, -1 Charisma.
- Bonus Feats: Great fortitude, Talented (intimidate/survival).
- Natural Attack: Can deal slashing damage with an unarmed attack.
- Improved Recovery: Unas healer faster then other creatures, gaining a +2 bonus to all recovery checks.
- Primitive: Unas are not accustomed to higher technology, recieving a -2 penalty when using any sort of technology beyond their own. This penalty can be "bought-off" with a feat.
- Favored Feats: Attack specialization (unarmed), Tough.