

Halfway Station presents...

Stargate SG-13

*A GURPS Lite Campaign Set In The
World of the TV Show Stargate SG-1*
July 2001 Edition



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Introduction

Chevron four encoded...

Deep under a mountain in Colorado, the US Air Force has a big secret: A portal for travelling to other worlds, left here by a vanished alien race - the Stargate.

Chevron five encoded...

The player characters are present-day soldiers, explorers and scientists, members of the teams who travel through the Stargate in search of knowledge and resources.

Chevron six encoded...

Along the way, they will meet primitive humans transplanted by aliens centuries ago, enigmas left behind by vanished races - and the Goa'uld, parasitic aliens who want to take over their bodies and destroy the Earth.

Chevron seven locked... You're clear to go, SG-13. Good luck.

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Timeline

This history is in step with UK terrestrial TV broadcasts of *Stargate SG-1*, currently between Series 2 and 3. If you live in the US or have satellite TV, you're at least a season ahead of us, you lucky dogs.

Long Ago

The dates and sequence of events in this period aren't entirely clear, especially for the earlier events.

- **??**: The Ancients build the Stargate network. At least two Stargates are placed on Earth, one in present-day Egypt and one in Antarctica.
- **??**: The Goa'uld infiltrate the Stargate network, and use it to travel throughout the galaxy in search of host bodies.
- **??**: The Galactic Alliance, consisting of the Ancients, the Asgard, the Furlings, and the Noxx, is formed. One of its purposes is to counter the Goa'uld threat.
- **c. 5,000 BC?**: The Goa'uld discover Earth, travelling there via the Egyptian Stargate. Finding that humans make perfect hosts, they conquer the planet and establish themselves as gods.
- **c. 4,000 BC**: Egyptians overthrow Goa'uld and bury the Stargate, rendering it unusable. They are possibly assisted in their revolt by the amphibious Omoroca (*Fire and Water*, Series 1), and possibly taking advantage of a civil war amongst the Goa'uld System Lords (*Serpent's Song*, Series 2).

In Living Memory

These are the major events this century, assuming that the movie and TV show chronicle events in the years they were made. Spoiler warning! Read no further unless you are up to date with *Stargate SG-1*!

- **1928**: Archaeologists (including Catherine Langford) digging in Egypt rediscover the Stargate. (*Stargate*, the movie)
- **1945**: US scientists discover how to energise the Stargate; several expeditions are made through it, but after the failure of the Stargate maroons Professor Ernest Littlefield,

Catherine Langford's fiancée, on an alien world research is halted. (*The Torment of Tantalus*, Series 1).

- **1969:** The Stargate is in storage in an armoury in Washington, DC. Shortly afterwards, Catherine Langford begins her research into its use. (*1969*, Series 2). At some time between 1969 and 1994, the Stargate is moved to the NORAD complex under Cheyenne Mountain, Colorado.
- **1994:** *Stargate*, the movie. Research into the Stargate resumes. Colonel O'Neill and Dr Jackson visit Abydos and encounter the Goa'uld Ra and his subjects. Ra is killed and O'Neill returns to Earth, but Jackson remains on Abydos with his native wife, Sha're. The Stargate project is shut down.
- **1997:** The Stargate spontaneously reactivates. The Goa'uld Apophis and his guards enter Cheyenne Mountain unannounced, killing or capturing several USAF personnel. In a related incident, Jackson's wife is kidnapped by Apophis. The Stargate project is reactivated, and SGC is formed, with the objectives of defending Earth against the Goa'uld threat, and exploring worlds through the Stargate, primarily to scout Goa'uld positions and find ways of countering their advanced technology. (*Stargate SG-1* pilot - *Children of the Gods*.)
- **1997:** Series 1 of the TV show - *Children of the Gods* to *Within the Serpent's Grasp*. SGC learns of the existence of the Galactic Alliance; the Asgard learn of Earth; Goa'uld despatch an invasion fleet to Earth.
- **1998:** Series 2 of the TV show - *Serpent's Lair* to *Out of Mind*. Goa'uld invasion fleet destroyed by SG-1; SGC learns of the Tok'ra and attempts to ally with them; SG-1 establishes contact with the Asgard.
- **1999:** Series 3 of the TV show - *Into the Fire* to *Nemesis*. Earth is granted Protected Planet status.
- **2000:** Series 4. Not yet shown on UK terrestrial TV, so left out to avoid spoilers.

Dating Systems

Humanity uses 'real-world' dating systems. The calendars of other races have yet to be discussed in the series.

Stargate Command

Stargate Command (SGC) is part of the US Air Force, in charge of exploiting the Stargate. The commander of SGC, Major-General George Hammond, has regular access to the US President, and may report directly to him.

The Stargate itself is kept in Cheyenne Mountain, Colorado, in the lowest levels of the NORAD complex.

SG Teams

Each SGC team is designated by the “SG” code followed by a number; the highest number so far mentioned is 23, and a team typically has four members, so the total SG team strength appears to be just less than 100. Teams include:

SG-1: An exploratory team, the main focus of the TV show.

SG-3: Marine combat team, led by Colonel Makepeace.

SG-5: Marine combat team.

SG-7: Scientific team.

SG-8: Medical team, usually accompanied and defended by SG-3.

SG-9: Diplomatic team, led by attorney Major Stan Kovachek. (The former commander, Captain Hanson, was consumed by megalomania and eventually died on P3X513.)

SG-10: Exploration team, led by Major Henry Boyd. Missing in action, presumed dead. (*A Matter of Time*, Series 2.)

SG-11: Engineering team, led by Captain Conner.

SG-13: Unlucky for some. The players’ team, consisting of any or all of the following, depending on who turns up and who acts as GM:

- Major Jane Katras, USAF (Giulia) - Special Forces officer
- Dr Nathan Matthews (Anna) - archaeologist and anthropologist
- To’pah the Tok’ra (Esther) - expendable Tok’ra liaison
- SSgt “Lucky” Stoner, USAF (Andy) - Pararescueman
- Captain Nia Sian, USAF (Jenny) - Special Forces officer with a Dark Secret.

Organisations

There are several other organisations an SG team might encounter.

The System Lords Collective

The Goa’uld have a balkanised, feudal society; each star system is ruled by a System Lord, whose power is absolute within his system, but limited to that system. The System Lords regularly fight amongst themselves; the only thing they seem to agree on is that the Tok’ra should be exterminated.

The largest and most significant group of Go'auld system states is the System Lords Collective; other coalitions exist, but these are small and weak by comparison.

The Tok'ra

These are a group of renegade Goa'uld, originally united by their greater respect for their hosts and hatred of Ra. They eke out a precarious existence on the run.

The Asgard Fleet

The Asgard (see *Major Species*) are embroiled in a war with an enemy "worse than the Goa'uld" in their home galaxy, and are consequently unable to offer humanity much help. (*Fair Game*, Series 3). However, they do occasionally help - possibly because they see humans as the next major starfaring power (*The Fifth Race*, Series 2), possibly because we help to distract the Goa'uld, and possibly just because they like us. Their single most useful act was to facilitate Earth achieving Protected Planet status with the System Lords Collective (see *Major Worlds*). The Collective refrains from all-out attack on Earth because they fear the Asgard reprisals they believe would follow; the Goa'uld do not realise that the Asgard don't have the forces to carry out such reprisals, and everyone is at pains to spare them the burden of this knowledge.

Life in Cheyenne Mountain

The Cheyenne Mountain complex is one of five military bases in the Colorado Springs area (the others being Fort Carson, the Air Force Academy, Peterson Air Force Base and Schriever Air Force Base), and was originally intended to coordinate American response to a global nuclear war. It is carved out of the heart of mountain just south-west of the city, and buried deeply enough to have had a credible chance of surviving a direct hit with a 1960's style thermonuclear weapon - today's more powerful and accurate devices could probably destroy it.

Cheyenne Mountain is thought to be the largest and most complex command and control network on Earth. More than 1,100 people, both civilian and military, work in it every day; it is operational 24 hours a day, 365 days a year. As of 1994, the Mountain cost \$152 million to operate each year, of which 20% were facilities costs and 80% mission costs. Interestingly, heating is a "negative cost" - the waste heat from the numerous computers is more than enough to heat the Mountain.

The Mountain is self-sufficient, and if necessary can provide 800 people with air, water, food and power for 30 days. It is connected electronically to major military command posts around the world, including the Pentagon, the White House, and Canadian Forces Headquarters in Ottawa, by underground cables and blast-hardened microwave antennae.

There are only two entrances to the Mountain, which simplifies security arrangements considerably.

History

- 1956: General Earle E Partridge selects Cheyenne Mountain as the site for a new underground combat operations centre.
- 1958: USA and Canada sign the NORAD agreement, a framework for cooperative defence planning.
- 1961: Excavation of Cheyenne Mountain centre begins.
- 1966: Centre attains full operational capability.

- 1979: USAF establishes Space Defence Operations Centre in Cheyenne Mountain complex.
- 1997: Stargate relocated to Cheyenne Mountain and activated. First mission to Abydos.

Current Missions

The Stargate (and possibly other programmes) are “black” operations, unknown to the public; the complex has six openly acknowledged missions:

- The Command Centre monitors potential threats to the USA and its allies, notably those in the air and in space.
- The NORAD Battle Management Centre controls the North American air surveillance and air defence network, and tracks anything entering US or Canadian airspace. This includes a Missile Warning Centre which watches for missile attacks - the Mountain’s original purpose.
- The Space Control Centre catalogues all man-made objects in space, down to lost gloves and cameras. It plots their orbits, and warns of impending re-entry or collision with orbiting spacecraft. On a typical day there are 8,000 objects on the catalogue.
- The Combined Intelligence Watch Centre monitors worldwide air and space activity, as well as political unrest which could threaten US or allied assets. Primarily, it provides intelligence information to the other centres.
- The Systems Centre maintains the 100+ computer systems and 600+ communications circuits in the Mountain, as well as the life support systems.
- The Weather Support Unit, actually located at Peterson Air Force Base, provides weather reports to the Mountain.

Transport

SGC and the Goa'uld System Lords do most of their travelling by Stargate. SGC has no other options for interstellar travel; the Goa'uld have starships, but these are large motherships, costly to produce and most often needed at home to defend the Lord's fief.

The Asgard have equally large and powerful ships, which they use in preference to Stargates.

Communications

Radio and gravity waves can pass in both directions through an open Stargate; practical communications for SGC involve normal radios.

The Goa'uld use more advanced communicators.

Wealth

Characters enter the game with \$15,000; however, they only have \$3,000 to spend on equipment - the remainder is tied up in one way or another; heirlooms, car, CD collection or whatever.

SGC will provide them with the Basic Load free of charge; anything else must be paid for out of the character’s own pocket, or negotiated with tightfisted SGC quartermasters.

Cost of Living

The monthly cost of living depends on your Status:

- Status -1 or less: \$300 per month.
- Status 0 (most PCs): \$600 per month.
- Status 1 or more: \$1,200 per month at Status 1, roughly doubling for every additional level of Status

Money

On Earth, the characters use "real-world" currency. On other worlds, barter appears the norm.

Prices

Anything a player can find for sale on Earth, his character can find for sale at the same price. However, you are encouraged to develop your character rather than collect cool gadgets.

Jobs and Income

Jobs Table

Key to Table: PR: Prerequisite. LJ: Lose Job. "d": Dice of damage suffered. "i": Months of income lost. *: Freelance job. BMT: Basic Military Training - First Aid, Guns (Light Automatic), and Savoir-Faire all at level 10+. OCS: Officer Candidate School - Military Rank 3+, Leadership-10+, Savoir-Faire-11+, and Tactics-7+.

| Job (Requirements), Monthly Income | Success Roll | Critical Failure |
|---|--------------|------------------|
| <i>Poor Jobs</i> | | |
| | | |
| <i>Struggling Jobs</i> | | |
| | | |
| <i>Average Jobs</i> | | |
| Airman/Marine (BMT), \$1250 + \$750 x Military Rank. | Best PR - 2 | -2i, 4d/8d |
| <i>Comfortable Jobs</i> | | |
| Officer (BMT, OCS, Military Rank 3+), \$2500 + \$500 x Military Rank. | Best PR - 2 | -2i, 4d/8d |
| Academic (any Natural or Social Science 14+), \$300 x best Science skill | Worst PR | -2i, 2d |
| <i>Wealthy Jobs</i> | | |
| | | |

Gazetteer

The majority of worlds accessible through the Stargate are Earthlike; the reason for this is unknown.

Most are inhabited by humans or humanoids; the reason for this is better understood - following their unfortunate experience in Egypt, the Goa'uld sought to establish breeding stocks of humans on many other worlds, to provide them with a source of host bodies. These were taken from Earth between about 4,000 BC and 800 AD or so, and so are descendants of ancient historical cultures. On worlds still regularly visited by the Goa'uld, technological progress is suppressed - to make the inhabitants easier to control - and TL ranges from 1 to 3. Those worlds without Goa'uld intervention have advanced to higher levels, usually 10 or so; there seem to be no other human cultures at TLs 4-9.

The Gazetteer lists worlds visited so far by SGC, in the movie, the TV show, or our game. Unless otherwise specified, all planets are Earthlike.

Using the Gazetteer

The information in the Gazetteer is common knowledge in the campaign; anyone who doesn't know what's listed here about a particular world can find it out with a little research. Players may read this section as thoroughly as they wish.

What - you thought I'd put all the secret stuff in here?

Classifying Worlds

The Stargate universe is well-suited to *GURPS Lite*, because almost all planets reachable by Stargate are Earthlike - the only game statistic needed is the Tech Level of any local inhabitants.

Where more detail is needed, worlds are classified using the rules of *GURPS Space*.

Major Worlds

Abydos

Abydos is the former stronghold of the Goa'uld Ra, inhabited by a TL 1 human culture descended from ancient Egyptians. The Stargate is in the lower levels of a pyramid constructed by the natives as a landing site for the starship of Ra the Goa'uld, now deceased.

Featured in: *Stargate*, the movie; *Children of the Gods*, Series 1; *Secrets*, Series 2.

Chulak

Chulak is ruled by the Goa'uld Apophis and inhabited by humans of African descent, who provide Apophis with hosts and Jaffa serpent guards. The humans regard Apophis as their god, and have a priesthood devoted to him; being chosen to carry a Goa'uld larva is considered a high honour.

Featured in: *Children of the Gods*, Series 1; *Bloodlines*, Series 1; *Family*, Series 2.

Cimmeria

Cimmeria is home to a TL 2 human culture descended from the ancient Norse. They worship Thor as their protector, and indeed he has declared Cimmeria off-limits to Goa'uld, enforcing this with a device which identifies incoming Goa'uld and transports them to an underground labyrinth, whose only exit projects a field which kills Goa'uld. SG-1 disabled this device on

their first visit, which opened the way for a Goa'uld invasion later. However, they were able to summon Thor, Admiral of the Asgard Fleet, to drive out the Goa'uld and restore his protection to the planet.

Featured in: *Thor's Hammer*, Series 1; *Thor's Chariot*, Series 2.

Earth

It's Earth as you know it, except for the Stargate. A balkanised TL 7-8 planet. Key locations are Cheyenne Mountain, where the Stargate is operated by SGC, and Area 51, headquarters of Colonel Mayborne's operation.

In early 1999 (Series 3), the Asgard facilitated a treaty with the Goa'uld System Lords Collective which granted Earth the status of a Protected Planet - essentially, the Goa'uld agreed not to attack Earth directly for fear of Asgard reprisals, on condition that Earth voluntarily cease research into any technology the Goa'uld deem threatening. (Originally they demanded that Earth's Stargates be surrendered to them as well, but this was conceded during negotiations.) However, while Earth humans (known to the Goa'uld as Tau'ri) are safe on Earth, they are fair game if encountered on any other planet.

Featured in: Every episode, even if only the Gate Room.

Memphis

The homeworld of the PCs' recurring foes, Ptah and Sekhmet.

Creating Your Own Worlds

To create a minor world, take any historical human culture and park it on a remote Earthlike planet, preferably one that looks like it's somewhere in the Canadian forest. Don't worry too much about historical accuracy – much can be explained by cultural drift over the centuries, or enslavement by alien cultures.

Season with Goa'uld to taste.

Garnish with one or more of: A puzzle for the PCs to solve, allies or useful knowledge to be won, and recurring villains to thwart.

To create a major world, return to an existing minor one several times, recording each new detail the adventures throw up.

Minor Worlds

Argos

Inhabited by a race of Greek-descended TL 1 humans, Argos appears to have been an alien experimental station, where humans lived accelerated lives (only 100 days long) to make them easier to study. SG-1 destroyed the nanocytes responsible for this, and the natives now live more normal lives. (*Brief Candle*, Series 1).

BP6-3Q1

The human population of this world has been wiped out by giant insects, whose venom genetically transforms anyone they sting into their offspring. The vanished culture appears to have reached at least TL 6. (*Bane*, Series 2.)

Chartago (aka P3X1279)

Home to a TL 3 human culture called the Bysra, and one of Apophis' favourite places to harvest new hosts. When raided, the natives flee to underground tunnels where the Jaffa cannot find them, but their strong sense of duty to each other means that no-one can be left behind, even if this means the entire group are slowed down and captured. SG-1 arranged for SGC to provide weapons and instruction in their use to the Bysra so that they can better defend themselves. (*Cor-ai*, Series 1).

Ernest's World

Named for Professor Ernest Littlefield, who was marooned here in 1945. The Stargate on this planet is in an ancient castle, apparently a former meeting place of the Galactic Alliance. A broken DHD and marine erosion threatening to collapse the rocks on which the castle stands render this an unsavoury destination at best. There are no known inhabitants since SG-1 rescued Professor Littlefield.

Handante

A penal planet used by the mysterious Taldor to incarcerate all criminals for life, with no hope of parole. The world's surface may be uninhabitable; only the underground prison caverns, a TL 0 society with no law other than the survival of the strongest, have been seen. (*Prisoners*, Series 2.)

Madrona

Madrona is home to a TL 1 human culture, and would be completely uninhabitable were it not for the Touchstone, an alien artifact manipulated by the high priest to control the weather. (*Touchstone*, Series 2.)

Nasya

Nasya is inhabited by a TL 2-3 human culture, largely destroyed by the Goa'uld. SG-1 rescued some of the survivors and relocated them to another world. (*In the Line of Duty*, Series 2.)

P3R233

This world was devastated by the Goa'uld, and is primarily of note for the mirror-like device discovered by SG-1, which transports anyone touching it to an alternate reality in which the Goa'uld have conquered 20th century Earth. (*There But For The Grace Of God*, Series 1).

P34-353J

A desert world, formerly a base of the Tok'ra until it had to be abandoned following a Goa'uld assault. (*The Tok'ra*, Series 2.)

P3R636

P3R636 is inhabited by a TL 1 human culture. The old king, Pyrus the Godslayer, managed to kill the local Goa'uld some 700 years ago, and until recently continued to send Naquada shipments through the Stargate so that other Goa'uld wouldn't realise what had happened. He survived all these centuries by using a Goa'uld Sarcophagus on a regular basis. He is succeeded by his daughter Queen Shyla, whom SG-1 persuaded to destroy the Sarcophagus. (*Need*, Series 2.)

P3X451

A planet chiefly notable for the nearby black hole, which is presumed to have consumed it. (*A Matter of Time*, Series 2.)

P3X562

The Stargate on this world is in a desert region, with bright yellow sand and a nearby valley full of broken yellow crystals. The crystals contain energy beings, who originally mistook humans for servants of the Goa'uld (which is reasonable, since many of them are). The energy beings are able to communicate via telepathy and create doppelgangers of human beings; however, they cannot survive in Earth's intense magnetic field. (*Cold Lazarus*, Series 1).

P3X797

While Earthlike, P3X797 appears tidally locked to its primary, and has a perpetually dark side and a permanently light one. How the weather patterns remain clement is unknown. The light side is inhabited by the Untouched, a race of TL 1 humans probably descended from ancient Minoans. However, the planet is home to a virulent disease; those infected develop beetling brows and behaviour of animal brutality; these are known as the Touched. The disease can be controlled or even reversed by using antihistamines. (*The Broca Divide*, Series 1).

P7J989

The inhabitants of this world were a TL 10 human culture who retreated into a virtual reality when their planet faced ecological collapse. Since SG-1 persuaded them that the ecology had recovered during their long VR game, the residents have emerged again. See *GURPS Ultra Tech 2* for suitable VR devices. (*The Gamekeeper*, Series 2.)

PJ2445

This world is notable for a TL 0 humanoid culture whose members have a symbiotic relationship with local plant life. The plants emit a low-frequency noise, inaudible to most humans, which causes irritability, nausea, and eventual collapse. (*One False Step*, Series 2).

P8X987

Formerly home to a TL 3 human culture and an SGC astronomical observatory watching a nearby black hole, this planet is now deserted after an unknown disease wiped out all the inhabitants (*Singularity*, Series 1).

PX3989

The Stargate on this world emerges into an underground complex, which amongst other things contains machinery capable of creating robot duplicates of human beings and transferring their consciousness into the robots. Currently inhabited by Harlan, the last survivor of the (apparently human) race which built the complex, and duplicates of SG-1. The world's surface is thought to be desolate and unfit for life. (*Tin Man*, Series 1).

PXY 887

This planet is home to two cultures; a TL 1 tribe descended from Coast Salish indians, and an advanced humanoid race which the Salish know as "the spirits". The world is rich in Trinium, a metal 100 times lighter and stronger than steel. (*Spirits*, Series 2.)

Simarka

Simarka is not currently troubled by Goa'uld visits, and is inhabited by the Shavadai, TL 2 humans apparently descended from ancient Earth Mongols. Skilled horsemen and warriors, they consider women valuable property, which can cause trouble for female SG team members. (*Emancipation*, Series 1.)

Tollan

Once home to a TL 10 human culture, the Tollans, this world is now deserted after a spate of volcanic eruptions and other natural disasters rendered it uninhabitable. (*Enigma*, Series 1).

Characters

It's assumed that the typical group will be a SGC team like SG-1, consisting of four or so people, of whom at least half will be members of the USAF or US Marines. The military personnel may well be bolstered by scientists specialising in fields the Air Force doesn't deal with much - SG-1 has an Egyptologist, for example.

Characters with any attribute below 8 are unlikely, as are ones with serious physical or mental disadvantages - characters with these would fail either the physical or the background security checks, and so not be authorised to join a team.

It is conceivable that a civilian expert might be allowed some leeway on this ruling, but he or she would have to earn it by demonstrating truly outstanding skills or knowledge vital to the mission.

Special Forces

Officially, the USAF does not have Special Forces troops, at least not in the sense that gamers normally use the term. Mind you, officially it doesn't have a Stargate either.

"Special Forces" in the USAF means security troops, dog handlers, and so on - these are special in the sense that they are not directly involved with operating aircraft.

However, there are Special Tactics units, which are deployed in support of Army Rangers, Navy SEALs, and so on, and are sufficiently well-trained not to embarrass themselves in such company.

Nationality

In the movie and the TV series, almost all the characters are American, and the majority work for the USAF. For reasons of national security, it is unlikely that the USA would reveal the existence of the Stargate to foreign powers. However, the GM may rule that people from other countries are recruited into SGC. Given the "special relationship" between the USA and UK, and particularly the historic links between the two countries' Special Forces units, British characters are the most likely outsiders. Next most likely would be citizens of other nations on the UN Security Council, namely France, Russia and China, as if the USA has decided to reveal the Goa'uld threat to other countries, these are the most likely ones.

Aliens

The world of Stargate has numerous alien races, including many human cultures relocated to other worlds by the Goa'uld to provide them with a pool of hosts.

The advanced races (Ancients, Asgard, Nox and some humans) are at TL 10 (starfaring) and up, and generally don't want to get involved with Earth humans for one reason or another (in game terms, this is because they would need too many levels of the High Technology advantage, although each race explains it differently). The Ancients, thought to have created the Stargate network, left this region of the galaxy some time ago, at least according to the Asgard.

Most of the transplanted human cultures are at TL 1 (ancient Greece) to TL 3 (Mediaeval) - the Goa'uld suppress technological progress because they don't want the competition.

Major Species

As a general rule, these are the starfaring races. They are also characterised by repeated appearances in numerous episodes.

Ancients (TL 15)

Almost nothing is known of the Ancients. The few facts established so far come from the episode *The Fifth Race*, and can be summarised as follows:

- The Ancients were once allies of the Asgard, the Furlings and the Nox.
- They were enemies of the Goa'uld.
- They built the Stargate network.
- Their language vaguely resembles Latin, and they may have taught the Romans how to build roads.
- They have left this area of the Galaxy for some unknown purpose, but at least one site remains - a repository of their knowledge, intended for some unknown future race.

Asgard (TL 13)

The Asgard resemble the "Greys" of contemporary UFO lore: Short, thin, greyish humanoids, with disproportionately large eyes and heads. They are enemies of the Goa'uld, and lukewarm friends to humanity - they seem to view us more as an endangered species to be conserved than as fellow sentients. They appeared to the ancient Scandinavians as the Norse gods, and protected them from the "Ettins" (Goa'uld).

A typical Asgard would have ST 6, DX 10, IQ 10, and HT 10, as well as High Technology +3.

The Asgard are embroiled in a war against an enemy "worse than the Goa'uld" in their home galaxy (*Fair Game*, Series 3), and while their intentions towards humanity seem benevolent, their problems at home prevent them from actively helping.

Furlings (TL ?)

All that is known of this race so far is that they were allies of the Ancients, Asgard and Nox, and enemies of the Goa'uld.

Goa'uld (TL 13)

You are boned like a saint, with the consciousness of a snake.
- *Blue Oyster Cult*, "The Revenge of Vera Gemini"

Goa'uld are split entities, consisting of a wormlike larva living in a host of another species, most commonly human. Most Goa'uld are parasites, suppressing their host's personality; a few renegades (known as the Tok'ra - literally, "Those against Ra") live in symbiosis with their hosts. Goa'uld themselves have access to TL 13 equipment, but typically permit their subject races no more than TL 3; they present themselves as gods to their subject races, usually figures from Earth's ancient pantheons, but occasionally others. It is thought that most of Earth's early religions evolved from Goa'uld-worshipping cults.

The elite guards known as Jaffa carry immature larvae, which have only dormant intelligence and are incapable of controlling or communicating with their hosts.

At any one time, either the Goa'uld or the original consciousness is in control of the body. This is at the Goa'uld's discretion. Typical Goa'uld suppress the host's mind at all times, whereas the Tok'ra share the body more fairly; this is a matter of attitude and ethics rather than an effect of possession. When the Goa'uld is in control, the body's eyes glow and the voice becomes deeper and rougher.

Once the Goa'uld has entered a host body, attempts to remove it by force kill both parties. The Asgard are known to have a mechanism which can remove a Goa'uld from its host; this process is risky, immensely painful for the host, and fatal to the Goa'uld. A bioweapon with similar effects is also known to exist. The Goa'uld can voluntarily move from one host to another; this is usually fatal for the host it leaves.

If the Goa'uld dies while inside the host, its body dissolves and is absorbed. However, it leaves a distinctive protein signature behind. A dead Tok'ra may leave some knowledge behind for its host; allow such a character to use Goa'uld technology at default skill levels.

To create a Goa'uld or Tok'ra character, build a PC with Split Personality [-10 or -15], using two character sheets. One of the personalities is the Goa'uld symbiont (use the adult Goa'uld racial template below), which may have any TL 13 Mental skills. The other is the host (use the Host template below), which may have any skill appropriate to its cultural TL (usually TL 3), and any TL 13 Physical skill. The two personalities must average 100 points, but need not both be 100 point characters. Each of the two must pay the appropriate cost for Split Personality. The glowing eyes are a "special effect", not worth any points.

Split Personality [-10 or -15]

Normal Goa'uld living in a host body have this at the -15 point level, as their personalities are largely unaware of each other. Tok'ra, who live in harmony with their hosts, have the -10 point version.

Under stress, the controlling personality must roll against IQ to avoid switching control to the other one. Should the Goa'uld transfer itself to a new host, it takes only the TL 13 Mental skills with it - the other skills belong to the host, and stay with the host body.

Adult Goa'uld [17/22/32 Points]

The adult Goa'uld is a parasitic worm some 18" long. Simulating a Goa'uld requires a number of advantages and disadvantages from *Compendium I*. A generic Goa'uld without a host is ST 2, DX 11, IQ 10, HT 15/2, Speed 2.

- **Attributes:** ST -8 [-70], DX +1 [10], IQ +0 [0], HT +5 [60], Reduced Hit Points 13 [-65].
- **High Technology +3 [100]:** Goa'uld operate at TL 13, or +3 TLs above the campaign norm.
- **Immunity to Disease [10]:** As per *GURPS Lite*.
- **Transference [52]:** The basic 40 point cost is reduced by 20%, as the Goa'uld has to move a large worm into the new host, not just some bodily fluids; it is also enhanced by 50% as the Goa'uld can access the host's memories (but not skills) at will. A Goa'uld entering a new host brings his own IQ, mental (dis)advantages and skills, but gains the host's ST, DX, HT and physical (dis)advantages.
- **Unaging [15]:** Adult Goa'uld simply do not age. When the host body wears out, they move on to a new one.
- **Dependency [-15]:** The Goa'uld depends on the weak electrical currents generated by a host body; they can live for one day without the electric field without ill effects, but then lose one point of HT per hour.
- **No Manipulators [-50]:** A Goa'uld outside its host body has no limbs.

- **Parasite** [-15]: Goa'uld depend on host races for survival, and cannot survive long without a host. Humans are preferred, but just about any warm-blooded vertebrate will do at a pinch.

Being a Goa'uld worm on its own is a 32 point advantage, but you won't live long without finding a host. Being a normal Goa'uld symbiont who treats host bodies as a vehicle is a 22 point advantage. Being a Tok'ra symbiont who respects the host's rights is a 17 point advantage.

Goa'uld Larva

A larval Goa'uld is like an adult, except that it has IQ 3 [-60]; about the same as a reptile. The larva matures at age 108 or so, which would be equivalent to five levels of Extended Lifespan except that once adult it acquires Unaging, which is much better; so the late maturation is treated as a special effect worth no points.

Goa'uld Host [10/15/25 points]

This represents a human acting as a host for a Goa'uld. A device known as a "pouching tool" creates a flapped abdominal pouch for the Goa'uld; the process destroys the host's immune system, as this might try to reject the worm. There are three types of host:

- **Normal** hosts use this template, and also have Split Personality [-15]. Their personality is suppressed by the Goa'uld symbiont, and only emerges when the worm is under great stress or incapacitated. Being a normal host is thus a 10 point advantage, but you won't get to play much.
- **Tok'ra** hosts use this template, and also have Split Personality [-10], as the host and the symbiont are aware of each other and share the body willingly. Being a Tok'ra host is a 15 point advantage.
- **Jaffa** use this template, but do not have a Split Personality - the immature larva is not capable of taking control of the host body. Being a Jaffa is a 25 point advantage.

Hosts have the following advantages and disadvantages:

- **Enhanced Lifespan +5** [25]: A host doesn't start to age until 300 years old, and with reasonable luck can expect to live to over 400.
- **High Technology +3** [50]: The normal cost is halved, because Jaffa are raised in TL 1-3 societies, and so can only learn Physical skills for TL 13 equipment (e.g. firing staff weapons or flying death gliders).
- **Immunity to Disease** [5or 10]: The point cost for this is halved for Jaffa, as it requires at least an hour's preparatory meditation to repel infection. (*Holiday*, Series 2). If for any reason the character does not know how to prepare, he cannot claim the benefits of the advantage. Tok'ra hosts must pay the full 10 points.
- **Rapid Healing** [5]: The larva can assist the body's natural healing.
- **Dependency** [-60]: If the larva is removed for any reason, the host's immune system shuts down entirely. Larvae cannot be bought - they must be found (usually on an adventure), and the host loses one HT per 6 hours once the larva has been absent for at least a week. (*Note*: For dramatic effect, various episodes in the series show this deterioration occurring at different rates. These values were picked for playability - Your Mileage May Vary.)

Humans (TL 1-10)

Humans are ubiquitous throughout the Galaxy, thanks to their transplantation by the Goa'uld. Human cultures on other worlds are generally at TL 0-3, and variants of some historical Earth culture or other; they may view the Goa'uld as gods or demons, and may still be visited by them, in which case they are likely to mistake the PCs for Goa'uld minions. Those cultures untroubled by Goa'uld have generally advanced to TL 10 or so, but for one reason or another feel no obligation to get involved in the problems of other worlds.

Tau'ri (TL 7-8)

These are the humans of Earth. You want to know more? Look around you...

Tollans (TL 10)

The Tollans refuse to share their technology with Earth because of a bad experience with another primitive race; on that occasion the Tollans did share their knowledge, but this resulted in a war which destroyed the more primitive world and destabilised Tollan, rendering it uninhabitable.

Nox (TL 12, 63 Points)

The Nox are a small, fairy-like species, rarely getting involved in the affairs of other races. While they have at least TL 12 technology, they prefer to live in harmony with nature on their homeworld, at TL 0-1. Most of the few who have visited the Nox homeworld encounter only the forest tribes and their primitive technology; the massive cities floating on contragrav are rendered invisible by advanced screens. In game terms, Nox have the following racial advantages and disadvantages: High Technology +2 [50], Invisibility (at will, including items up to No Encumbrance) [48], Odious Racial Habit (Smug) [-5], Pacifism (Total Non-Violence) [-30].

Retou (TL 10, 138 Points)

The Retou (*Show and Tell*, Series 2) are invisible except when illuminated by a Transphase Eradication Rod, when they appear as man-sized, dark green, crablike entities. They are enemies of the Goa'uld; most fight them using normal tactics, but there also exists a terrorist faction which seeks to wipe out all potential host races, on the basis that without suitable hosts the Goa'uld must eventually perish.

The terrorists infiltrate suitable worlds via the stargate network in teams of five on suicide missions, bent on killing as many potential hosts as possible before they are destroyed. Their weapons include blasters (use the normal *GURPS Lite* blaster pistols with the tight-beam modification) and explosives with the power of small nuclear weapons.

The Retou are a TL 10 race; there is no reason to suppose they have anything other than normal attributes, but they have the following racial advantages and disadvantages; they are not permitted as player characters.

- **Invisibility** [80 points]: The normal cost is doubled because Retou can carry objects up to Heavy encumbrance.
- **Invisibility to Machines** [40 points]: Again, the normal cost is doubled.
- **Secret Communication** [28]: Other races cannot detect Retou speech.
- **Centauroid** [0 points]: Retou are crablike, using their forelegs as arms.

- **Dying Race** [-10 points]: The Retou death rate exceeds their birth rate, mainly because the Goa'uld System Lords are trying to wipe them out.

On at least one occasion, Retou have used their genetic engineering skills to clone a modified human being who could perceive them. Some Goa'uld are experimenting with transphase technology to help in their fight against the Retou (*Fair Game*, Series 3); they may have access to small devices which shift their phase, rendering them and Retou mutually visible while making them invisible to others.

Minor Species

Minor races are those which play only "walk-on" parts in the campaign - they appear in one scenario and then fade into the background. Normally, they are primitive races, unable to build their own spacecraft and restricted to their own homeworld.

Just as TV shows create a minor race with a wrinkly forehead and a funny hat, the campaign addresses minor races by making them essentially like humans, but with a slightly different appearance which has no game effects.

Minor races have little or no impact on events in the campaign, and the GM will add them at whim as befits the scenario.

Known Minor Species

There are at least a few humanoid races elsewhere in the Galaxy; most of them are not defined in any detail in the series.

Nem's Race (25 Points)

Nem is a member of a humanoid race with crustacean features; his mate Omoroca defended the Babylonians from the Goa'uld c. 4,000 BC. It is not known whether any other members of Nem's race survive. Nem's race has a TL 10 culture, and has the Amphibious [10] and Unaging [15] advantages.

Spirits (40 Points)

These share the world PXY887 with a TL 1 human culture. The spirits are TL 10 humanoids with gill-like facial structures, and the ability to assume other forms at will - each has his or her own favourite form (wolf, raven etc). In game terms, they have the Morph racial advantage [40].

Unas (30 Points)

The original Goa'uld host race; reptilian, stronger and more aggressive than humans, but not as clever. Their racial advantages are +1 ST [10], -1 IQ [-10], Claws (+2 damage in melee) [15] and Unaging [15].

Advantages, Disadvantages and Skills

Characters are created using standard *GURPS* advantages, disadvantages and skills; it hasn't been necessary to create any new ones so far, although one or two have been taken from other *GURPS* books. What has been more useful is some clarification of a few points.

Technology and Patrons

The base TL for the campaign is TL 10, but all human characters from Earth (including most PCs) have two levels of the Primitive disadvantage [-10 points], as they operate at TL 8.

This is balanced by SGC acting as a Patron: Reasonably powerful organisation, supplies useful equipment, appears on 6 or less [10 points].

Neither of these counts against characters' points costs; they are waived as part of the "base cost" for the campaign.

Advantages

Both Military Rank and Reputation can be bought in play, but at double the normal cost (increasing your Rank by one level costs 10 points, for example).

Military Rank

Rank 0: Enlisted man or very junior NCO, probably in his late teens or early twenties.

Rank 1: Junior NCO - commands 4-15 people, depending on branch of service, probably in his mid-twenties to early thirties; if he is older, this usually means he was demoted for some offence - this is almost expected of aggressive troops, and is unlikely to damage his career unless he makes a habit of it.

Rank 2: Senior NCO - the backbone of the professional military, the ones who know how everything works and hand that knowledge on to the next generation of soldiers. They advise and train officers, and run units on a day to day basis. They are in their mid-twenties to late forties.

Rank 3: Lieutenant. The most junior grade of officer, commanding 10-50 people or holding a junior staff post; probably in his twenties.

Rank 4: Captain or Major. In charge of 50-300 people or having a responsible staff job, probably in his twenties or thirties. SG team leaders are usually Rank 4 - the teams are smaller than normal, but the responsibilities higher than average for a four-man team. This is the highest rank permitted for a beginning character without special arrangement with the GM.

Reputation

Medals are a physical manifestation of military Reputation, and if worn will be recognised by other military types and those who work with them. Your Reputation modifier is taken from the highest award you have - they don't "stack". However, if you want another medal, you will have to pay for the full Reaction modifier, even if you already have a medal-based Reputation; and all the character points you use to do so must come from a single adventure, though not necessarily a single game session. This is to prevent parties suddenly sprouting four Medal of Honor recipients. Relevant US medals are:

Combat Infantry Badge: +1 Reaction, 5 points. You have fought in an infantry action. Fairly rare for USAF personnel.

Bronze Star with "V": +1 Reaction, 5 points. Awarded for valour in combat. (Can be awarded without the V for exceptional service, but so many people get these that they don't rate a Reaction modifier.)

Silver Star: +2 Reaction, 10 points. Awarded for valour in combat. If you are Rank 4 or less you did something quite special to get this; if you are more senior, you might have received it for other reasons.

Air Force Cross: +3 Reaction, 15 points. Awarded for valour in combat - Samantha Carter ostensibly received one for work on remote sensing, but this was an obvious cover story.

Medal of Honor: +4 Reaction, 20 points. Awarded for exceptional bravery, often posthumously; carefully investigated.

Disadvantages

Taboo Disadvantages

"We will not lie, steal, or cheat, nor tolerate among us anyone who does."
- USAF officer cadet honour code.

Serious physical disadvantages would rule a character out of the military altogether - Lameness, Mute or One Eye, for instance. A scholar might still join the team, but the more serious the disadvantage, the more highly skilled he would need to be to justify being included.

Serious mental disadvantages such as Delusions, Kleptomania or Paranoia would be flushed out during the background checks for the character's security clearance; he would fail to get clearance, and thus never be eligible to join SGC.

Desirable Disadvantages

"Integrity first. Service before self. Excellence in all we do."
- USAF core values.

Superstitious quirks are common in the military. Compulsive Behaviour (Carousing, Gambling, and so forth) is usually tolerated so long as it does not interfere with the mission or jeopardise security. The training and selection process for pilots or elite troops makes it easy for them to acquire Overconfidence or Stubbornness.

Most PCs behave as if they Code of Honour (Pirate's) [-5], Overconfidence [-10], and Sense of Duty (Companions) [-5]; you may as well get the points for them! Goa'uld hosts are likely to have a Delusion ("My Goa'uld master is a god.")

Codes of Honour

Academic's Code of Honour (-5 Points): Always acknowledge others' work; always defend your own legitimate claims to credit; never destroy source material or falsify evidence.

Hippocratic Oath (-15 points): Do no harm; be just and generous to other doctors; do everything you can to heal the sick; avoid vice and corruption; never use your art for criminal purposes; keep your patients' secrets.

Soldier's Code of Honour (-10 Points): Be ready to fight or die for your country; obey orders; look out for your team mates; keep yourself and your equipment in good shape; treat honourable enemies with respect; wear your uniform with pride.

Officer's Code of Honour (-10 Points): Be tough but fair; bring honour to your unit; obey orders; look out for your subordinates; lead from the front; obey the rules of war; wear your uniform with pride.

Skills

"Mandatory" Skills

You can create a character which lacks these, but NPCs will think he/she is incompetent or weird. Your call...

It's difficult to imagine a late 20th century PC without some skill in Area Knowledge and Driving, although Costanza says I'm one of them. Any character can take these as Background skills.

All military or ex-military characters must have at least half a point in each of First Aid, Guns (Light Automatic), and Savoir-Faire; this is what they teach you in basic training. Serving or former officers must also have at least two points in Leadership and half a point in Tactics, as well as an extra half point in Savoir-Faire. *Exception:* Medical doctors are commissioned officers, but need not have skill in Guns or Tactics - these skills are difficult to reconcile with the Hippocratic Oath.

Training Courses of Interest

Almost any military character might have had one or more of these, so they should be considered Background skills for any military template. A six-week course would give you 1.5 character points to split between the skills listed for each course.

Language schools teach a specific foreign language, usually for one of your country's allies or enemies.

SERE training teaches one how to avoid capture if marooned behind enemy lines, and how to resist interrogation if captured. In game terms, the courses cover Acting, Camouflage, Escape, First Aid, Interrogation, Navigation, Stealth, Tracking and Traps.

Survival schools teach Navigation, Tracking and any one of Survival (Arctic), Survival (Desert), Survival (Jungle), or Survival (Mountain). It's possible to take several courses and so gain multiple Survival skills.

Notes on Specific Skills

Diagnosis (M/H) and *Physician* (M/H): PCs with at least 6 points in each of these skills can claim to be licensed medical doctors. For a typical IQ 14 doctor that gives skill level 15 in both.

First Aid (M/E): Characters with at least 4 points in First Aid and one point in Diagnosis may claim to have an EMT-Paramedic certificate. For the average IQ 10 character, this translates to First Aid-12 and Diagnosis-8.

Guns (P/E): There are several different Guns skills, written as - for example - "Guns (Pistol)". The main ones you might need are:

- Grenade Launcher: Firing grenades from guns, or - more commonly - launchers attached to guns (e.g. the M-203).
- LAW: Light Antitank Weapon - shoulder-fired antitank rockets.
- Light Automatic: Firing bursts from a stocked, automatic weapon (e.g. M-16 assault rifle, MP-10 submachinegun or M-60 light machine gun).
- Pistol: Firing single shots from a handgun (e.g. M-9 automatic pistol).
- Rifle: Firing single shots from a rifled, stocked weapon (e.g. M-16 assault rifle).
- Shotgun: Firing single shots from a smoothbore, stocked weapon (e.g. a 12-gauge shotgun).

Characters with skill level 14 or more in a Guns skill can add the notation "expert" for that weapon to their service record (written as - for example - "Expert pistol".)

Savoir-Faire (M/E): For military characters, this includes knowledge of such things as your unit's history, when to salute, which side of a superior officer you can walk on, and so forth.

Survival (M/A): The campaign allows two new specialisations of Survival, which are skills in their own right in full *GURPS*: *NBC*, which covers survival in areas contaminated by various man-made toxins, and *Vacuum*, which covers using a spacesuit.

New Skills

The campaign was originally intended to use *GURPS Lite* only, but some of the templates make no sense without the following additional skills:

Forward Observer (M/A): Roll to direct artillery fire or strike aircraft onto a target; failures mean they miss the target, critical failures do something dangerous, such as dropping the ordnance on you.

Parachuting (P/E): Roll to survive each jump; failures mean you drift off-course, critical failures mean your 'chute didn't open. In bad conditions, roll again to escape injury on landing. Military characters with at least one character point in Parachuting may wear the coveted parachutist's wings.

Scuba (M/A): Roll on entering the water, and every 30 minutes thereafter, to avoid inhaling water.

Languages

Many cultures encountered by SG teams are descendants of humans relocated by the Goa'uld, so ancient languages are useful - Egyptian, Greek, Latin etc. Over the generations these diverge from the source tongue, so there is a penalty of -2 to -6 to skill level at the GM's discretion.

The Goa'uld, despite their fragmented feudal culture, appear to have a universal language, known to Jaffas (such as Teal'c) and the Tok'ra. Goa'uld is M/H and has no default to any human language.

The more advanced cultures, such as the Asgard, may learn English in negligible amounts of time if they want to communicate with the team.

Templates

A template is a collection of complementary attributes, advantages, disadvantages and skills with a total point cost. It speeds up creating a specific character type by reducing the choices you need to make.

You don't have to use a template; they're optional. If you do use one, you can customise it by spending enough points to take you up to the campaign's limit. You can freely add, delete or change items - the worst that will happen is that other characters of the same type will think you're incompetent, or possibly just weird.

The GM may also use templates as 'instant' NPCs.

Templates consist of:

- **Attributes:** Where possible these are based on actual entry requirements for the 'real world' career. As *GURPS* IQ includes education, I assume high school equates to IQ 10-11, university to IQ 12-13, doctorates to IQ 14+; Your Mileage May Vary.
- **Advantages and Disadvantages:** Some of these are mandatory, others are ones that fit the archetype the template emulates.

- **Primary Skills:** The ones you have to have to be this kind of character.
- **Secondary Skills:** Not absolutely essential, but so useful it's hard to imagine the character not knowing them.
- **Background Skills:** These are "chrome" - included more to flesh out the character than for utility.

Skills are listed in the format: Skill name (Type) Attribute [character points]-level.

Doctor (65 Points)

Every band of adventurers needs medical support. SGC doctors are normally only a short trip away through the Stargate, so exploratory teams rely on their knowledge of First Aid; but medical teams intended to win the hearts and minds of primitive peoples need full doctors, and so do the team members who stagger back wounded.

Attributes: ST 10 [0]. DX 10 [0]. IQ 14 [45]. HT 10 [0].

Advantages: Military Rank 3 [15] and 15 points selected from Disease Resistant [5], Empathy [15], Single-Minded [5], Status [5 per level], Wealth (Comfortable) [10]

Disadvantages: Code of Honour (Hippocratic Oath) [-15], and -15 points selected from Bad Sight [-10], Code of Honour (Officer's) [-10], Honesty [-10], Overconfidence [-10], Pacifism (Self-Defence Only *or* Cannot Kill) [-15], Sense of Duty [-5 to -15]

Primary Skills: Diagnosis (M/H) IQ+1 [6]-15, Physician (M/H) IQ+1 [6]-15.

Secondary Skills: Computer Operation (M/E) IQ [1]-14, Electronics Operation (M/A) IQ-1 [1]-13, Leadership (M/A) IQ [2]-14, Research (M/A) IQ-1 [1]-13, Savoir-Faire (M/E) IQ [1]-14.

Background Skills: A total of 2 points in Diplomacy (M/A), Forensics (M/H), any Humanity or Natural Science or Social Science (all M/H), Teaching (M/A), Writing (M/A).

Customisation Notes: The template is for a USAF doctor, who will have undergone officer training (secondary skills) but not basic military training - it's difficult to reconcile learning combat skills with the Hippocratic Oath's requirement to "first do no harm".

Marine (50 Points)

Marines are used to spearhead (or conduct) amphibious landings, and for raiding. Such operations are always characterised by speed and complexity, and usually by lack of resources as well; things often go very wrong as a result. Marines consequently need the courage to press on in the face of heavy casualties, and the ability to improvise solutions for unexpected problems. You are a member of Force Recon - the 3-4 man teams who scout landing sites for the rest of the Corps. You need those qualities more than most Marines.

Attributes: ST 10 [0]. DX 11 [10]. IQ 10 [0]. HT 11 [10].

Advantages: 20 points selected from: Absolute Direction [5], Alertness [5 per level], Combat Reflexes [15], Daredevil [15], High Pain Threshold [10], Military Rank [5 per level], Night Vision [10], Toughness [10 or 25].

Disadvantages: -20 points chosen from: Code of Honour (Soldier's *or* Officer's) [-10], Compulsive Behaviour (Carousing *or* Gambling) [-5], Impulsiveness [-10], Overconfidence [-10], Sense of Duty (Comrades *or* Nation) [-5 *or* -10], Stubbornness [-5].

Primary Skills: Brawling (P/E) DX+1 [2]-12, Guns (Grenade Launcher) (P/E) DX+1 [1]-12*, Guns (Light Automatic) (P/E) DX+3 [4]-14*, Navigation (M/H) IQ-1 [2]-9, Savoir-Faire (M/E) IQ+1 [2]-11, Tactics (M/H) IQ+2 [8]-12, Throwing (P/H) DX-1 [2]-10.

* Includes +1 for IQ 10.

Secondary Skills: Boating (P/A) DX-2 [0.5]-9, Demolition (M/A) IQ-2 [0.5]-8, Electronics Operation (M/A) IQ-2 [0.5]-8, First Aid (M/E) IQ [1]-10, Photography (M/A) IQ-2 [0.5]-8, Spear (P/A) DX-1 [1]-10, Swimming (P/E) DX [1]-11.

Background Skills: A total of four points in: Armoury (M/A), Artist (M/A), Camouflage (M/E), Climbing (P/A), Knife (P/E), Intimidation (M/A), Leadership (M/A), Staff (P/H), Stealth (P/A), Survival (Any) (M/A), Tracking (M/A), Traps (M/A).

Customisation Notes: This template represents a Marine who has successfully completed Boot Camp, the School of Infantry, and Amphibious Reconnaissance School. He would hold the 0321 MOS - "Recon Man". Spear skill is used for fixed bayonets; Artist is used to draw maps of landing beaches. Officers should back up their Military Rank 3+ by spending at least 2 points on Leadership; since the USMC maintains its own private air force, Piloting is conceivable as a background skill.

Pilot (50 Points)

The business of the RAF is flying and fighting. The business of those who don't is to support those who do.
- RAF aphorism

Pilots fly the aeroplanes which are the Air Force's raison d'être. As a group, they are characterised by attention to detail, the ability to assimilate large quantities of complex information rapidly, and take decisive action quickly. They are rigorously selected and highly trained. Some of them think this makes them superior to lesser mortals, and feel obliged to point out the fact.

Attributes: ST 10 [0]. DX 10 [0]. IQ 11 [10]. HT 10 [0].

Advantages: Military Rank 3 [15], and 20 points chosen from Absolute Direction [5], Acute Vision [2 per level], Alertness [5 per level], Charisma [5 per level], Combat Reflexes [15], Danger Sense [15], Luck [15], more Military Rank [5 per level], Night Vision [10], Reputation (any medal) [5 to 20].

Disadvantages: -20 points chosen from Code of Honour (Soldier's or Officer's) [-10], Compulsive Behaviour (Carousing or Gambling) [-5], Honesty [-10], Impulsiveness [-10], Overconfidence [-10], Reputation (maverick; -2, military personnel, always) [-5], Sense of Duty (Comrades or Nation) [-5 or -10].

Primary Skills: Electronics Operation (M/A) IQ [2]-11, Navigation (M/H) IQ-1 [2]-10, Piloting (P/A) DX + 2 [8]-12, Tactics (M/H) IQ-1 [2]-10.

Secondary Skills: First Aid (M/E) IQ-1 [0.5]-10, Guns (Light Automatic) (P/E) DX -1 [0.5]-10*, Leadership (M/A) IQ [2]-11, Parachuting (P/E) DX [1]-10, Savoir-Faire (M/E) IQ [1]-11.

* Includes +1 for IQ 11.

Background Skills: 6 points allocated as the player wishes between Guns (Pistol), Mechanic (M/A), Meteorology (M/A), and Survival (any).

Customisation Notes: This template represents an officer fresh out of "type training", with perhaps two years' service. A more experienced character would have higher levels in the primary skills.

Remote Viewer (50 Points)

I can read people's thoughts. And there are lots of spelling mistakes in yours...
- from the Drake's 7 comic strip, c. 1978

Of course the CIA's Remote Viewer programme was shut down years ago. It's sheer coincidence that it was known as Project STAR GATE. The USAF wasn't involved. And anyway, there aren't any clairvoyants or telepaths. So obviously, there can't be any Remote Viewers in SGC. If anyone asks you about them, or even worse suggests you might be one, remind them of that. Forcibly.

And if that doesn't work, just Mindwipe them.

Attributes: ST 10 [0]. DX 10 [0]. IQ 13 [30]. HT 10 [0].

Advantages: ESP-5 [15], Unusual Background (Trained Psion) [10], and 15 points chosen from: More ESP [3 per level], Antipsi [3 per level], Danger Sense [15], Empathy [15], Legal Enforcement Powers [5 to 15], Psychokinesis [5 per level], Strong Will [4 per level], Telepathy [5 per level].

Disadvantages: Secret (psionic spy, imprisonment or exile if discovered) [-20], and -15 points in any combination of Bad Sight [-10], Bad Temper [-10], Compulsive Behaviour (Any) [-5 to -15], Cowardice [-10], Greed [-15], Odious Personal Habit (Any) [-5 or -10], Skinny [-5]

Primary Skills: Acting (M/A) IQ [2]-13, Clairvoyance (M/H) IQ-2 [1]-11, Fast-Talk (M/A) IQ [2]-13, Psychometry (M/H) IQ-2 [1]-11.

Secondary Skills: Any appropriate psionic skill (M/H) IQ-1 [2]-12, Interrogation (M/A) IQ-1 [1]-12, Occultism (M/A) IQ-1 [1]-12, Streetwise (M/A) IQ-1 [1]-12.

Background Skills: A total of four points divided between other appropriate psionic skills (all M/H), Guns (Pistol) (P/E), any Language (usually M/A), any Social Science (M/H), Shadowing (M/A), Stealth (P/A), and Teaching (M/A).

Customisation Notes: This is an optional template for the GM who wants to expand the milieu to include psionics. No team should have more than one of these, and they are more likely to be encountered as "Bad Guy" NPCs.

You'll need the *GURPS Basic Set* or *GURPS Psionics* to run a Remote Viewer - you can't do it with *GURPS Lite* alone. In line with *GURPS Traveller*, the GM is encouraged to base Clairvoyance range on the Telepathy table rather than (Power squared) inches - this improves the range for an ESP-5 clairvoyant from about two feet to 4 yards, and for an ESP-20 one from 11 feet to 60 miles.

The classic CIA Remote Viewer, based on the published 15% success rate in viewing sites thousands of miles away, would have IQ 10 [0 points], single-skill Clairvoyance at IQ-3 [0.5 points] and ESP-25 [50 points, because of single-skill limit].

Scholar (60 Points)

Trouble rather the tiger in his lair than the sage amongst his books; for to you, kings and empires are things mighty and enduring; but to him, they are things of the moment, fragile, and easily overturned.
- Gordon R Dickson

The Air Force has lots of highly trained scientists, but they tend to be experts in medicine or the hard physical sciences. However, missions through the Stargate need people familiar with anthropology, linguistics, ancient history and so on - fields that the USAF hasn't needed to understand until now. That's where you come in.

Attributes: ST 9 [-10]. DX 9 [-10]. IQ 14 [45]. HT 10 [0].

Advantages: 30 points chosen from Absolute Direction [5], Empathy [15], Language Talent [2 per level], Luck [15 or 30], Reputation (brilliant scholar: +2, academics, sometimes) [5], Single-Minded [5], Status [5 per level], Wealth (Comfortable) [10], Voice [10].

Disadvantages: -20 points chosen from Absent-Mindedness [-15], Bad Sight [-10], Bad Temper [-10], Code of Honour (Academic's) [-5], Dependent (beautiful daughter, 25 or 50 point character, loved one, appears rarely) [-12 or -6], Fat [-10 or 20], Gluttony [-5], Greed [-15], Hard of Hearing [-10], Honesty [-10], Jealousy [-10], Odious Personal Habit (Meddling With Things Man Was Not Meant To Know) [-5 to -15], Pacifism (cannot kill or self-defence only) [-15], Reputation (crank; -3, conservative academics, sometimes) [-2], Shyness [-5 or 10], Skinny [-5], Stubbornness [-5], Truthfulness [-5].

Primary Skills: *Anthropology* (M/H) IQ-1 [2]-13, *History* (M/H) IQ+1 [6]-15, Research (M/A) IQ-1 [1]-13, *Theology* (M/H) IQ-1 [2]-13.

Secondary Skills: *Astronomy* (M/H) IQ-2 [1]-12, Climbing (P/A) DX+1 [4]-10, First Aid (M/E) IQ [1]-14, Navigation (M/H) IQ-2 [1]-12, Teaching (M/A) IQ-1 [1]-13, Writing (M/A) IQ-1 [1]-13.

Background Skills: A total of 5 points in one or more of the following skills: Animal Handling (M/H), Area Knowledge (any) (M/E), Driving (P/A), Guns (Any) (P/E), one or more Humanities or Social Sciences (all M/H), one or more Languages (Varies), and Riding (P/A).

Customisation Notes: This template represents a scholar such as Daniel Jackson or Indiana Jones; he is probably entitled to be called "Doctor" or "Professor", although insisting upon this would be a Quirk. Skills in italics are Humanities, Natural Sciences or Social Sciences in *GURPS Lite*. A scholar probably knows at least one modern foreign language (for use when attending conferences abroad) and several ancient ones.

Security (50 Points)

Half soldiers and half police, the Security Forces guard USAF bases and prevent rude strangers from walking off with the Air Force's aeroplanes and secrets.

Attributes: ST 10 [0]. DX 11 [10]. IQ 11 [10]. HT 10 [0].

Advantages: 25 points chosen from: Alertness [5 per level], Animal Empathy [5], Combat Reflexes [15], Military Rank [5 per level], Night Vision [10], Single-Minded [5].

Disadvantages: -20 points selected from: Bad Sight [-10], Bully [-10], Code of Honour (Soldier's or Officer's) [-10], Compulsive Behaviour (Carousing or Gambling) [-5], Duty [-2 to -15], Honesty [-10], Sense of Duty (Comrades or Nation) [-5 or -10], Stubbornness [-5], Truthfulness [-5].

Primary Skills: Escape (P/H) DX-1 [2]-10, Guns (Light Automatic) (P/E) DX+3 [4]-14*, Holdout (M/A) IQ-2 [0.5]-9, Interrogation (M/A) IQ-1 [1]-10, Savoir-Faire (M/E) IQ+1 [2]-12, Tactics (M/H) IQ+1 [6]-12.

* Includes +1 for IQ 11.

Secondary Skills: Electronics Operation (M/A) IQ-2 [0.5]-9, First Aid (M/E) IQ-1 [0.5]-10, Guns (Grenade Launcher) (P/E) DX [0.5]-11*, Guns (Pistol) (P/E) DX [0.5]-11*, Navigation (M/H) IQ-2 [1]-9, Throwing (P/H) DX-3 [0.5]-8.

Background Skills: 6 points divided among any primary or secondary skills, Animal Handling (M/H), Camouflage (M/E), Climbing (P/A), Leadership (M/A), Survival (any) (M/A).

Customisation Notes: This template is a seasoned Security Forces trooper; one fresh out of the Security Apprentice course at Lackland AFB would have one character point in Guns (Light Automatic), and half a point in each of First Aid, Savoir-Faire, Tactics, and any one of the other skills. My personal theory is that the "Special Ops" units in the TV show are highly-trained Security Forces personnel.

The Escape and Holdout skills cover training in searching and restraining suspects. I haven't granted these characters Legal Enforcement Powers because I believe their jurisdiction is limited to Air Force personnel and people on Air Force property. The Animal Empathy and Animal Handling options are for those who want to be dog handlers.

Special Tactics (75 Points)

Special Tactics personnel are divided for our purposes into Combat Controllers and Pararescuemen; they are deployed in small groups in support of elite ground units, often behind enemy lines. Combat Controllers ("CCTs") provide Air Traffic Control for the helicopters, ground attack aircraft and troop carriers involved in the operation; they may also need to clear landing sites. Pararescuemen ("PJs") are trained to recover aircrew who have been shot down behind enemy lines, but are also used to handle battlefield casualties in special operations. Both have distinctive berets; the CCT beret is scarlet, while the PJ one is maroon. Special Tactics units have a reputation for bending the rules to get the job done, which dates back to their exploits in Vietnam in the 1960s. Of the 12 Medals of Honor awarded in that war, five went to "Air Commandos".

Attributes: ST 10 [0]. DX 11 [10]. IQ 11 [10]. HT 13 [30].

Advantages: 25 points selected from: Absolute Direction [5], Acute Vision [2 per level], Alertness [5 per level], Combat Reflexes [15], Daredevil [5], High Pain Threshold [10], Luck [15], Military Rank [5 per level], Night Vision [10], Reputation (any medal) [5 to 20].

Disadvantages: -20 points chosen from: Code of Honour (Soldier's or Officer's) [-10], Compulsive Behaviour (Carousing *or* Gambling) [-5], Duty [-2 to -20], Honesty [-10], Impulsiveness [-10], Overconfidence [-10], Reputation ("cowboys", -2, military personnel, always) [-5], Sense of Duty (comrades *or* nation) [-5 *or* -10], Stubbornness [-5].

Primary Skills: First Aid (M/E) IQ [1]-11, Guns (Light Automatic) (P/E) DX+1 [1]-12*, Parachuting (P/E) DX+2 [4]-13, and either of the following options:

- **CCT:** Demolition (M/A) IQ-1 [1]-10, Electronics Operation (M/A) IQ-1 [1]-10, *Forward Observer* (M/A) IQ-1 [1]-10, and Navigation (M/H) IQ-2 [1]-9.
- **PJ:** Three more points in First Aid, taking it to IQ + 2, and Diagnosis (M/H) IQ-2 [1]-9.

* Includes +1 for IQ 11.

Secondary Skills: Running (P/H) HT-3 [0.5]-10, Savoir-Faire (M/E) IQ-1 [0.5]-10, *Scuba* (M/A) IQ-1 [1]-10, Survival (any) (M/A) IQ-2 [0.5]-9, Swimming (P/E) DX-1 [0.5]-10, Tactics (M/H) IQ-1 [2]-10.

Background Skills: A total of 5 points divided between any primary or secondary skill, Camouflage (M/E), Climbing (P/A), Guns (any) (P/E), Language (any) (usually M/A), Leadership (M/A), Piloting (P/A).

Customisation Notes: This template represents a character fresh out of training; more experienced characters would have higher skill levels, or better attributes. As a member of a Special Forces unit, the character may take Extremely Hazardous Duty [-20]. Skills in italics are in full *GURPS*, but not *GURPS Lite*; see *New Skills* for details. CCT training is available to "rated personnel" (i.e., pilots), so Piloting is permitted as a background skill; PJs are used as aircrew, but mostly as observers or door gunners on rescue aircraft.

Equipment

In general, any item available in the real contemporary world is available to SG teams at the same price. All prices are in contemporary US dollars, for simplicity.

The items listed here are those which appear regularly in the TV series; there are many artifacts with walk-on parts in a single episode, such as Machello's personality transfer machine in *Holiday* (series 2), but the GM should invent and use these as puzzles or McGuffins for individual scenarios, rather than simply making them available in an equipment list.

Tech Levels

SG teams are equipped to late TL 7 or early TL 8. The safety of the human race is on the line, so SGC is not overly concerned about cost; the limiting factors are weight and bulk.

Goa'uld System Lords and their retinue seem to be equipped to TL 13 standards; whether they manufacture this equipment themselves, or simply steal it, is not clear. Their subject populations operate at TLs 1-3, and therefore regard the System Lords as gods.

SGC Basic Load

This is what your character carries by default - the standard set of equipment issued to you by SGC before the start of each mission. If you want to take anything else, you must first persuade hidebound military bureaucrats that it's a good idea (Diplomacy or Fast Talk are useful here); it must also be able to survive a freezing, twisting, bumpy journey through a wormhole ten feet in diameter, and then being spat out onto a hard floor at the far end.

The basic load is divided into three parts:

- **Survival Load:** You keep this on your person at all times, even when sleeping. You can live on this for about three days if the mission goes horribly wrong and you lose everything else. Much of it is hidden, in the hope that if you are captured a cursory search will miss some of it.
- **Combat Load:** What you need to fight. This stays with you to the last extremity; it is compact, distributed so that it doesn't get in the way if you have to use your weapons, and securely fastened so you can't lose it.

- **Subsistence Load:** The heavy stuff - food, water, camping gear. This is in a backpack with quick-release straps so that you can drop it in a hurry.

A typical ST 10 character is unencumbered with just the survival load, in light encumbrance with the survival and combat loads (-1 to Move), and just barely in medium encumbrance with a small subsistence load as well (-2 to Move).

Survival Load (about 5 lbs, \$70)

- Fatigue uniform (weight and cost ignored): Baggy shirt and trousers covered in pockets, underwear, socks, boots, gloves, poncho, webbing (or in SG-1's case, those natty black waistcoats).
- Personal basics (weight negligible, \$5): Toothbrush, soap, toilet paper, chewing gum, writing implements and notebook, etc.
- Survival basics (1.5 lbs, \$40): Bayonet or large knife and assorted miniaturised survival gear - matches, fishing hooks and line, snare wire etc.
- Canteen with one quart of water (3 lbs, \$10). Weighs 1 lb empty.
- Codebook and list of radio frequencies (weight negligible, not available on the open market).
- GDO (0.5 lbs, \$20). Transmits a code alerting SGC to open the Stargate iris; at least one member of each team carries a GDO.

Combat Load (about 25 lbs, \$760 and up)

See the *Armour* and *Weapons* sections for more details.

- Armour vest and helmet - PD 2, DR 4, \$220, 5 lbs.
- Personal weapon (M-16 or MP-10) with six magazines - damage 5d or 3d-1 cr, \$340-540, 7-8 lbs.
- Grenades: Six fragmentation and two smoke. 9 lbs, not available on the open market.
- Walkie-talkie (range 2 miles): 3 lbs, \$75.
- Officers (Military Rank 3 or 4) also receive a pistol (M-9) and three loaded magazines for it. Damage 2d+2, \$400, 2.5 lbs.

Subsistence Load (25 lbs and up; \$375 or more)

- Rucksack (4.5 lbs, \$20). Can carry up to 60 lbs of gear.
- Shelter half (2.5 lbs, \$25). A rubberised canvas sheet with tent pegs, cord etc. Two of these can be used to make a two-man tent.
- Gas mask (2.5 lbs, \$150).
- Sleeping bag (7 lbs, \$25).
- Flashlight (1 lb, \$10).
- Personal medical kit (2 lbs, \$30). Gives +1 to First Aid skill.

- Thermal fatigues (13.5 lbs, \$100). Cold weather clothing. You can leave this behind if you expect it to stay warm.
- As much food and water as you expect to need, probably another canteen of water (3 lbs, \$10) and rations (MRE - 3 lbs per day).

Weapons

"One question remains unanswered: Was it a lady's gun, like this - Beng! Beng beng! - or a proper gun, like this?"
- Bad Bob, in "Rex the Runt"

SGC troops use standard 20th century slugthrowers for the most part, while the starfaring races use blasters and other exotic weaponry.

Since unarmoured people in the TV series are occasionally hit by blaster fire and survive, which is very unlikely in *GURPS Lite*, the standard energy weapon in this game universe is the **tight-beam blaster** (*GURPS Space* p. 82). Such weapons do 1/3 of the listed damage, but armour protects at 1/4 of normal DR - so blaster pistols do 2d(4) impaling damage, and blaster rifles do 4d(4) impaling.

SGC Weapons

The standard US assault rifle is the M-16. This is identical to the AR-15 of *GURPS Lite*, except that it has ROF 12*.

The standard pistol issued to officers and vehicle crews is the M-9, essentially a rebadged Beretta 92S. This is almost identical to the Glock 17 in *GURPS Lite*. There have never been quite enough M-9s to replace the earlier M1911 Colt .45, and some people prefer that anyway, so it can still be found.

The submachinegun used by SG-1 is the Heckler & Koch MP-10; we'll use the stats for the MP-5, which is close enough for our purposes. Damage: 3d-1 cr. SS: 10. Acc: 8. Wt: 7.25 lbs. ROF: 10*. Shots: 30. Min ST: 10. Cost: \$340. TL: 7.

Goa'uld Weapons

Ribbon Device (TL 13): A small jewel, worn on the palm and held in place by ribbons of precious metals winding up the forearm; often has metal "thimbles" for each finger, attached to the main device by short chains. There are several types; the one described here is a common self-defence and interrogation device worn by Goa'uld System Lords. A miniaturised tractor beam in the jewel allows the wearer to manipulate things up to 10 yards distant with ST 12, while a built-in pain inducer causes intense agony at ranges of a few inches; victims must save vs. HT-5 (with modifiers for Will allowed), or be paralysed by agony. The device has limited power (enough for slightly more than an hour's operation), so most wearers to use it sparingly. This is a "combined gadget" incorporating a TL 13 neuroglove (p. UT2 64) and a TL 13 longarm glove (P. UT2 20), powered by a single B cell.\$3,160, 0.5 lbs.

Staff Weapon (TL 9): The staff weapon is a combined blaster pistol and quarterstaff, and may be used as either one; changing mode takes a Ready action. \$2,008, 5.6 lbs. The System Lords possess far more powerful weapons, but see no need to risk issuing them to potentially treacherous troops when the staff weapon is more than adequate for dealing with TL 3 rioters.

Transphase Eradication Rod (TL 13): A large hand weapon, combining a specially-enhanced radiation scanner able to illuminate Retou as if in torchlight, and a blaster pistol modified for maximum effect on that race (use normal *GURPS Lite* blaster pistol damage of 6d impaling

against Retou only - they explode into clouds of green tomato paste when hit by a TER).
\$2,800, 2.8 lbs.

Zat'n'ktel (TL 13): Commonly known in SGC as the “zat gun”, this is a collapsible energy pistol in the shape of a striking cobra. SGC has a stock of these, captured on previous missions, which it sometimes issues to SG teams. The *Zat'n'ktel*'s main peculiarity is that it has sequenced effects; the first time a person is hit by one, he suffers intense pain, which may make him pass out. The second hit kills him outright. The third hit disintegrates the body. Zat guns are favoured by Goa'uld for their handiness in field interrogations, and by SG teams for the ability to dispose of inconvenient bodies.

In **GURPS** terms, the weapon is a combination electrolaser (*Ultra Tech* p. 52) and disintegrator pistol (*Ultra Tech* p. 61). The stun and kill settings use electrical discharges, so the weapon works best in dry conditions, and metal armour actually attracts the charge. Unlike standard **GURPS** disintegrators, there is no heat or concussion damage from the third shot; the target simply vanishes. To keep track of whom it has shot before, the weapon has a tiny, dedicated targeting computer and a digital gun camera to record target images. Kindly GMs may wish to rule that the *zat'n'ktel* “forgets” it has shot someone after a preset period, perhaps a week or a year, or when it runs out of memory space (first in, first out).

The sequence of effects on a human or similar target is listed below; if fired at an inanimate object such as a crate, the zat gun automatically switches to “third shot” disintegrator mode to vapourise the target – you can't stun crates.

- First Shot: Stun (electrolaser on stun setting). Roll damage (2d+1) normally, but instead of taking damage, the target must make a HT roll, minus half the damage that got through armour (rounded up). A failed roll means the victim is unconscious or incapacitated for 20 – HT minutes.
- Second shot: Kill (electrolaser on kill setting). Roll and apply damage (2d+1) normally, but in addition, the target must make a HT roll, minus half the damage that got through armour (rounded up). A failed roll means his heart stops, killing him. Generous GMs might allow a successful Physician roll to restart the heart, saving the victim, but this has never happened in the show.
- Third shot: Disintegrate (disintegrator). Roll and apply damage (8d) normally, but ignore armour – DR does not protect targets from disintegrators. A target reduced to –HT or less is completely disintegrated.

Type: Spcl. Damage: 2d+1 (stun, kill) or 8d (disintegrate). SS: 10. Acc: 4. Wt: 5.3 lbs. RoF: 1. Shots: 6. Min. ST: -. Cost: \$7,160. TL: 13.

Other Weapons

Primitive humans can be found using anything from the Ancient/Mediaeval Weapons Tables.

Machello's Legacy (TL 10): Genetically-engineered wormlike creatures which pounce on any suitable Goa'uld host and burrow under the skin. They are usually held in stasis in a booby-trapped forgery of a Goa'uld item, for example a page-turner for Goa'uld handheld databases; when the item is used, the creatures are released and make their attack. If the victim is host to a Goa'uld, he or she falls into a coma; within hours or days, the Goa'uld is killed and the victim awakens, with an auditory hallucination of the Legacy's creator explaining that he has “delivered them from the vile Goa'uld.” If the victim was once a Goa'uld host, but no longer is, there is no effect - the creatures can detect the protein signature left behind by a larva. In either case, once there is clearly no longer a parasite present, the creatures leave the victim via the ear canal and expire.

If the victim has never been a Goa'uld host, he suffers hallucinations, which grow stronger and more frequent until he is incapacitated by them; it is not known if the creatures will eventually leave the victim's body, or simply lie in wait for a future attempt to infest him. Given a choice, the Legacy prefers to attack hosts with an active parasite, and will leave an uninfected body to enter an infected host.

Armour

SGC Armour

SGC uses the standard US issue Gentex vest and helmet, essentially Light Kevlar (PD 2, DR 4, \$220, 5 lbs).

These are designed to protect the wearer from shell fragments; with luck they will stop a pistol bullet, but don't offer much defence against heavier weapons. For this reason, SG teams often don't bother to take them.

Goa'uld Armour

Jaffa guards use helmets and suits equivalent to *Light Body Armour* (PD 4, DR 15, \$270, 22 lbs). Ordinary Goa'uld minions have similar armour, but less ornate helmets. System Lords may be found wearing any armour or none.

Goa'uld System Lords expecting trouble wear belt-mounted TL 13 *Personal Force Screens*: PD 0, DR 200, \$5,000, 2 lbs. Since the screen has only enough power for 15 minutes of use, the System Lord will normally rely on other armour, guile, and bodyguards to survive the initial attack, only activating the screen when fired upon by sufficiently powerful weapons. The screen's controls are normally worn on the offhand forearm. Note that the user can fire out without penalty, the shield is transparent to harmless light and sounds, and objects moving at walking speed or slower can pass through the shield. (You can reach in, or step in, but not shoot in.)

Personal Equipment

Communications/Information Equipment

Communications Orb (TL 13): These orbs vary from fist-sized to over a yard across, and are used as videophones by the Goa'uld to communicate instantaneously across interstellar distances. The other advanced races presumably have similar equipment; TL 10 cultures such as the Tollan have the small devices, but these are apparently only able to send an interstellar "signal flare" rather than the two-way video of the advanced units. Range, cost, and other statistics are unknown, so the GM is encouraged to make up whatever suits the needs of the scenario.

Garage Door Opener (TL 7): The GDO is a small radio transmitter, commonly worn on one forearm by one member of each SG team. It transmits a coded signal through an open Stargate, indicating to SGC that the incoming travellers are friendly, and that the iris should be opened. 1/2 lb, \$20.

Scan Grenade (TL 11): Also called a multiscanner, this is the Goa'uld equivalent of the MALP: A silver ball about the size of a large apple, able to detect minerals, power sources, and the characteristic chemicals produced by organic life. It includes spectroscopic millimetric radar, a passive "biosniffer", assorted radiation detectors, a short range communicator, and a dedicated computer to analyze the results and compare them against an internal database. Effective detection range is 50 yards; communication range is 10 miles. \$1,250, 1.25 lbs.

Medical Equipment

Goa'uld Sarcophagus (TL 13): This is essentially a *GURPS Ultra Tech* Chrysalis Machine with a different shape. It can repair any injury, heal any disease, and even revive the dead, so long as the brain is intact. The Goa'uld sleep in their sarcophagi to get a daily "whole body tune-up"; however, this practice leads to a gradual accumulation of mental disadvantages selected by the GM at a rate of one point per use; if he gives up this habit, the new disadvantages wear off at one point per day. The disadvantages start as a Quirk, then gradually build up to more and more severe problems; for example, on the first use a PC might gain the Quirk "Finishes others' sentences for them"; after five uses this might become an Odious Personal Habit (Impatience); after 10 uses, Overconfidence (the arrogant sort); after 15 uses, Fanaticism (for one's own cause, whatever that might be), adding Megalomania after a further 10 uses. It only gets worse from there... \$150,000, 1,100 lbs.

Drugs

Nishta (TL 13): This is one of a group of tailored viruses used by Goa'uld System Lords to control humans and other slave species. They are delivered by sprays or other means, appearing as a greenish gas; victims may roll at HT-6 to resist infection, failure means that within 6 hours they suffer the effects of the virus. The game effects are essentially the same as Dominator Nano (UT2 p. 71); each type of virus inflicts a specific combination of mental disadvantages, which usually include a strong Sense of Duty to the Goa'uld administering the gas (if you have the *GURPS Basic Set*, use Fanaticism rather than a Sense of Duty). Each type has some means of reversing the effects; an electrical shock, for instance, might free the victim from his compulsion. As a general rule, once freed of a virus, a victim is immune to further doses of the same type. Cost: \$2,000 times the total point cost of the disadvantages.

Teleporters

The Goa'uld and Asgard are both known to use teleporters; these appear two TLs early by *GURPS* standards, at TL 13.

Goa'uld devices rely on the users standing in a specific location; a series of rings then appears around them, and disappears (taking the users with them) to reappear at the destination, another specific place. The rings then disappear again, leaving the travelers in the new location. Goa'uld teleporters can move six people or 250 cubic feet of cargo per transit.

Asgard teleporters are more advanced, and need neither rings nor predefined locations to operate. They can also pick individuals from a crowd for transport.

Vehicles

Most travel in this game world is by stargate or teleporter; vehicles are rarely used, and consequently not detailed.

SGC Vehicles

- *MALP*: The Mobile Analytical Laboratory Probe resembles a bomb-disposal robot; it is radio-controlled, moves on tracks, and is used to assess whether or not it's safe to send an SG team through the Stargate to another world. Sensors include video, audio, temperature, atmospheric pressure and composition, an onboard lab for soil analysis, radio and radar sensors, and a Geiger counter.
- *FRED*: A six-wheeled cargo carrier, used for heavy supply loads.
- *UAV*: The Unmanned Airborne Vehicle is a small, remotely-piloted aircraft used to explore new worlds - essentially, a smaller, flying version of the MALP.

HMMWV (TL 7): Also known as the “Hummer” or “Humm-Vee”, the HMMWV (High Mobility, Multipurpose Wheeled Vehicle) has replaced the jeep in US military service as a light utility vehicle; it has four-wheel drive and good off-road performance. Hummers are too big to go through the Stargate, but are available to SGC for missions on Earth. The vehicle can carry up to six people and just over a ton of cargo; there is a mount over the passenger seat for a machinegun or other light support weapon. While not an armoured vehicle as such, the Hummer’s metal bodywork gives it PD 2, DR 4 (much like a normal car). \$20,000.

Goa’uld Vehicles

Death Glider (TL 13): A basic fighter craft, carrying one or two Jaffa; mainly used for air strikes on recalcitrant humans, and armed with two blaster cannon. Known to Goa’uld and Jaffas as *udajeet*. At least one experimental version with truncated wings was built, which a highly skilled pilot could fly through a Stargate wormhole.

The Stargate

The Stargate is a round portal, which when energised with neutrinos creates an artificial wormhole between two points, allowing near-instantaneous travel between them. The destination is selected by “dialling” a seven-symbol code on the Stargate at the point of departure.

Each Stargate has 39 symbols representing star constellations, and 9 chevrons. An “address” normally consists of six symbols specifying the destination, and one (unique to each Stargate) identifying the point of origin. On one occasion (in the episode *The Fifth Race*) an eighth chevron was encoded, apparently to extend the Stargate’s range. The purpose of the ninth chevron remains unknown.

The Stargate is made of a quartzite metal called Naquada, found on Abydos and several other planets, but not on Earth. This is the only material known which can absorb and be energised by neutrinos; it appears to be unaffected by anything else - radiation, heat, pressure, etc.

It is not known who created the Stargate network, although in *The Fifth Race* the Asgard tell O’Neill that a vanished race called “the Ancients” are responsible.

Peculiarities

Only radio waves can travel both ways through a Stargate. People or objects can only travel one way. This means that before an SG team can return, it must shut down the wormhole and “dial home” from its destination. Therefore, it is essential to identify the destination Stargate’s unique symbol before the team can go home.

Stargates can be used to travel through time as well as space. (1969, Series 2.) SGC knows that a wormhole trajectory passing near the sun during a solar flare can move the travelers to another time instead of another world. During Series 2, this cannot be controlled, but there are hints that eventually SGC will come to understand how to use stargates in this way.

Defensive Measures

The SGC Stargate represents a great threat to Earth, as a variety of hostile aliens, diseases and so on can travel through it. SGC has layers of defences around the Stargate to minimise the risk.

The Iris

If a Stargate is buried under something substantial, it becomes unusable, as there must be a clear area in front of it for the wormhole to form. The USAF built a giant iris over the SGC Stargate, which is so close to the wormhole’s event horizon (less than 0.01 millimetres) that nothing can rematerialise on the Earth side of the gate unless the iris is first opened - anyone or anything trying while it is closed is destroyed. Originally the iris was of titanium, but after the events in the episode *A Matter of Time* (Series 2) it was replaced with a trinium-reinforced one.

The SG teams carry a small transmitter capable of sending a coded signal through the gate, notifying the SGC which team would like the gate opened. This device is called a GDO (“Garage Door Opener”). Once this signal is sent from the GDO, it is safe to pass through the Stargate. The iris is then closed behind the traveler immediately upon their arrival on Earth.

Self Destruct Sequence

As a second line of defense, if an unknown traveler is inbound, a self-destruct countdown is started automatically. If the countdown is not stopped by a senior officer, a nuclear blast destroys SGC.

Spacecraft

The Asgard and Goa'uld make use of spacecraft; the Nox presumably could, but choose not to. So far as is known, all Goa'uld spacecraft are military; Asgard vessels are usually encountered on military missions, but may not necessarily be warships.

Starships in the *Stargate* universe are "negligibly large" - so big and powerful that the actual statistics are irrelevant to the average adventuring party with hand weapons.

Sample Spacecraft

Cheops-class Warship (Goa'uld)

The *Cheops* class warship is a Goa'uld cruiser, large, fast and powerful. It houses a stargate, a large communications orb, a teleporter, several brigades of Jaffa guards and squadrons of Death Gliders. The *Cheops* has a large pyramid in the centre, with five apparent levels, surrounded by a large network of structures attached to the pyramid about halfway up the sides. The command deck is at the top of the pyramid.

Ha'tak-class Warship (Goa'uld)

This is a Goa'uld escort vessel, pyramidal in shape, and significantly larger than the Great Pyramid on Earth, which is thought to have been a landing pad for a *Ha'tak*. Like the larger *Cheops* class, it has five levels, with the command deck on top, a teleporter, and a number of bays for Death Gliders. However, it lacks the internal stargate and external structures which characteristic of a *Cheops*.

Ship of the Asgard Fleet

Equally as large as the Goa'uld vessels, these are flat, T-shaped craft with numerous fins. They carry Asgard teleporters, and disintegrator weapons.

Distances and Travel Times

Insystem travel times are measured in hours; flights between star systems take days.

Ship Weapons and Systems

Drives: Goa'uld ships, at least, seem to use some form of hyperdrive.

Shields: The shields on a Goa'uld mothership are capable of withstanding multiple strikes from TL 7 thermonuclear warheads without the ships taking damage; that suggests a DR of about 85,000. Presumably the main weapons are potent enough to penetrate these screens.

Space Combat

For the moment, if space combat occurs in the campaign, it will be resolved using the *Compendium II Space Opera Combat System*. Don't worry about it - the GM will tell the players what they need to know, when they need to know it.

Space Combat in Stargate

Space combat in the *Stargate* universe is extremely rare. Whether this means it doesn't happen much, or just that SG teams aren't around when it does, isn't clear.

7: Campaigns and Adventures

*Down from the Mountain, the Mountain, the Mountain,
Far from the world I know
Things unfamiliar may sneak up and kill ya, but bravely I must go!
Gotta show what I'm made of, that I'm not afraid of whatever there might be -
Down from the Mountain, the Mountain, come follow me!
- from The Troll Prince.*

SG-13's adventures begin at some point during Series 2, shortly after *The Tok'ra, Part II*.

Temporarily Bewildered

SG-13 are dispatched to PX1437 to recover Senator Waite, a member of the Senate Oversight Committee for SGC, who became separated from SG-11 during a Goa'uld raid on a supposedly safe and uninhabited planet. (March 3, 2001).

When the Bough Breaks

Cassandra, the little girl Sam Carter rescued from P8X987, goes missing in suspicious circumstances, and SG-13 are sent to find her. (April 22, 2001)

Planet of the Apes

Goa'uld hosts don't have to be human, but they're usually a lot like us. There's an obvious source of strong, healthy humanoid stock without the technology to get uppity on a second-rate System Lord... (Next up)

Lebensraum, Parts 1-2

Somebody left a lot of Jaffa bodies scattered around the Beta Gate in Antarctica. The PCs find out who the culprits were - and don't like it one little bit...

Coming Forth By Day

(That's part of the original title of the Book of the Dead. It's such a cool title it has to have a scenario behind it...)

Mata Nui

(Because Nicolas Slack, aged 5, is consumed by a passion for Lego Bionicle at the moment.)

Appendix A: Dramatis Personae

Stargate Command

Although these characters are series regulars, they are not generally involved in adventures, and so have been given conservative estimates for skills and attributes. As and when more evidence of skills and advantages surfaces in the TV show, I'll update the characters in future editions of this document.

Major-General Hammond (29 Points)

General Hammond is the overall commander of SGC.

Attributes: ST 10 [0]. DX 10 [0]. IQ 12 [30]. HT 10 [0]. *Total:* 20 points.

Advantages: Military Rank 7 [35], Status 2 (from Military Rank) [0]. *Total:* 35 points.

Disadvantages: Code of Honour (Officer's) [-10], Duty (to SGC, almost all the time) [-15], Overweight [-5], Sense of Duty (his command) [-5]. *Total:* -35 points.

Skills: Area Knowledge (Hometown) (M/E) IQ [1]-12, Driving (P/A) DX-1 [1]-9, First Aid (M/E) IQ-1 [0.5]-11, Guns (Light Automatic) (P/E) DX+1 [0.5]-11*, Guns (Pistol) (P/E) DX+2 [1]-12*, Leadership (M/A) IQ [2]-12, Savoir-Faire (M/E) IQ [1]-12, Tactics (M/H) IQ-1 [2]-11. *Total:* 9 points.

* Includes +2 for IQ 12+.

Quirks: None.

Dr Janet Fraiser (73 Points)

Dr Fraiser is SGC's chief medical officer, and is frequently encountered in Cheyenne Mountain, but rarely ventures offworld to make "house calls". The character is built on the Doctor template from section 6.

Attributes: ST 10 [0]. DX 10 [0]. IQ 14 [45]. HT 10 [0]. *Total:* 45 points.

Advantages: Empathy [15], Military Rank 4 [20]. *Total:* 35 points.

Disadvantages: Code of Honour (Officer's) [-10], Code of Honour (Hippocratic Oath) [-15], Sense of Duty (her patients) [-5]. *Total:* -30 points.

Skills: Area Knowledge (Hometown) (M/E) IQ [1]-14, Biology (M/H) IQ-1 [2]-13, Computer Operation (M/E) IQ [1]-14, Diagnosis (M/H) IQ+1 [6]-15, Driving (P/A) DX-1 [1]-9, Electronics Operation (M/A) IQ-1 [1]-13, First Aid (M/E) IQ [1]-14, Leadership (M/A) IQ [2]-14, Physician (M/H) IQ+1 [6]-15, Research (M/A) IQ-1 [1]-13, Savoir-Faire (M/E) IQ [1]-14. *Total:* 23 points.

Quirks: None.

SG-1

These statistics represent SG-1 as they were in the early episodes of Series 3. Characters that have numerous romantic entanglements in the show have been rated as Attractive.

Colonel Jack O'Neill (119 Points)

Jack O'Neill is a veteran Special Forces trooper with over 20 years' experience. This character is based on the Security Forces template in section 6, with the IQ uprated to reflect the higher education expected of officers.

Attributes: ST 10 [0]. DX 11 [10]. IQ 13 [30]. HT 10 [0]. *Total:* 40 points.

Advantages: Attractive [5], Combat Reflexes [15], Empathy [15], Military Rank 6 [30], Patron (Thor of the Asgard Fleet, extremely powerful individual with special abilities, appears rarely) [10]. *Total:* 65 points.

Disadvantages: Code of Honour (Officer's) [-10], Sense of Duty (Comrades) [-5], Truthfulness [-5]. *Total:* -20 points.

Skills: Area Knowledge (Hometown) (M/E) IQ [1]-13, Astronomy (hobby) (M/H) IQ-2 [1]-11, Brawling (P/E) DX [1]-11, Camouflage (M/E) IQ [1]-13, Climbing (P/A) DX [2]-11, Driving (P/A) DX-1 [1]-10, Electronics Operation (M/A) IQ-1 [1]-12, Escape (P/H) DX-1 [2]-10, First Aid (M/E) IQ [1]-13, Gesture (M/E) IQ [1]-13, Guns (Grenade Launcher) (P/E) DX+1 [1]-12*, Guns (Light Automatic) (P/E) DX+3 [4]-14*, Guns (Pistol) (P/E) DX+2 [1]-13*, Holdout (M/A) IQ-1 [1]-12, Interrogation (M/A) IQ-1 [1]-12, Leadership (M/A) IQ+1 [4]-14, Navigation (M/H) IQ-1 [2]-12, Savoir-Faire (M/E) IQ+1 [2]-14, Stealth (P/A) DX [2]-11, Survival (Woodlands) (M/A) IQ-1 [1]-12, Survival (NBC) (M/A) IQ-1 [1]-12, Survival (Vacc Suit) (M/A) IQ-1 [1]-12, Tactics (M/H) IQ+1 [6]-14, Throwing (P/H) DX-2 [1]-9. *Total:* 40 points.

* Includes +2 for IQ 12+.

Quirks: Always says "For cryin' out loud!" when frustrated. [-1]

Captain (later Major) Samantha Carter (117 Points)

Sam Carter is a fighter pilot with a doctorate in astrophysics. The character is built by taking the Pilot template from Section 6, Characters, and making a few changes: IQ is boosted to 14, and Astrophysics (P/H)-14 is added to represent her doctorate in astrophysics; Military Rank is increased to 4 to reflect her actual rank; and half a point is applied to Brawling to reflect her "basic training in hand-to-hand".

Note that due to her involuntary stint as a Goa'uld host for one of the Tok'ra during Series 2, Carter is able to detect other Goa'uld at ranges of one yard or less. She is also able to use some Goa'uld equipment at default skill levels (i.e., whenever it is dramatically appropriate).

Attributes: ST 10 [0]. DX 10 [0]. IQ 14 [45]. HT 10 [0]. *Total:* 45 points.

Advantages: Attractive [5], Empathy [15], Military Rank 4 [20], Patron (Tok'ra, small group, appears rarely) [5], Reputation (Air Force Cross, +3, large class of people, sometimes) [15]. *Total:* 60 points.

Disadvantages: Code of Honour (Officer's) [-10], Sense of Duty (Comrades) [-5]. *Total:* -15 points.

Skills: Area Knowledge (Hometown) (M/E) IQ [1]-14, Astrophysics (M/H) IQ [4]-14, Brawling (P/E) DX-1 [0.5]-9, Driving (P/A) DX-1 [1]-9, Electronics Operation (M/A) IQ [2]-14, First Aid (M/E) IQ-1 [0.5]-14, Guns (Light Automatic) (P/E) DX+1 [0.5]-11*, Guns (Pistol) (P/E) DX+1 [0.5]-11*, Leadership (M/A) IQ [2]-14, Navigation (M/H) IQ-1 [2]-13, Parachuting (P/E) DX [1]-10, Piloting (P/A) DX + 2 [8]-12, Savoir-Faire (M/E) IQ [1]-1, , Survival (Vacc Suit) (M/A) IQ-1 [1]-12, Tactics (M/H) IQ-1 [2]-13. *Total:* 28 points.

* Includes +2 for IQ 12+.

Quirks: Talks to her plants. [-1].

Dr Daniel Jackson (49 Points)

Daniel is an Egyptologist and field archaeologist, based on the Scholar template from Section 6.

Attributes: ST 10 [0]. DX 10 [0]. IQ 14 [45]. HT 10 [0]. *Total:* 45 points.

Advantages: Attractive [5], Language Talent +2 [4], Reputation (brilliant scholar: +2, academics, sometimes) [5]. *Total:* 14 points.

Disadvantages: Bad Sight (correctable) [-10], Pacifism (self-defence only) [-15], Reputation (crank; -3, conservative academics, sometimes) [-2], Sense of Duty (Comrades) [-5], Vow (rescue wife from Goa'uld) [-5]. *Total:* -37 points.

Skills: Anthropology (M/H) IQ-1 [2]-13, Area Knowledge (Hometown) (M/E) IQ [1]-14, Driving (P/A) DX-1 [1]-9, Guns (Pistol) (P/E) DX+2 (1)-12*, History (M/H) IQ+1 [6]-15, Research (M/A) IQ-1 [1]-13, , Survival (Vacc Suit) (M/A) IQ-1 [1]-12, Teaching (M/A) IQ-1 [1]-13, Theology (M/H) IQ-1 [2]-13, Writing (M/A) IQ-1 [1]-13. 22 additional languages, including German, each (M/A) IQ [0.5]-14 including the +2 for Language Talent. *Total:* 28 points.

* Includes +2 for IQ 12+.

Quirks: Suffers from hay-fever and other allergies. [-1].

Teal'c (109 Points)

Teal'c is a renegade Jaffa guard, the former First Prime of Apophis, now serving with SG-1. This interpretation is based on the Goa'uld Host and Security Forces templates from section 6, amended for Goa'uld technology.

Attributes: ST 13 [30]. DX 12 [20]. IQ 11 [10]. HT 12 [20]. *Total:* 80 points.

Advantages: Combat Reflexes [15], Goa'uld Host (Jaffa) [25]. *Total:* 40 points.

Disadvantages: Code of Honour (Officer's) [-10], Enemy (Goa'uld System Lords, utterly formidable group, appear rarely) [-20], Sense of Duty (Comrades) [-5], Truthfulness [-5]. *Total:* -40

Primary Skills: Area Knowledge (Chulak) (M/E) IQ-1 [0.5]-10, Beam Weapons (P/E) DX+3 [4]-15*, Brawling (P/E) DX [1]-12, Electronics Operation (M/A) IQ-2 [0.5]-9, Escape (P/H) DX-1 [2]-11, First Aid (M/E) IQ-1 [0.5]-10, Holdout (M/A) IQ-2 [0.5]-9, Interrogation (M/A) IQ-1 [1]-10, Intimidation (M/A) IQ-1 [1]-10, Leadership (M/A) IQ [2]-11, Navigation (M/H) IQ-2 [1]-9, Piloting (P/A) DX [2]-12, Savoir-Faire (Goa'uld) (M/E) IQ+1 [2]-12, Staff (P/H) DX [4]-12, Survival (Vacc Suit) (M/A) IQ-1 [1]-12, Survival (Woodlands) (M/A) IQ [2]-11, Tactics (M/H) IQ+1 [6]-12, Throwing (P/H) DX-2 [1]-9. *Total:* 32 points.

* Includes +1 for IQ 11.

Quirks: Gold mark on forehead; poor sense of humour; rarely displays emotion [-3].

SG-13

Only my PC is defined here at the moment; other players should give their permission before their characters are included. Especially if they have Secrets...

Staff Sergeant "Lucky" Stoner (100 Points)

A pararescueman, assigned to SG-13 as guard and field medic. Lucky is a Security Forces trooper who later retrained as a Special Tactics PJ, and is built by combining those templates from section 6; Pyromania is used to reflect his delight in blowing things up whenever possible. (Stoner has acquired some CP during play, but he's saving them up to buy Military Rank 2).

Attributes: ST 10 [0], DX 12 [20], IQ 12 [20], HT 13 [30]. *Total:* 70 points.

Advantages: Combat Reflexes [15], Luck [15], Military Rank 1 (SSgt, USAF) [5]. *Total:* 35 points.

Disadvantages: Code of Honour (Soldier's) [-10], Overconfidence [-10], Pyromania (Explosives) [-5], Sense of Duty (Comrades) [-5], Stubbornness [-5], Truthfulness [-5]. *Total:* -40.

Skills: Area Knowledge (Boston) (M/E) IQ [1]-12, Demolition (M/A) IQ+1 [4]-13, Diagnosis (M/H) IQ-2 [1]-10, Driving (P/A) DX-1 [1]-11, Electronics Operation (M/A) IQ-2 [0.5]-10, Escape (P/H) DX-1 [1]-11, First Aid (M/E) IQ+2 [4]-14, Guns (Grenade Launcher) (P/E) DX+1 [0.5]-13*, Guns (Light Automatic) (P/E) DX+4 [4]-16*, Guns (Pistol) (P/E) DX+1 [0.5]-13*, Holdout (M/A) IQ-2 [0.5]-10, Interrogation (M/A) IQ-1 [1]-11, Leadership (M/A) IQ [2]-12, Navigation (M/H) IQ-2 [1]-10, Parachuting (P/E) DX+2 [4]-14, Running (P/H) HT-3 [0.5]-10, Savoir-Faire (M/E) IQ+1 [2]-13, Scuba (M/A) IQ-1 [1]-11, Survival (Woodlands) (M/A) IQ-2 [0.5]-10, Swimming (P/E) DX-1 [0.5]-11, Tactics (M/H) IQ+2 [8]-14, Throwing (P/H) DX-3 [0.5]-9.

* Includes +2 for IQ 12+.

Quirks: Addresses officers in the third person; never misses a chance to eat or sleep; never tells anyone his first name; runs every morning to keep fit; taciturn. [-5].

Sekhmet and Ptah

Every group should have its own personal Goa'uld enemy, and for SG-13 this is Sekhmet. Her husband Ptah is assumed to be present, but has yet to be encountered; she is thought to have a daughter, Nefer-Tem. Ptah and Sekhmet are the System Lords of the Memphis system.

Sekhmet

Sekhmet is the Egyptian goddess of war, usually represented as a lion-headed woman. She is an ally of Ra, fighting to destroy his enemies. She is noted for her savagery and uncontrollable rage.

Sekhmet's Lion Guards

These are the cannon-fodder enemies most commonly encountered by the PCs. They carry staff weapons which inflict 2d(4) impaling damage, and wear light body armour (PD 4, DR 15). The typical Lion Guard is a 50 point character; lesser troops are 25 point characters without the Jaffa advantage and the groovy lion's head helmets; elite guards are 75 point characters with better DX and IQ, and also know Piloting to operate Death Gliders.

Attributes: ST 10, DX 11, IQ 10, HT 12.

Advantages: Combat Reflexes, Jaffa.

Disadvantages: Bully, Code of Honour (Soldier's).

Skills: Area Knowledge (Memphis)-10, Beam Weapons-12, Brawling-11, First Aid (TL 3)-10, Intimidation-9, Savoir-Faire-10, Staff-9, Stealth-10, Survival (Any)-9, Tracking-9.

Ptah - the Opener of the Way

Ptah is the creator god, patron deity of architects, artisans and artists; amongst other things he is said to have built the boats used by the souls of the dead, and the pillars holding up the sky. He is normally portrayed as a bearded man with a shaven head, wrapped in a mummy's bandages, carrying his staff of power. In later times he was identified with the Greek god Hephaestus or the Roman Vulcan.

Appendix B: Resources

On the Web

The official [Stargate SG-1](http://www.stargate-sg1.com/home.html) website. (<http://www.stargate-sg1.com/home.html>) This link bypasses the Flash introduction and takes you straight to the index.

[Steve Jackson Games' GURPS Site](http://www.sjgames.com/gurps). (<http://www.sjgames.com/gurps>)

[Free GURPS Lite download](http://www.sjgames.com/gurps/lite). (<http://www.sjgames.com/gurps/lite>)

The main [USAF website](http://www.af.mil). (<http://www.af.mil>) The USAF are technical advisers to Stargate. Many bases and units have their own sites, too; especially useful in researching the templates for this book were Militaryaviator.com (pilot training), <http://www.sfteam9.com> (Security Forces training) and Specialtactics.com (combat controllers and pararescuemen).

Movies and TV

Stargate the movie, and *Stargate SG-1* the TV series. The *Stargate SG-1* website lists when and where you can see the show; you can also rent most of the episodes on video.

Movies with similar themes: *Aliens*, *Congo*, *Sphere*, *The Abyss*.

Books

How to Make War by James F Dunnigan. A wealth of information on how modern warfare works, presented without pro- or anti-military bias.

GURPS Special Ops: More detail on Special Forces organisation, missions, etc; aimed at campaigns with 200-400 point PCs, which is higher than I like to go, but interesting nonetheless.

Useful SF novels and technothrillers will be listed here after the players have gone through the scenarios based on them!