

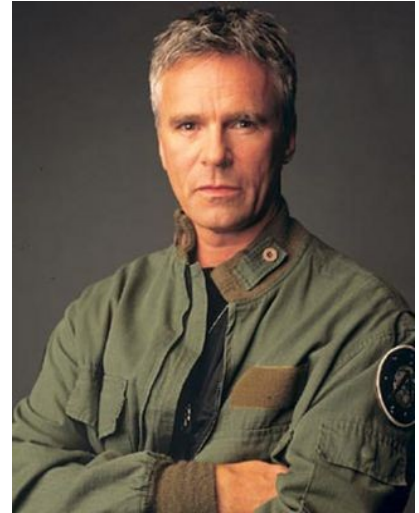
Lt. Col. Jack O'Neill

Col. Jack O'Neill is the irreverent but heroic leader of SG-1 from its inception. Escaping the death of his son, he was on the original expedition to Abydos with Daniel Jackson. Once Daniel, Carter, and Teal'c arrived, O'Neill formed SG-1.

O'Neill is often cynical and sarcastic, and has a biting sense of humor.

Command

Command is the basic ability to give clear instructions and support to allies in the thick of battle. Extras in Command Range add +1 to their Spirit rolls when attempting to recover from being Shaken.



Command Presence

A booming voice, effective commands, natural charisma, or simple training results in a much more effective combat element. A hero with this Edge has a Command Range of 10" (20 yards).

Inspire

Exceptional leaders inspire those around them to great feats of valor and determination. Once per turn, the hero may roll his Battle skill to Support one type of Trait roll, and apply it to all allied Extras in Command Range. A leader could Support all Shooting attacks in range, for example, or all Spirit rolls to recover from being Shaken. Inspire is an action and requires some sort of communication with those it affects.

Natural Leader

This leader has proven herself time and time again, gaining the respect of all those who fight by her side. Any Leadership Edge that says it applies only to Extras now applies to Wild Cards as well.

Common Bond

Selfless heroes and determined leaders know their greatest strength often comes from their companions, and are willing to give some of their own fortune, fate, or luck to support them. A character with this Edge may freely give her Bennies to any other character she can communicate with. The player should explain what form this takes, from a quick shout of encouragement to a welcome pat on the back.

Lt. Col. Jack O'Neill

Human; Veteran (50 XP)
Male; Age: 45; Height: 5' 8"; Weight: 160lb.

Attributes

Agility 8 Strength ... 6
Smarts 8 Vigor 6
Spirit 8

Derived Traits

Pace 6 Toughness ... 5
Parry 6 Charisma 0
Encumbrance... 29 / 30 Load Limit 30x1

Skills

Fighting 8 Stealth 6
Notice 6 Survival 6 +1
Persuasion ... 6 Swimming 6
Piloting 4 Throwing 6
Shooting 8

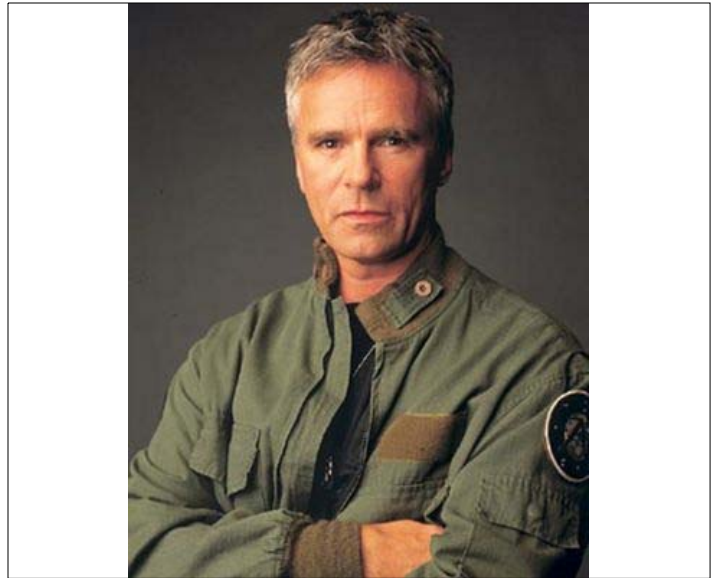
Edges

Command Allies +1 on Spirit rolls to recover from Shaken
Command Presence Increase command radius to 10"
Common Bond Give Bennies to Wild Card in communication
Inspire Allies net +2 on Spirit rolls to recover from Shaken
Leader of Men Allies under command roll d10 Wild Die for
Natural Leader Share Bennies with troops

Background & Personal Details

Col. Jack O'Neill is the irreverent but heroic leader of SG-1 from its inception. Escaping the death of his son, he was on the original expedition to Abydos with Daniel Jackson. Once Daniel, Carter, and Teal'c arrived, O'Neill formed SG-1.

O'Neill is often cynical and sarcastic, and has a biting sense of humor.



Armor

Kevlar Vest (+2/+4, Covers: T)

Weapons

	Attack	Damage	AP	Range
Unarmed Strike	d8	Str	-	-
★Weapon is active when one or more hands is free				
Beretta (9mm)	d8	2d6+1	-	12/24/48
★RoF 1, Shots 10, Pistol				
Frag Grenade	d6	3d6	-	5/10/20
★RoF 1, Medium Burst Template, Weapon can be Thrown				
Frag Grenade	d6	3d6	-	5/10/20
★RoF 1, Medium Burst Template, Weapon can be Thrown				
P90 (.28)	d8	2d8	2	24/48/96
★RoF 3, Shots 50, AP 2, Full-Auto or Single Shot, Three-Round Burst				
Survival Knife	d8	Str+d4	-	-
★Contains supplies that add +1 to Survival rolls				

Gear (Cash: \$325)

50x Bullets (Med) Night Goggles (Act)
GDO Walkie-Talkie (x2)

Injuries

-None-

Wounds

-1 -2 -3 INC -2 -1

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Maj. Samantha Carter

Dr. Samantha Carter has a Ph.D. in Astrophysics and is an officer of the U.S. Air Force. She served in the Gulf War and was part of the Project Giza program (which later became the Stargate Program) just before Dr. Daniel Jackson solved the riddle of the Stargate. She was selected as the second-in-command officer of the newly formed SG-1 while at the rank of Captain.



McGyver

A McGyver can improvise a device from common resources when the need arises. Given a few simple items, he can make a Repair roll to craft improvised weapons, explosives, or tools, that last until used or the end of the encounter (GM's call). This takes one entire turn, and he can't move or take any other actions while constructing the device. Failure means the device isn't ready. A Critical Failure means he doesn't have the right materials and can't create the device this encounter. Success creates a minor explosive (2d4 explosive in a Small Blast Template), a one shot projectile weapon like a "zip gun" (Range 5/10/20, Damage 2d6), rickety raft, electrical source, etc. A raise creates a larger explosive (2d6 in a Medium Blast Template or 2d4 in a Large), a better ranged weapon (five shots, 2d8 damage, Range 10/20/40), a more stable raft, a more powerful battery, etc. The quality or power of the creation is completely up to the Game Master, but creativity should be rewarded, particularly in the most dire and dramatic situations.

Mr. Fix It

The mechanic adds +2 to Repair rolls. With a raise, he halves the time normally required to fix something. This means if a particular Repair job says a raise repairs it in half the time, a Mr. Fix It can finish the job in one-quarter the time with a raise.

Maj. Samantha Carter

Human; Veteran (40 XP)
Female; Age: 25; Height: 5' 8"; Weight: 160lb.

Attributes

Agility 6 Strength ... 6
Smarts 10 Vigor 4
Spirit 6

Derived Traits

Pace 6 Toughness ... 4
Parry 5 Charisma 0
Encumbrance... 26 / 30 Load Limit 30x1

Skills

Fighting 6 Shooting 8
Notice 8 Survival 4 +1
Piloting 6 Swimming 4
Repair 8 +2

Knowledge (Alien Technology): Goa'uld 8

Knowledge (Alien Technology): Stargate 10

Knowledge: Science 8

Edges

McGyver Rig creative solutions; No penalties for missing tools
Mr. Fix It +2 Repair; Fixed in half time (quarter with raise)

Background & Personal Details

Dr. Samantha Carter has a Ph.D. in Astrophysics and is an officer of the U.S. Air Force. She served in the Gulf War and was part of the Project Giza program (which later became the Stargate Program) just before Dr. Daniel Jackson solved the riddle of the Stargate. She was selected as the second-in-command officer of the newly formed SG-1 while at the rank of Captain.



Armor

Kevlar Vest (+2/+4, Covers: T)

Weapons

	Attack	Damage	AP	Range
Unarmed Strike	d6	Str	-	-
★ Weapon is active when one or more hands is free				
Beretta (9mm)	d8	2d6+1	-	12/24/48
★ RoF 1, Shots 10, Pistol				
C4	d8	4d6	-	--
★ RoF 1, Heavy Weapon, High Explosive, Medium Burst Template				
C4	d8	4d6	-	--
★ RoF 1, Heavy Weapon, High Explosive, Medium Burst Template				
Frag Grenade	d4-2	3d6	-	5/10/20
★ RoF 1, Medium Burst Template, Weapon can be Thrown				
Frag Grenade	d4-2	3d6	-	5/10/20
★ RoF 1, Medium Burst Template, Weapon can be Thrown				
P90 (.28)	d8	2d8	2	24/48/96
★ RoF 3, Shots 50, AP 2, Full-Auto or Single Shot, Three-Round Burst				
Survival Knife	d6	Str+d4	-	-
★ Contains supplies that add +1 to Survival rolls				

Gear (Cash: \$-75)

Computer (Hand) Toolkit
GDO Walkie-Talkie (x2)

Injuries

-None-

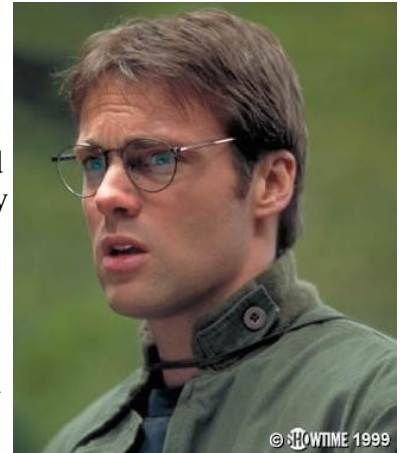
Wounds

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Dr. Daniel Jackson

Dr. Daniel Jackson is an archaeologist and linguist, an expert in ancient writing systems, languages and cultures. He is the intuitive genius who found the key to unlocking the Stargate and also made Stargate Command possible through his excavation of the Abydos Cartouche. He has been a member of SG-1 since its inception. Over his time on SG-1 he has acquired fighting skills to match his scientific ones, and battles alongside his military and warrior counterparts in every respect.



Alertness

Not much gets by this hero. He's very observant and perceptive, and adds +2 to his Notice rolls to hear, see, or otherwise sense the world around him.

Linguist

This world-traveler has an ear for languages. She begins play knowing half her Smarts die type in different Language skills of her choice at d6 (see the Language skill on page 31).

Scholar

Learned professors, devoted students, and amateur enthusiasts spend great amounts of time and energy studying particular subjects. They become experts in these fields, and rarely fail to answer questions in their particular area of expertise. Pick any one of the following skills: Academics, Battle, Occult, Science, or a Smarts-based "knowledge"-type skill allowed in your setting, and add +2 to the total whenever they're used.

Investigator

Investigators add +2 to Research rolls and Notice rolls made to search through desks for important papers, sift through stacks of junk mail for something of note, or spy obscured items from piles of junk or debris.

Dr. Daniel Jackson

Human; Seasoned (38 XP)

Male; Age: 25; Height: 5' 8"; Weight: 160lb.

Attributes

Agility Strength ...
 Smarts Vigor
 Spirit

Derived Traits

Pace 6 Toughness ... 5
 Parry 5 Charisma 0
 Encumbrance... 26 / 30 Load Limit 30x1

Skills

Fighting Shooting
 Notice +2 Survival +1
 Persuasion ...
 Knowledge: Archeology +2
 Knowledge: Gao'uld +2
 Knowledge: History

Edges

Alertness Very perceptive; +2 Notice
Linguist Read any alien language
Scholar (Gao'uld, Archeology) +2 on two Knowledge

Background & Personal Details

Dr. Daniel Jackson is an archaeologist and linguist, an expert in ancient writing systems, languages and cultures. He is the intuitive genius who found the key to unlocking the Stargate and also made Stargate Command possible through his excavation of the Abydos Cartouche. He has been a member of SG-1 since its inception. Over his time on SG-1 he has acquired fighting skills to match his scientific ones, and battles alongside his military and warrior counterparts in every respect.



Armor

Kevlar Vest (+2/+4, Covers: T)

Weapons

	Attack	Damage	AP	Range
Unarmed Strike	d6	Str	-	-
★ Weapon is active when one or more hands is free				
Beretta (9mm)	d6	2d6+1	-	12/24/48
★ RoF 1, Shots 10, Pistol				
P90 (.28)	d6	2d8	2	24/48/96
★ RoF 3, Shots 50, AP 2, Full-Auto or Single Shot, Three-Round Burst				
Survival Knife	d6	Str+d4	-	-
★ Contains supplies that add +1 to Survival rolls				

Gear (Cash: \$200)

50x Bullets (Med) Computer (Hand)
 Camera (Digi) Walkie-Talkie (x2)

Injuries

-None-

Wounds

-1 -2 -3 INC -2 -1

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Teal'c

Teal'c is a Jaffa who was formerly the First Prime of the Goa'uld System Lord Apophis. When Teal'c met the humans of Earth, he saw that they had known freedom from slavery to the Goa'uld and decided to join them to fight against the false gods. He became the fourth member of the SG-1 team after its first mission to Chulak, Teal'c's homeworld. Teal'c remains loyal to the Tau'ri(Earth) even as he endeavors to help his brother Jaffa live in freedom.



Brawny

Your bruiser is very large or very fit. Her Size increases by +1 (and therefore Toughness by 1) and she treats her Strength as one die type higher when determining Encumbrance (page 67) and Minimum Strength to use armor, weapons, and equipment without a penalty (page 66). Brawny can't increase a character's Size above +3.

Block

Through hard-fought experience your hero has learned to defend himself in vicious hand-to-hand combat. His Parry increases by +1 and any Gang Up bonus against him is reduced by one.

Combat Reflexes

Your warrior recovers quickly from shock and trauma. He adds +2 to his rolls when attempting to recover from being Shaken or Stunned.

Nerves of Steel

Your hero has learned to fight on through the most intense pain. He may ignore 1 point of Wound penalties.



Teal'c

Jaffa; Veteran (50 XP)
Male; Age: 25; Height: 5' 8"; Weight: 160lb.

Attributes

Agility 8 Strength ... 10
Smarts 6 Vigor 8
Spirit 6

Derived Traits

Pace 6 Toughness ... 7
Parry 8 Charisma 0
Encumbrance... 33 / 80 Load Limit..... 80x1

Skills

Climbing..... 4 Shooting..... 8
Fighting 10 Stealth..... 4
Intimidation... 6 Survival..... 8 +1
Notice 4 Tracking 6
Piloting 4

Knowledge: Goa'uld..... 6

Racial Properties

Code of Honor (Jaffa) Must follow Jaffa Code of Honor
Immunity to Disease Immune to Disease
Outsider (Jaffa) -2 penalty to Charisma on Goa'uld worlds
Symbiote Health d6 in Vigor

Hindrances

Code of Honor Honor is key; Keeps word, won't abuse/kill
Enemy (Goa'uld.) Someone is out to kill you
Vow (Serve SG-1) Vow causes problems

Edges

Block +1 Parry
Brawny +1 Tough; Load limit is 8 times Str
Combat Reflexes +2 on Spirit roll to recover from Shaken
Nerves of Steel Ignore 1 point of wound penalties

Background & Personal Details

Teal'c is a Jaffa who was formerly the First Prime of the Goa'uld System Lord Apophis. When Teal'c met the humans of Earth, he saw that they had known freedom from slavery to the Goa'uld and decided to join them to fight against the false gods. He became the fourth member of the SG-1 team after its first mission to Chulak, Teal'c's homeworld. Teal'c remains loyal to the Tau'ri (Earth) even as he endeavors to help his brother Jaffa live in freedom.

Armor

Kevlar Vest (+2/+4, Covers: T)

Weapons

	Attack	Damage	AP	Range
Unarmed Strike	d10	Str	-	-
★ Weapon is active when one or more hands is free				
Staff Weapon (Jaffa) .	d8	3d6	3	30/60/120
★ RoF 1, AP 3, Requires two hands, Snap Fire				
Staff Weapon (Melee)	d10	Str+d8	-	-
★ Parry +1, Reach 1, Requires two hands				
Survival Knife	d10	Str+d4	-	-
★ Contains supplies that add +1 to Survival rolls				

Gear (Cash: \$50)

5x MRE Walkie-Talkie (x2)

Injuries

-None-

Wounds Fatigue

-1 -2 -3 INC -2 -1

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Dr. Willis

Expert biologist and naturalist. Cheerful and overly eager to please.

Tends to ramble when nervous. Since this is Willis's first assignment, he is very nervous.

Alertness

Not much gets by this hero. He's very observant and perceptive, and adds +2 to his Notice rolls to hear, see, or otherwise sense the world around him.

Scholar

Learned professors, devoted students, and amateur enthusiasts spend great amounts of time and energy studying particular subjects. They become experts in these fields, and rarely fail to answer questions in their particular area of expertise. Pick any one of the following skills: Academics, Battle, Occult, Science, or a Smarts-based "knowledge"-type skill allowed in your setting, and add +2 to the total whenever they're used.

Fleet-Footed

The hero's Pace is increased by +2 and his running die increases one step (from d6 to d8, for example).

Lt. Cardova

Medical Officer.

Dedicated officer, but has little actual field experience outside of Air Force hospitals. May be a little reckless when carrying out duties.

Danger Sense

Your hero can sense when something bad is about to happen. When rolling for Surprise (page 108), he adds +2 to his Notice roll to act in the first round. With a raise, he starts the encounter on Hold. In other situations not covered by the Surprise rules (a sniper shot, pit trap, poisoned drink, etc.), Danger Sense gives him a Notice roll at -2 (or +2 if a Notice roll is usually allowed) to detect the hazard and take appropriate action. If this was an attack and the hero makes his Notice roll, the foe doesn't get The Drop against him.

Elan

Elan means energy or spirit. Those who have it rise to the occasion when the going gets toughest. When you spend a Benny to reroll a Trait, add +2 to the total. The bonus applies only when rerolling. It doesn't apply to damage rolls (since they're not Trait rolls), nor does it apply to Soak rolls unless you're using another Benny to reroll the Vigor check

Healer

A hero with this Edge adds +2 to all Healing rolls, whether natural or magical in nature.

Surgeon

This character ignores wound penalties for the victim when healing someone within the "Golden Hour."

Lt. Cardova

Human; Seasoned (35 XP)
Male; Age: 30; Height: 5' 8"; Weight: 195lb.

Attributes

Agility Strength ...
Smarts Vigor
Spirit

Derived Traits

Pace 6 Toughness ... 5
Parry 5 Charisma 0
Encumbrance... 24 / 30 Load Limit 30x1

Skills

Boating Shooting
Fighting Survival +1
Healing +2 Swimming
Notice
Knowledge: Medicine

Edges

Danger Sense Notice roll at -2 to sense danger
Elan Spend a Benny for +2 on a Trait roll
Healer +2 on all Healing rolls; 5 companions gain +2 natural
Surgeon Ignore wound penalties when healing

Background & Personal Details

Medical Officer.

Dedicated officer, but has little actual field experience outside of Air Force hospitals.

May be a little reckless when carrying out duties.



Armor

Kevlar Vest (+2/+4, Covers: T)

Weapons

	Attack	Damage	AP	Range
Unarmed Strike	d6	Str	-	-
★Weapon is active when one or more hands is free				
Beretta (9mm)	d6	2d6+1	-	12/24/48
★RoF 1, Shots 10, Pistol				
P90 (.28)	d6	2d8	2	24/48/96
★RoF 3, Shots 50, AP 2, Full-Auto or Single Shot, Three-Round Burst				
Survival Knife	d6	Str+d4	-	-
★Contains supplies that add +1 to Survival rolls				

Gear (Cash: \$50)

First Aid Kit Walkie-Talkie (x2)
5x MRE

Injuries

-None-

Wounds

-1 -2 -3 INC -2 -1

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Sgt. Collins

Special Forces veteran. Expert sniper.

Cool under fire, man of few words. Prone to understatements.

Dead Shot

When your Action Card is a Joker, double the total damage of your first successful Athletics (throwing) or Shooting roll this round.

Marksman

The hero is a natural with ranged weapons. If she doesn't move in a turn and fires no more than a Rate of Fire of 1 per action, she may ignore up to 2 points of Athletics (throwing) or Shooting penalties from Called Shots, Cover, Range, Scale, or Speed. This stacks with the Aim maneuver and applies to each Shooting or throwing action that turn.

Rock and Roll!

Experienced shooters learn to compensate for the recoil of fully automatic weapons. If a character with this Edge doesn't move on his turn, he ignores the Recoil penalty when firing at a Rate of Fire of 2 or higher. (See Recoil, page 105.)

Sgt. Collins

Human; Seasoned (25 XP); 1.5 Advance(s)
 Male; Age: 32; Height: 5' 8"; Weight: 180lb.

Attributes

Agility **8** Strength ... **6**
 Smarts **6** Vigor **6**
 Spirit **6**

Derived Traits

Pace **6** Toughness ... **5**
 Parry **5** Charisma **0**
 Encumbrance... **24 / 30** Load Limit..... **30x1**

Skills

Fighting **6** Stealth **6**
 Healing **6** Survival **6** +1
 Piloting **4** Swimming **6**
 Shooting **10** +2

Edges

Dead Shot Joker doubles total damage when Shooting or
Marksman If no movement, gain Aim maneuver; Max ROF is 1
Rock and Roll! If no movement, ignore recoil for full-auto fire

Background & Personal Details

Special Forces veteran. Expert sniper.

Cool under fire, man of few words. Prone to understatements.



Armor

Kevlar Vest (+2/+4, Covers: T)

Weapons

	Attack	Damage	AP	Range
Unarmed Strike	d6	Str	-	-
★Weapon is active when one or more hands is free				
Beretta (9mm)	d10+2	2d6+1	-	12/24/48
★RoF 1, Shots 10, Pistol				
P90 (.28)	d10+2	2d8	2	24/48/96
★RoF 3, Shots 50, AP 2, Full-Auto or Single Shot, Three-Round Burst				
Survival Knife	d6	Str+d4	-	-
★Contains supplies that add +1 to Survival rolls				

Gear (Cash: \$450)

5x MRE

Walkie-Talkie (x2)

Injuries

-None-

Wounds

-1 -2 -3 INC -2 -1

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