STARGATE
ATLANTIS

A sourcebook for the Stargate: SG-1 roleplaying game

Table of Contents

Impressum

This sourcebook has been written and collated with a great deal of help from members of the Alderac Entertainment Group Stargate forums.

Caveat:

The term **inertial dampener**, as used frequently in both Stargate: SG-1 and Stargate: Atlantis, is not used in this sourcebook. There is no known technology to make inertia wet. So, in keeping with this fact, this sourcebook uses a similar (but quite different in meaning) word which is a specific engineering term for something designed to reduce or **damp** an impact. **Inertial dampers** are quite frequently encountered, but no dampeners.

Chapter I –
Beyond the Pillars of Hercules

Atlantis – The Lost City

The legend of Atlantis is ancient, going back millenia to none other than the Greek philosopher, Plato, who described a wondrous civilisation that occupied an island-state, and possessed techologies and sciences far in advance of his own people. As do most such tales end, the Atlantis story ends in tragedy, with the city involved in a great war and finally sinking beneath the waters of the Atlantic Ocean, lost forever.

Of course, this is only the legend, and most legends have a germ of truth at their core.

And the truth of Atlantis is beyond even Plato's wildest dreams...

Millions of years ago, our galaxy, the Milky Way, was occupied by an advanced civilisation that called themselves "Alterans". They possessed advanced techology, built starships and great, spacefaring cities, and constructed a network of ring-shaped devices known as stargates, allowing instantaneous travel to all corners of the galaxy via a network of artificial wormholes.

They even created time-travel devices, though the reliable working of these most dangerous devices eluded even them.

They were the founding members of a great intergalactic alliance of four great races: the Alterans themselves, the small, slightly-built but tremendously advanced Asgard, the gentle Nox and the enigmatic Furlings.

Nobody knows exactly where the Alterans originated, but they had made our galaxy their home. The ultimate expression of their power took form in their ability to cheat even death. Alterans were able to shed their physical form and ascend to a higher plane, existing as pure energy, with power and understanding almost god-like in comparison to our own.

But something happened. A terrible plague struck down the Alterans, or "The Ancients" as they came to be known. Billions died as they desperately tried to Ascend to escape the plague, but Ascension was not something that could be hurried. In desperation, the survivors launched one of their great flying cities from Earth and set off for the nearby Pegasus galaxy. As they left, they activated a powerful device that destroyed what little life remained in the Milky Way, eliminating the plague and reseeding life to evolve once more.

They arrived in the Pegasus Galaxy and began the process of seeding that place with their own kind. Over the next few million years, they constructed a stargate network and populated the galaxy, their science and research dwarfing what had gone before. More and more Ascended, and they even perfected the method of locking portions of reality into a different time stream, allowing people to safely learn the lessons needed to Ascend in as short a time as possible.

But their presence was not unchallenged. A new species evolved while the Alterans populated the Pegasus Galaxy. Called the Wraith, they were savage predators, vast in number and able to wear down the Alterans simply by overwhelming them. Finally, after over a century of war, the Alterans were forced back to their final redoubt – the original spacefaring city on which they had arrived in the Pegasus Galaxy. Under years of bombardment, the city's shields were weakening, eventually forcing the Alterans to sink their city beneath the waves. Still this wasn't enough, and finally the Alterans had no choice but to flee, back the way they had come.

They travelled through the stargate once more, returning to the Milky Way galaxy and their old home of Earth in an attempt to escape the Wraith. They carried with them the story of their greatest city, home of an advanced and beatific civlisation, which was sunk beneath the waves of an ocean as the result of a great and extended war.

That city that gave rise to a legend that was to capture the imaginations of their descendants thousands of years later.

Atlantis...
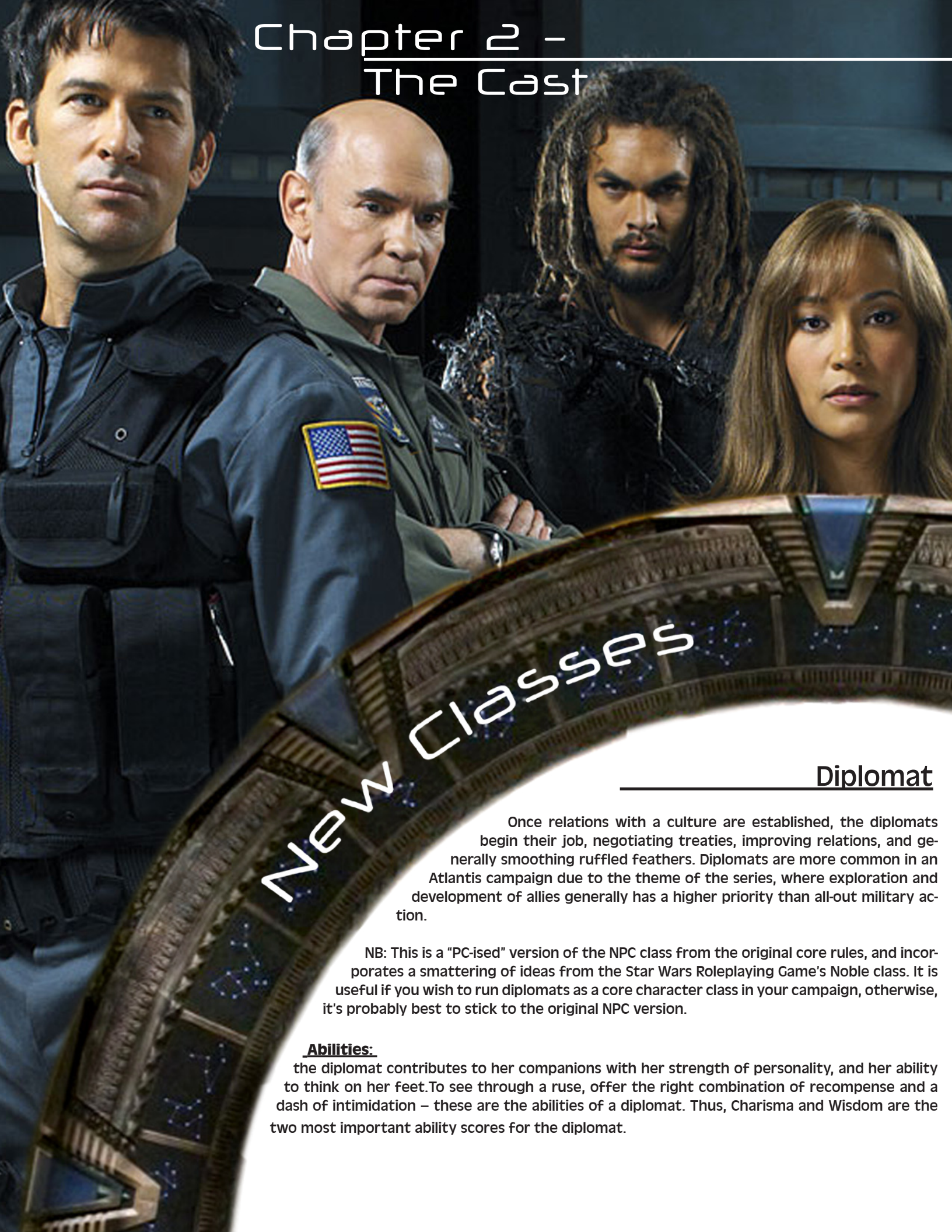
New Classes

Diplomat

Once relations with a culture are established, the diplomats begin their job, negotiating treaties, improving relations, and generally smoothing ruffled feathers. Diplomats are more common in an Atlantis campaign due to the theme of the series, where exploration and development of allies generally has a higher priority than all-out military action.

NB: This is a "PC-ised" version of the NPC class from the original core rules, and incorporates a smattering of ideas from the Star Wars Roleplaying Game's Noble class. It is useful if you wish to run diplomats as a core character class in your campaign, otherwise, it's probably best to stick to the original NPC version.

Abilities:

the diplomat contributes to her companions with her strength of personality, and her ability to think on her feet.To see through a ruse, offer the right combination of recompense and a dash of intimidation – these are the abilities of a diplomat. Thus, Charisma and Wisdom are the two most important ability scores for the diplomat.

Vitality: 1d6 + Con modifier per level.

Class Skill	Key Ability
Bluff	Cha
Bureacracy	Cha
Computers	Int
Concentration	Wis
Cultures	Wis
Diplomacy	Cha
Gather Information	Cha
Innuedo	Wis
Intimidate	Str/Cha
Knowledge	Int
Languages	Int
Profession (Diplomat)	Wis
Sense Motive	Wis
Spot	Wis
Xeno-Cultures	Wis
Xeno-Languages	Int

Skill Points at 1st Level:
(6 + Int modifier) x 4
Skill Points at Each Additional Level:
6 + Int modifier.

CLASS FEATURES
The following are class features of the diplomat.
Starting Feats: the diplomat begins play with the following feats:
Armour Group Proficiency (Light)
Weapon Group Proficiency (Handgun)
Soothe: the diplomat has a remarkable

Soothe: the diplomat has a remarkable ability to understand people and what their wants and needs are. This ability, coupled with a calm demeanour, helps them often defuse potentially hostile situations and encourage those of differing opinions to begin dialogue. This stacks with the Charmer feat.

Starting at 1st level, the diplomat gains a +1 to the Charisma check made to influence an NPC's disposition (see core rulebook, page 420). This increases by +1 at levels 3, 7, 12, 14 and 16.
This is the diplomat's core ability.

Bonus Feat: starting at first level, the diplomat may select a bonus feat from the following list: Persuasive, Charmer, Intuitive Linguist, World Traveler, Xeno-Studies, Political Favours, Political Clout, Stargate Explorer, Advanced Skill Feat (Persuasive) (the level requirement for this feat is waived)
Another feat from the list may be selected at levels 3, 6, 10, 13, 16 and 19

Favour: The diplomat has the ability to call in favours from those she knows. By making a Favour check, the diplomat can call on contacts to gain important information without going through the time and trouble of doing a lot of research. Favours can also be used to acquire the loan of equipment or documents from influential acqaintances.
To call in a favour, the diplomat makes a Favour check, which is d20 + Favour bonus. The GM sets the DC based on the scope of the favour being requested. The DC ranges from 10 for a simple favour (getting an invitation to a corporate dinner) to as high as 25 for highly dangerous, explosive or illegal favours (eg: getting access to the US President's detailed itinerary and schedule for the next week; obtaining an ampoule of weaponised Ebola virus).
As a rule of thumb, obtaining illegal or otherwise controlled equipment has a DC of 10 + the item's resource-point cost (this is, of course, referring to items not normally available to the character).
The diplomat can't take 10 or 20 on the check, nor can she retry a failed roll, but she can spend action points. The roll has an error range of 1 – 2 and threatens a critical on 20.
An error means that the request has somehow gone awry: a third party may have intercepted the request, or the request may put the "favour granter" in dire trouble requiring rescue. A critical success means that the favour is accompanied with something else of use to the character – an extra piece of equipment, more ammunition, higher quality documents, etc.
Calling in a favour can be done a number of times per week of game time equal to half the character's diplomat level (round down, minimum 1).

Coordinate: a diplomat is good at getting others to work in teams for a variety of purposes. Starting at 4th level, the diplomat adds +1 to any cooperation check when she is the leader of the group. This improves by +1 at levels 8, 13 and 18.
Charisma Bonus: the diplomat, having learned and improved her demeanour by dint of experience and observation, gains a permanent bonus of +2 to her Charisma score.

The Diplomat

Lvl	BAB	Fort	Ref	Will	Defence Bonus	Initiative Bonus	Gear Picks	Resource Points	Special
1.	+0	+0	+0	+2	+1	+0	2	1	Bonus Feat, Soothe +1
2.	+1	+0	+0	+3	+1	+1	3	2	Favour +1
3.	+2	+1	+1	+3	+2	+1	3	3	Bonus Feat, Soothe +2
4.	+3	+1	+1	+4	+2	+2	4	4	Coordinate +1
5.	+3	+1	+1	+4	+3	+2	4	5	Favour +2
6.	+4	+2	+2	+5	+4	+2	5	6	CHA +2, Bonus Feat
7.	+5	+2	+2	+5	+4	+3	5	7	Soothe +3
8.	+6	+2	+2	+6	+5	+3	6	8	Coordinate +2
9.	+6	+3	+3	+6	+5	+4	6	9	Favour +3
10.	+7	+3	+3	+7	+6	+4	7	10	Bonus Feat
11.	+8	+3	+3	+7	+7	+4	7	11	-
12.	+9	+4	+4	+8	+7	+5	8	12	Soothe +4
13.	+9	+4	+4	+8	+8	+5	8	13	Bonus Feat, Coordinate +3
14.	+10	+4	+4	+9	+8	+6	9	14	Soothe +4
15.	+11	+5	+5	+9	+9	+6	9	15	Favour +4
16.	+12	+5	+5	+10	+10	+6	10	16	Bonus Feat, Soothe +5
17.	+12	+5	+5	+10	+10	+7	10	17	-
18.	+13	+6	+6	+11	+11	+7	11	18	Coordinate +4
19.	+14	+6	+6	+11	+11	+8	11	19	Bonus Feat, Favour +5
20.	+15	+6	+6	+12	+12	+8	12	20	Coordinate +5
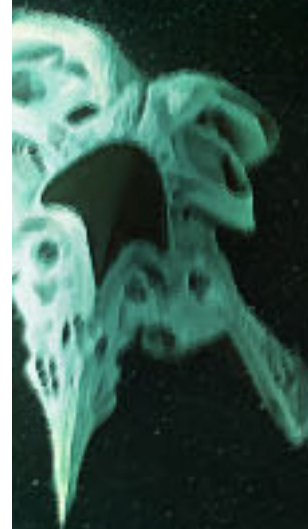
Dr Elizabeth Weir

(Low Level)

4th level Diplomat: Human Civilian (Diplomatic Corps). CR 4. SZ M; w/vp 14/24; Init +4 (+2 class, +2 Dex); Spd 30 ft.; Def 14 (+2 Dex, +4 Class); Atk: unarmed +3 (dmg 1d3 subdual), M92 Beretta +5 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft); SA None; SQ Soothe +2, Favour +1, Coordinate +1 ; SV Fort +3, Ref +3, Will +6; Str 11, Dex14, Con 14, Int 15, Wis 15, Cha 14; Skills: Bluff +8 (t 18), Concentration +4 (t 19), Cultures +8 (t 18), Diplomacy +12 (t 17), First Aid +5 (t 19), Intimidate (CHA) +10 (t 18), Knowledge (Political Science) +10, Knowledge (History) +8, Knowledge (Atlantis) +6 (all Knowledge skills are t 17), Languages +8 (English, German, Russian, Latin, Arabic), Profession (Negotiator) +9, Profession (Lecturer) +7, Xeno-Cultures +3, Xeno-Languages +4 (Ancient, Wraith) . Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Handgun), False Start, Persuasive (Advanced Mastery), World Traveller, Scholarly.

(Mid Level)

8th level Diplomat: Human Civilian (Diplomatic Corps). CR 8. SZ M; w/vp 14/46; Init +5 (+3 class, +2 Dex); Spd 30 ft.; Def 17 (+2 Dex, +5 Class); Atk: unarmed +6 (dmg 1d3 subdual), M92 Beretta +8 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft); SA None; SQ Soothe +3, Favour +2, Coordinate +2 ; SV Fort +4, Ref +4, Will +9; Str 11, Dex14, Con 14, Int 15, Wis 16, Cha 16; Skills: Bluff +11 (t 18), Concentration +7 (t 19), Cultures +11 (t 17), Diplomacy +18 (t 16), First Aid +6 (t 19), Intimidate (CHA) +12 (t 18), Knowledge (Political Science) +14, Knowledge (History) +12, Knowledge (Atlantis) +10 (all Knowledge skills are t 17), Languages +8 (English, German, Russian, Latin, Arabic), Profession (Negotiator) +14, Profession (Lecturer) +12, Xeno-Cultures +4, Xeno-Languages +4 (Ancient, Wraith) . Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Handgun),

Torri Higginson as Dr. Elizabeth Weir

(High Level)

12th level Diplomat: Human Civilian (Diplomatic Corps). CR 12. SZ M; w/vp 14/68; Init +7 (+5 class, +2 Dex); Spd 30 ft.; Def 19 (+2 Dex, +7 Class); Atk: unarmed +9 (dmg 1d3 subdual), M92 Beretta +11 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft); SA None; SQ Soothe +4, Favour +3, Coordinate +2 ; SV Fort 6, Ref +6, Will +11; Str 11, Dex14, Con 14, Int 15, Wis 17, Cha 16; Skills: Bluff +14 (t 17), Concentration +9 (t 19), Cultures +13 (t 16), Diplomacy +22 (t 14), First Aid +6 (t 19), Intimidate (CHA) +15 (t 17), Knowledge (Political Science) +18, Knowledge (History) +16, Knowledge (Atlantis) +14 (all Knowledge skills are t 17), Languages +8 (English, German, Russian, Latin, Arabic), Profession (Negotiator) +18, Profession (Lecturer) +16, Xeno-Cultures +7 (t 19), Xeno-Languages +6 (Ancient, Wraith) (t 19) . Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Handgun), False Start, Persuasive (Grand Mastery), World Traveller, Scho-

Major (later Lt. Col.) John Sheppard

(Low Level)

4th-level Wheelman: Human Air Force Officer. CR 4. SZ M; w/vp 14/35; Init +4 (+2 class, +2 Dex); Spd 30 ft.; Def 14 (+2 Dex, +2 Class); Atk: unarmed +6 (dmg 1d3+2 subdual), M92 Beretta +6 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft), P90 SMG +5 (dmg 1d10+1, error 1-2, threat 19-20, range 30 ft); SA None; SQ Lucky, Custom Ride (+5 RP), Daredevil, Kick Start (1/session), Familiarity (F-302 or Puddle-Jumper); SV Fort +3, Ref +6, Will +2; Str 14, Dex 15, Con 14, Int 16, Wis 12, Cha 14; Skills: Bureaucracy +3, Cryptography +5, Demolitions +6, Driver +4, First Aid +2, Hide +4, Intimidate (CHA) +5, Knowledge (Military History) +5, Knowledge (American Football) +5, Languages +3 (English), Mechanics +5, Pilot +9, Profession (Military) +7, Search +6, Sport (American Football) +5, Spot +5, Sport (Skydiving) +3 Survival (Arctic) +3, Survival (Forest) +3, Swim +3; Feats: Armour Group Proficiency (Light, Medium), Weapon Group Proficiency (Melee, Handgun, Rifle, Tactical), Unconventional, Two-Weapon Fighting, Perfect Stance, Ancient Technology Activation*, Wind Rider

(Mid Level)

4th Level Wheelman/4th Level Pointman: Human Air Force Officer. CR 8. SZ M; w/vp 14/65; Init +6 (+4 class, +2 Dex); Spd 30 ft.; Def 16 (+2 Dex, +4 Class); Atk: unarmed +9 (dmg 1d3+2 subdual), M92 Beretta +9 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft), P90 SMG +8 (dmg 1d10+1, error 1-2, threat 19-20, range 30 ft); SA None; SQ Lucky, Custom Ride (+5 RP), Daredevil, Kick Start (1/session), Familiarity (F-302 or Puddle-Jumper), Versatility (6 skills: computers, concentration, gather information, hide, intimidate, search, surveillance), Assistance (½ time), Lead (1/session), Tactics (+1) ; SV Fort +5, Ref +8, Will +6; Str 14, Dex 16, Con 14, Int 16, Wis 12, Cha 14; Skills: Bluff +4, Bureaucracy +3, Computers +5, Cryptography +5, Demolitions +6, Diplomacy +4, Driver +5, First Aid +2, Hide +5, Intimidate (CHA) +6, Knowledge (Military History) +5, Knowledge (American Football) +5, Knowledge (Atlantis) +8, Knowledge (Aircraft)

(High Level)

4th Level Wheelman/4th Level Pointman/4th level Ace: Human Air Force Officer. CR 12. SZ M; w/vp 14/99; Init +8 (+6 class, +2 Dex); Spd 30 ft.; Def 18 (+2 Dex, +6 Class); Atk: unarmed +13 (dmg 1d3+2 subdual), M92 Beretta +13 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft), P90 SMG +12 (dmg 1d10+1, error 1-2, threat 19-20, range 30 ft); SA None; SQ Lucky, Custom Ride (+6 RP), Daredevil, Kick Start (1/session), Familiarity (F-302 or Puddle-Jumper), Versatility (6 skills: computers, concentration, gather information, hide, intimidate, search, surveillance), Assistance (½ time), Lead (1/session), Tactics (+1), Battle Born, Taking Wing, Fancy Flying (+4), Top Gun (1/session) ; SV Fort +6, Ref +12, Will +8; Str 14, Dex 17, Con 14, Int 16, Wis 12, Cha 14; Skills: Bluff +4, Bureaucracy +3, Computers +5, Cryptography +5, Demolitions +6, Diplomacy +4, Driver +5, First Aid +2, Hide +5, Intimidate (CHA) +6, Knowledge (Military History) +5, Knowledge (American Football) +5, Knowledge (Atlantis) +8, Knowledge (Aircraft) +7 (t 18), Languages +3 (English), Mechanics +5, Pilot +20 (t 18), Profession (Military) +7, Search +9, Sport (American Football) +5, Spot +11 (t 18), Sport (Skydiving) +6, Surveillance +3, Survival (Arctic) +3, Survival (Forest) +3, Swim +3,
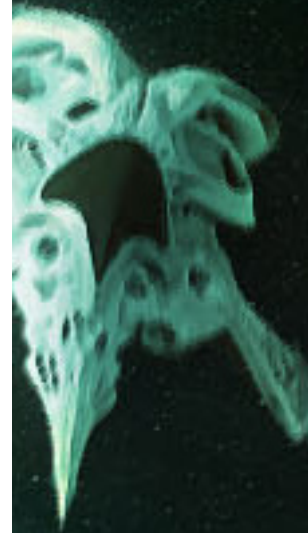
Teyla Emmagan

(Low Level)

4th level Explorer: Athosian Specialist. CR 4. SZ M; w/vp 15/35; Init +6 (+3 class, +3 Dex); Spd 30 ft.; Def 16 (+3 Dex, +3 Class); Atk: unarmed +4 (dmg 1d3+1 subdual), Athosian fighting sticks +4 (or -2/-2)(dmg 1d6+1 (or 1d6+1/1d6) normal, error 1, threat 19, range 5 ft), P90 SMG +5 (dmg 1d10+1, error 1-2, threat 19-20, range 30 ft); SA None; SQ Obsessive, All Over The World, Direction Sense (+3), Bookworm (½ time), Uncanny Dodge (Dex bonus), Wraith Mindlink**; SV Fort +4, Ref +7, Will +4; Str 13, Dex 16, Con 15, Int 13, Wis 15, Cha 12; Skills: Cultures +9, Diplomacy +5, First Aid +2, Hide +5, Intimidate (CHA) +8, Knowledge (Worlds of the Pegasus Galaxy) +8, Knowledge (Atlantis) +4, Languages (Athosian (n), Pegasus Trade Tongue, English) +4, Move Silently +5, Profession (Trade Negotiator) +9, Survival (Forest) +6, Survival (Mountains) +6 ; Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Melee, Handgun, Rifle), Ambidextrous, Wraith Sense*, Stealthy, Pegasus Contacts*.

(Mid Level)

4th level Explorer / 4th level Soldier: Athosian Specialist. CR 8. SZ M; w/vp 15/69; Init +9 (+6 class, +3 Dex); Spd 30 ft.; Def 18 (+6 Dex, +3 Class); Atk: unarmed +9 (dmg 1d6+2 normal), Athosian fighting sticks +9 (or +5/+5)(dmg 1d6+2 (or 1d6+2/1d6+1) normal, error 1, threat 19, range 5 ft), P90 SMG +9 (dmg 1d10+1, error 1-2, threat 19-20, range 30 ft); SA None; SQ Obsessive, All Over The World, Direction Sense (+3), Bookworm (½ time), Uncanny Dodge (Dex bonus), Damage Reduction (1), Armour Use (+1), Wraith Mindlink**; SV Fort +6, Ref +8, Will +8; Str 14, Dex 16, Con 15, Int 13, Wis 15, Cha 12; Skills: Balance +7, Concentration +6, Cultures +9, Diplomacy +6, First Aid +2, Hide +5, Intimidate (CHA) +10, Knowledge (Worlds of the Pegasus Galaxy) +8, Knowledge (Atlantis) +4, Languages (Athosian (n), Pegasus Trade Tongue, English) +4, Move Silently +5, Profession (Trade Negotiator) +10, Spot +6, Survival (Forest) +6, Survival (Mountains) +6 ; Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Melee, Handgun, Rifle, Tactical), Ambidextrous, Wraith Sense*, Stealthy, Pegasus Contacts*, Perfect Stance, Two-Weapon Fighting, Martial Arts, Stargate Explorer

Rachel Lutrell as Teyla Emmagan

(High Level)

4th level Explorer / 8th level Soldier: Athosian Specialist. CR 12. SZ M; w/vp 15/103; Init +9 (+6 class, +3 Dex); Spd 30 ft.; Def 19 (+3 Dex, +6 Class); Atk: unarmed +13 (dmg 1d6+2 normal), Athosian fighting sticks +14 (or +10/+10)(dmg 1d6+4 (or 1d6+4/1d6+3) normal, error 1, threat 19, range 5 ft), P90 SMG +13 (dmg 1d10+1, error 1-2, threat 19-20, range 30 ft); SA None; SQ Obsessive, All Over The World, Direction Sense (+3), Bookworm (½ time), Uncanny Dodge (Dex bonus), Damage Reduction (1), Armour Use (+2), Wraith Mindlink**, Weapon Specialisation (Athosian fighting sticks); SV Fort +8, Ref +9, Will +10; Str 14, Dex 16, Con 15, Int 13, Wis 15, Cha 12; Skills: Balance +7, Concentration +6, Cultures +9, Diplomacy +8, First Aid +2, Hide +5, Intimidate (CHA) +10, Knowledge (Worlds of the Pegasus Galaxy) +10, Knowledge (Atlantis) +6, Languages (Athosian (n), Pegasus Trade Tongue, English) +4, Move Silently +5, Profession (Trade Negotiator) +12, Spot +8, Survival (Forest) +8, Survival (Mountains) +8 ; Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Melee, Handgun, Rifle, Tactical), Ambidextrous, Wraith Sense*, Stealthy, Pegasus Contacts*, Perfect Stance, Two-Weapon Fighting, Martial Arts, Stargate Explorer, Weapon Focus (Athosian Fighting Sticks), Expertise, Sidestep

Lt. Aiden Ford

(Low Level)
4th level Soldier: Human Marine Force Recon Officer. CR 4. SZ M; w/vp 16/40; Init +5 (+3 class, +2 Dex); Spd 30 ft.; Def 14 (+2 Dex, +2 Class); Atk: unarmed +6 (dmg 1d6+2 normal), M92 Beretta +6 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft), P90 SMG +5 (dmg 1d10+1, error 1-2, threat 19-20, range 30 ft); SA None; SQ Accurate, Damage Resistance (1), Armour Use (+1); SV Fort +4, Ref +3, Will +4; Str 14, Dex 14, Con 14, Int 12, Wis 11, Cha 14; Skills: Bureaucracy +3, Demolitions +8, Intimidate (CHA) +9, Knowledge (Military) +7, Profession (Military) +7, Spot +7, Survival (Forest) +4, Surveillance +1, Survival (Mountains) +2, Swim +3 ; Feats: Armour Group Proficiency (Light, Medium, Heavy), Weapon Group Proficiency

(Mid Level)
8th level Soldier: Human Marine Force Recon Officer. CR 8. SZ M; w/vp 17/74; Init +8 (+6 class, +2 Dex); Spd 30 ft.; Def 15 (+2 Dex, +3 Class); Atk: unarmed +10 (dmg 1d6+4 normal), M92 Beretta +10 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft), P90 SMG +10 (dmg 1d10+1, error 1-2, threat 19-20, range 30 ft); SA None; SQ Accurate, Damage Resistance (1), Armour Use (+2), Weapon Specialisation (unarmed); SV Fort +6, Ref +5, Will +6; Str 14, Dex 15, Con 14, Int 12, Wis 11, Cha 14; Skills: Bureaucracy +4, Concentration +4, Cultures +2, Demolitions +8, Driver +4, First Aid +2, Hide +6, Intimidate (CHA) +9, Knowledge (Military) +7, Pilot +3, Profession (Military) +8, Spot +8, Survival (Forest) +4, Surveillance +2, Survival (Mountains) +2, Swim +3, Tumble +6 ; Feats: Armour Group Proficiency (Light, Medium, Heavy), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical), Track, Perfect Stance, Martial Arts, Throwing

(High Level)
12th level Soldier: Human Marine Force Recon Officer. CR 12. SZ M; w/vp 18/108; Init +13 (+10 class, +3 Dex); Spd 30 ft.; Def 18 (+3 Dex, +5 Class); Atk: unarmed +14 (dmg 1d8+4 (threat 19) normal), knife +14(dmg 1d4+4 normal, error 1, threat 20, range 5 ft), M92 Beretta +14 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft), P90 SMG +14 (dmg 1d10+1, error 1-2, threat 19-20, range 30 ft); SA None; SQ Accurate, Damage Resistance (1), Armour Use (+3), Weapon Specialisation (unarmed, knife), Portable Cover (¼); SV Fort +8, Ref +7, Will +8; Str 14, Dex 16, Con 14, Int 12, Wis 11, Cha 14; Skills: Balance +7, Bureaucracy +5, Concentration +6, Cultures +4, Demolitions +8, Driver +5, First Aid +2, Hide +9, Intimidate (CHA) +11, Knowledge (Military) +9, Knowledge (Atlantis) +5, Pilot +6, Profession (Military) +10, Spot +10, Surveillance +3, Survival (Forest) +4, Survival (Mountains) +2, Swim +4, Tumble +7 ; Feats: Armour Group Proficiency (Light, Medium, Heavy), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical), Track, Perfect Stance, Martial Arts, Throwing Basics, Holding Basics, Blocking Basics, Double Tap, Combat Instincts, Punching Basics, Kicking Basics, Five Style Adept

Note: From the beginning of Season 2 onwards, Lt Ford is suffering from an addiction to the Wraith Feeding Enzyme, detailed in the Technologies chapter.

Rainbow Sun Franks as Lt. Aiden Ford

13

Dr Rodney McKay

(Low Level)

4th level Scientist: Human Civilian Specialist. CR 4. SZ M; w/vp 14/22; Init +2 (+2 class, +0 Dex); Spd 30 ft.; Def 13 (+0 Dex, +3 Class); Atk: unarmed +2 (dmg 1d3 subdual), M92 Beretta +3 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft); SA None; SQ Professor, Learned, PhD (knowledge), Improvise (+2), Research (bonus feat) ; SV Fort +1, Ref +1, Will +5; Str 10, Dex 11, Con 11, Int 20, Wis 13, Cha 10; Skills: Computers +13 (t 18), Concentration +7 (t 19), Craft (Electronic Devices) +9, Cryptography +12 (t 18), Electronics +9, Knowledge (Astrophysics) +21, Knowledge (Ancient Tech) +19, Knowledge (Pegasus Galaxy) +17, Knowledge (Atlantis) +18, Knowledge (Stargate Physics) +20 (all Knowledge skills threat 19), Listen +5, Mechanics +9, Open Lock +4, Pilot +2, Profession (Scientist) +5, Search +9, Surveillance +5, Xeno-Languages (English, Pegasus Trade Tongue, Ancient, Wraith) +8; Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Melee, Handgun), Scholarly, Stargate Basics, Mathematical Genius (Advanced Mastery), Ancient Technology Activation.

(Mid Level)

8th level Scientist: Human Civilian Specialist. CR 8. SZ M; w/vp 14/40; Init +4 (+3 class, +1 Dex); Spd 30 ft.; Def 17 (+1 Dex, +6 Class); Atk: unarmed +4 (dmg 1d3 subdual), M92 Beretta +4 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft); SA None; SQ Professor, Learned, PhD (knowledge), Improvise (+3), Research (bonus feat, inspiration 1/session) ; SV Fort +2, Ref +2, Will +7; Str 10, Dex 12, Con 11, Int 21, Wis 13, Cha 10; Skills: Computers +19 (t 18), Concentration +7 (t 19), Craft (Electronic Devices) +14, Cryptography +12 (t 18), Electronics +16, Knowledge (Astrophysics) +25, Knowledge (Ancient Tech) +23, Knowledge (Pegasus Galaxy) +21, Knowledge (Atlantis) +22, Knowledge (Stargate Physics) +24 (all Knowledge skills threat 19), Listen +5, Mechanics +14, Open Lock +4, Pilot +3, Profession (Scientist) +10, Search +13, Surveillance +8, Xeno-Languages (English, Pegasus Trade Tongue, Ancient, Wraith) +8; Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Melee, Handgun), Scholarly, Stargate Basics, Mathematical Genius (Advanced Mastery), Ancient Technology Activation, Fortunate

(High Level)

12th level Scientist: Human Civilian Specialist. CR 12. SZ M; w/vp 14/70; Init +6 (+5 class, +1 Dex); Spd 30 ft.; Def 21 (+1 Dex, +10 Class); Atk: unarmed +6 (dmg 1d3 subdual), M92 Beretta +6 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft); SA None; SQ Professor, Learned, PhD (knowledge, electronics), Improvise (+6), Research (bonus feat, inspiration 1/session), Know-It-All (1/session) ; SV Fort +5, Ref +5, Will +9; Str 10, Dex 12, Con 12, Int 21, Wis 13, Cha 10; Skills: Computers +21 (t 17), Concentration +7 (t 19), Craft (Electronic Devices) +15, Cryptography +14 (t 17), Electronics +19 (t 19), Knowledge (Astrophysics) +30, Knowledge (Ancient Tech) +24, Knowledge (Pegasus Galaxy) +22, Knowledge (Atlantis) +23, Knowledge (Stargate Physics) +25 (all Knowledge skills threat 19), Listen +5, Mechanics +17 (t 19), Open Lock +4, Pilot +3, Profession (Scientist) +10, Search +14, Surveillance +8, Xeno-Languages (English, Pegasus Trade Tongue, Ancient, Wraith) +9; Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Melee, Handgun), Scholarly, Stargate Basics, Mathematical Genius (Grand Mastery), Ancient Technology Activation, Fortunate, Iron Will, Electronic Warfare Basics, Grease Monkey

Ronon Dex

(Low Level)

2nd level Soldier / 2nd level Scout: Satedan Military Specialist. CR 4. SZ M; w/vp 16/42; Init +7 (+4 class, +3 Dex); Spd 30 ft.; Def 17 (+3 Dex, +2 Class, +2 SA); Atk: unarmed +6 (dmg 1d6+3 normal), Satedan pistol +7 (dmg 3d8 normal, error 1, threat 20, range 30 ft)); SA None; SQ Wraith Feeding Resistance***, Accurate, Damage Resistance (1), Stalker, Rough Living (+2); SV Fort +8, Ref +5, Will +4; Str 16, Dex 16, Con 16, Int 12, Wis 12, Cha 8; Skills: Concentration +5, First Aid +4, Intimidate (STR) +8, Languages (Satedan, Pegasus Trade Language) +2, Profession (Military) +6, Spot +6, Survival (Forest) +7, Survival (Mountains) +6, Survival (Plains) +6, Survival (Jungle) +7, Survival (Desert) +6; Feats: Armour Group Proficiency (Light, Medium, Heavy), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical), Martial Arts, Outdoorsman, Stone Cold

(Mid Level)

4th level Soldier / 4th level Scout: Satedan Military Specialist. CR 8. SZ M; w/vp 16/78; Init +9 (+6 class, +3 Dex); Spd 30 ft.; Def 19 (+3 Dex, +4 Class, +2 SA); Atk: unarmed +10 (dmg 1d6+3 normal), Satedan pistol +11 (dmg 3d8 normal, error 1, threat 20, range 30 ft)); SA None; SQ Wraith Feeding Resistance***, Accurate, Damage Resistance (1), Stalker, Rough Living (+2), Armour Use +1, Bushmaster, Sneak Attack (+1d6); SV Fort +9, Ref +6, Will +7; Str 17, Dex 16, Con 16, Int 12, Wis 12, Cha 8; Skills: Climb +7, Concentration +5, Craft (Booby Traps) +5, First Aid +4, Hide +8, Intimidate (STR) +10, Languages (Satedan, Pegasus Trade Language, English) +3, Profession (Military) +6, Spot +7, Survival (Forest) +9, Survival (Mountains) +8, Survival (Plains) +7, Survival (Jungle) +7, Survival (Desert) +7; Feats: Armour Group Proficiency (Light, Medium, Heavy), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical), Martial Arts, Outdoorsman, Stone Cold, Speed Trigger, Perfect Stance, Track

Jason Momoa as Ronon Dex

(High Level)

6th level Soldier / 6th level Scout: Satedan Military Specialist. CR 12. SZ M; w/vp 16/114; Init +9 (+6 class, +3 Dex); Spd 30 ft.; Def 19 (+3 Dex, +4 Class, +2 SA); Atk: unarmed +14 (dmg 1d6+4 normal), Satedan pistol +14 (dmg 3d8+2 normal, error 1, threat 20, range 30 ft)); SA None; SQ Wraith Feeding Resistance***, Accurate, Damage Resistance (1), Stalker, Rough Living (+2), Armour Use +1, Bushmaster (x2), Sneak Attack (+1d6), Weapon Specialisation (Satedan pistol); SV Fort +10, Ref +8, Will +9; Str 18, Dex 16, Con 16, Int 12, Wis 12, Cha 8; Skills: Climb +10, Concentration +7, Craft (Booby Traps) +7, First Aid +4, Hide +11, Intimidate (STR) +13, Languages (Satedan, Pegasus Trade Language, English) +3, Profession (Military) +6, Spot +9, Survival (Forest) +16, Survival (Mountains) +11, Survival (Plains) +8, Survival (Jungle) +10, Survival (Desert) +11; Feats: Armour Group Proficiency (Light, Medium, Heavy), Weapon Group Proficiency (Hurled, Melee, Handgun, Rifle, Tactical), Martial Arts, Outdoorsman (Advanced Mastery), Stone Cold, Speed Trigger, Perfect Stance, Track, Quick Draw, Double-Tap, Mobility, Sidestep

Dr Carson Beckett

(Low Level)

4th level Scientist: Human Civilian Specialist. CR 4. SZ M; w/vp 10/22; Init +3 (+2 class, +1 Dex); Spd 30 ft.; Def 14 (+1 Dex, +3 Class); Atk: unarmed +3 (dmg 1d3 normal), M92 Beretta +3 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft); SA None; SQ Professor, Learned, Improvise (+2), Research (feat), PhD (knowledge); SV Fort +1, Ref +2, Will +6; Str 10, Dex 13, Con 10, Int 16, Wis 15, Cha 13; Skills: Computers +6, Concentration +11 (t 19), Craft (Surgery) +10, Cultures +6 (t 19), Diplomacy +3, Electronics +6, First Aid +14 (t 19), Knowledge (Biology) +11, Knowledge (Chemistry) +10, Knowledge (Epidemiology) +11, Knowledge (Medicine) +12, Knowledge (Xenobiology) +12 (all Knowledge skills are t 19), Mechanics +4, Pilot +2, Profession (Doctor) +12, Search +7, Sense Motive +6, Spot +6, Xeno-Languages (Pegasus Trade Language) +4, Survival (Forest) +6, Swim +4; Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Melee, Handgun), World Traveler, Ancient Technology Activation, Bandage, Scholarly, M.D.

(Mid Level)

5th level Scientist 3rd level Field Medic: Human Civilian Specialist. CR 8. SZ M; w/vp 10/43; Init +4 (+3 class, +1 Dex); Spd 30 ft.; Def 16 (+1 Dex, +5 Class); Atk: unarmed +3 (dmg 1d3 normal), M92 Beretta +4 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft); SA None; SQ Professor, Learned, Improvise (+4), Research (feat), PhD (knowledge), Angel, Buddy Care (2), Field Medicine, Healer (+2) ; SV Fort +3, Ref +5, Will +9; Str 10, Dex 13, Con 10, Int 17, Wis 15, Cha 13; Skills: Computers +9, Concentration +14 (t 19), Craft (Surgery) +13, Craft (Medicines) +11, Cultures +6 (t 19), Diplomacy +3, Electronics +6, First Aid +19 (t 19), Knowledge (Biology) +14, Knowledge (Chemistry) +13, Knowledge (Epidemiology) +14, Knowledge (Medicine) +15, Knowledge (Xenobiology) +15 (all Knowledge skills are t 19), Mechanics +4, Pilot +2, Profession (Doctor) +15, Search +9, Sense Motive +6, Spot +7, Xeno-Languages (Pegasus Trade Language) +4, Survival (Forest) +6, Swim +4; Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Melee, Handgun), World Traveler, Ancient Technology Activation, Bandage, Scholarly, M.D., CPR*.

(High Level)

5th level Scientist 7th level Field Medic: Human Civilian Specialist. CR 12. SZ M; w/vp 10/65; Init +6 (+5 class, +1 Dex); Spd 30 ft.; Def 18 (+1 Dex, +7 Class); Atk: unarmed +5 (dmg 1d3 normal), M92 Beretta +6 (dmg 1d10+1 normal, error 1-2, threat 20, range 25 ft); SA None; SQ Professor, Learned, Improvise (+4), Research (feat), PhD (knowledge), Angel, Buddy Care (3), Field Medicine (Medical Kit, Increased Healing), Healer (+6), Armour Use (+1/-1), Medicine Chest, Self Aid; SV Fort +5, Ref +7, Will +12; Str 10, Dex 13, Con 10, Int 17, Wis 16, Cha 13; Skills: Computers +13, Concentration +18 (t 18), Craft (Surgery) +18, Craft (Medicines) +15, Cultures +7 (t 19), Diplomacy +3, Electronics +6, First Aid +25 (t 19), Knowledge (Biology) +19, Knowledge (Chemistry) +18, Knowledge (Epidemiology) +19, Knowledge (Medicine) +21, Knowledge (Xenobiology) +19 (all Knowledge skills are t 18), Mechanics +4, Pilot +3, Profession (Doctor) +21, Search +9, Sense Motive +7, Spot +8, Xeno-Languages (Pegasus Trade Language) +4, Survival (Forest) +9, Swim +4; Feats: Armour Group Proficiency (Light), Weapon Group Proficiency (Melee, Handgun), World Traveler, Ancient Technology Activation, Bandage, Scholarly (Advanced), M.D., CPR*, Charmer

Col. Steven Caldwell

Specialty: Air Force (Officer)
Rank: Colonel (O-6)
Class: Diplomat/Advance Team Member
Level: 5/5

Strength: 10
Dexterity: 12
Constitution: 11
Intelligence: 14
Wisdom: 12
Charisma: 14

Vitality: 46 **Wounds**: 11

Defense: 16 (+5 class, +1 Dex)
Initiative Bonus: +5 (+4 class, +1 Dex)
Speed: 30

Fort: +4 **Ref**: +6 **Will**: +8

Special Attacks: Sneak attack +1d6.

Special Qualities: None.

Skills: Bluff +9, Bureaucracy +8, Climb +4, Cultures +4, Diplomacy +8, First Aid +5, Gather Information +6, Hide +5, Innuendo +4, Intimidate +6/+8, Jump +4, Knowledge (Space Combat Tactics) +12, Languages +4, Move Silently +5, Pilot +8, Profession (Military) +12, Search +9, Sense Motive +7, Spot +9, Swim +3.

Feats: Armor Group Proficiency (Light, Medium), Charmer, Hard Core, Persuasive, Stealthy, Track, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks: Unarmed +6 1d3 (subdual)
Beretta M9 +7 1d10+1 (normal, error 1-2, threat 20, range 25 ft.)
FN P90 +6 1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

Gear: Beretta 9M, SG team bundle, other bundles as needed (by mission).

Lt Laura Cadman

Specialty: Air Force (Enlisted)
Rank: Lieutenant (O-2)
Class: Advance Team Member
Level: 5/5

Strength: 10
Dexterity: 14
Constitution: 13
Intelligence: 14
Wisdom: 12
Charisma: 10

Vitality: 31 **Wounds**: 13

Defense: 14 (+2 class, +2 Dex)
Initiative Bonus: +4 (+2 class, +2 Dex)
Speed: 30

Fort: +4 **Ref**: +6 **Will**: +4

Special Attacks: Sneak attack +1d6.

Special Qualities: None.

Skills: Bluff +3, Bureaucracy +5, Climb +3, First Aid +4, Hide +6, Jump +3, Knowledge (Atlantis Systems) +8, Listen +4, Move Silently +6, Profession (Military) +6, Search +5, Spot +7, Survival +6, Swim +3.

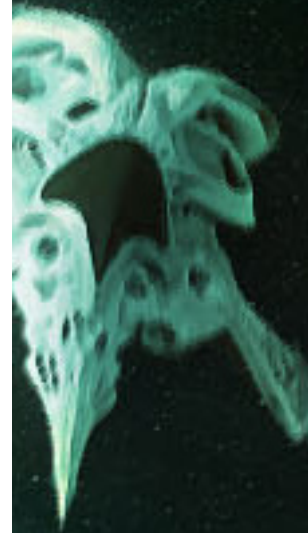**Feats**: Armor Group Proficiency (Light, Medium), Extra Supplies, Stealthy, Track, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks: Unarmed +3 1d3 (subdual)
Beretta M9 +5 1d10+1 (normal, error 1-2, threat 20, range 25 ft.)
FN P90 +4 1d10+1 (normal, error 1-2, threat 19-20, range 30 ft., qualities and mods AP, BP, RG)

Gear: Beretta 9M, SG team bundle, other bundles as needed (by mission).

Dr Radek Zelenka

Specialty: Civilian Specialist
Rank: None
Class: Academic
Level: 5

Strength: 10
Dexterity: 10
Constitution: 11
Intelligence: 16
Wisdom: 14
Charisma: 12

Vitality: 14 **Wounds**: 11

Defense: 14 (+ 4 class)
Initiative Bonus: +5 (+4 class, +1 Dex)
Speed: 30

Fort: +1 **Ref**: +1 **Will**: +6

Special Qualities: Always "take 10" skills (Electronics, Knowledge [Physics], Knowledge [Science]), +2 to education checks..

Skills: Bureaucracy +5, Computers +11, Concentration +9, Electronics +13, Driver +4, Hobby (Puzzle Solving) +8, Knowledge (Atlantis Systems) +11, Knowledge (Physics) +14, Knowledge (Science) +14, Profession (Scientist) +8.

Feats: Armor Group Proficiency (Light), Ordinary Past, Scholarly, Weapon Group Proficiency (Melee).

Attacks: Unarmed +2 1d3 (subdual)

Gear: Professor personal bundle.

Dr Kate Heightmeyer

Specialty: Civilian Specialist
Rank: Lieutenant (O-2)
Class: Academic
Level: 5

Strength: 8
Dexterity: 10
Constitution: 11
Intelligence: 16
Wisdom: 14
Charisma: 14
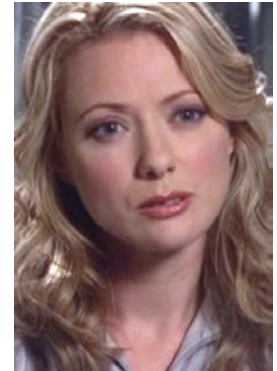
Vitality: 14 **Wounds**: 11

Defense: 14 (+4 class)
Initiative Bonus: +3 (+3 class)
Speed: 30

Fort: +1 **Ref**: +1 **Will**: +6

Special Qualities: Always "take 10" skills (Profession (Psychologist), Knowledge [Psychology], Knowledge [Neurology]), +2 to education checks..

Skills: Bureaucracy +5, Computers +11, Concentration +9, Driver +4, Knowledge (Psychology) +14, Knowledge (Neurology) +15, Knowledge (Pharmacology) +13, Diplomacy +7, Profession (Psychologist) +11.

Feats: AArmor Group Proficiency (Light), Ordinary Past, Scholarly, Weapon Group Proficiency (Melee).

Attacks: Unarmed +1 1d3-1 (subdual)

Gear: Professional personal bundle.

Wraith Leader Caste

Specialty: Wraith Leader
Rank: n/a
Class: Diplomat/ Advance Team Member
Level: 5/5

Strength: 16
Dexterity: 12
Constitution: 14
Intelligence: 14
Wisdom: 12
Charisma: 8

Vitality: 66 **Wounds**: 11

Defense: 16 (+ 5 class, +1 Dex)
Initiative Bonus: +5 (+4 class, +1 Dex)
Speed: 30

Fort: +4 **Ref**: +6 **Will**: +8

Special Qualities: Wraith feeding; Wraith Regeneration (regenerate 1 WP/rnd, doubled if fed in the last hour), Hallucinations

Skills: Bluff +6, Bureaucracy +8, Climb +7, Cultures +4, Diplomacy +6, First Aid +5, Gather Information +10, Hide +9, Innuendo +4, Intimidate +13/+9, Jump +7, Languages +4, Move Silently +9, Pilot +8, Profession (Military) +4, Search +9, Sense Motive +7, Spot +9, Swim +3.

Feats: Armor Group Proficiency (Light, Medium), Bloodthirsty, Hard Core, Stone Cold, Stealthy, Track, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks: Hand Stunner: +7, 1d10+1 (normal, error 1-2, threat 20, range 25 ft.) Stuns as errata-corrected Zat.
Stun Rifle (ranged): +6, 2d10 (normal, error 1-2, threat 20, range 125 ft.) Stuns as errata-corrected Zat
Stun Rifle (as melee): +9, 1d10+3 (normal, error 1-2, threat 20)

Gear: Hand stunner, Stun Rifle

Wraith Warrior Caste

Specialty: Wraith Warrior
Rank: n/a
Class: SGC Marine
Level: 1

Strength: 16
Dexterity: 12
Constitution: 14
Intelligence: 12
Wisdom: 13
Charisma: 4

Vitality: 20
Wounds: 15

Defense: 12 (+1 class, +1 Dex)
Initiative Bonus: +1 (+1 Dex)
Speed: 30

Fort: +3 **Ref**: +1 **Will**: +5

Special Qualities: Wraith feeding; Wraith Regeneration (regenerate 1 WP/rnd, doubled if fed in the last hour)..

Skills: : Balance +2, Demolitions +3, Intimidate +2/+1, Jump +2, Profession (Military) +2, Spot +6, Survival +2.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Iron Will, Weapon Group Proficiency (Melee, Handgun, Exotic (Wraith Stun Rifle)).
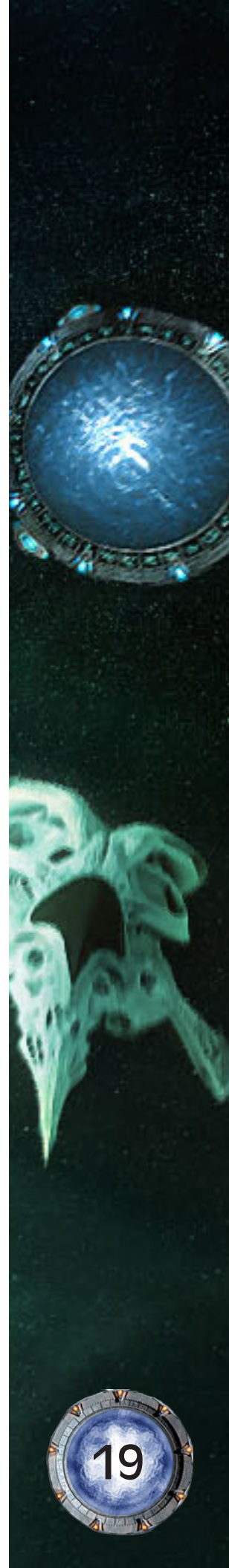
Attacks: Unarmed +4 1d3+3 (subdual)
Hand Stunner: +2, 1d10+1 (normal, error 1-2, threat 20, range 25 ft.) Stuns as errata-corrected Zat.
Stun Rifle (ranged): +1, 2d10 (normal, error 1-2, threat 20, range 125 ft.) Stuns as errata-corrected Zat
Stun Rifle (as melee): +5, 1d10+3 (normal, error 1-2, threat 20)

Gear: Hand stunner, Stun Rifle, Sensor mask (+4 to Spot).

Wraith Keeper / Hive Queen

Specialty: Wraith Hive Queen
Rank: n/a
Class: Diplomat / Academic
Level: 10 / 5

Strength: 16
Dexterity: 12
Constitution: 11
Intelligence: 14
Wisdom: 12
Charisma: 10

Vitality: 51 **Wounds**: 11

Defense: 21 (+ 10 class, +1 Dex)
Initiative Bonus: +8 (+7 class, +1 Dex)
Speed: 30

Fort: +4 **Ref**: +5 **Will**: +12

Special Qualities: Wraith feeding; Wraith Regeneration (regenerate 1 WP/rnd, doubled if fed in the last hour), Hallucinations.

Skills: Bluff +13, Computers +17, Concentration +13, Diplomacy +18, Driver +6, Sense Motive +16, Cultures +8, Gather Information +10, Bureaucracy +13, Intimidate +13, Knowledge (Science) +14, Knowledge (Pegasus Galaxy) +22, Knowledge (Hive Politics) +9, Languages +12, Profession (Diplomat) +11.

Feats: : Armor Group Proficiency (Light), Bloodthirsty, Field Operative, Stone Cold, Scholarly, Weapon Group Proficiency (Handgun, Melee).

Attacks: Unarmed +12 1d3+3 (subdual)

Gear: None

Genii Soldier

Specialty: Genii Army Enlisted
Rank: Private
Class: SGC Marine
Level: 1

Strength: 12
Dexterity: 12
Constitution: 14
Intelligence: 12
Wisdom: 13
Charisma: 10

Vitality: 20 **Wounds**: 15

Defense: 12 (+1 class, +1 Dex)
Initiative Bonus: +1 (+1 Dex)
Speed: 30

Fort: +3 **Ref**: +1 **Will**: +5

Special Qualities: None.

Skills: Balance +2, Demolitions +3, Intimidate +3/+2, Jump +2, Profession (Military) +3, Spot +2, Survival +2.

Feats: Armor Group Proficiency (Light, Medium, Heavy), Iron Will, Weapon Group Proficiency (Handgun, Rifle).

Attacks: Unarmed +2 1d3+1 (subdual)
Genii Pistol +2 2d4 (normal, error 1, threat 20, range 20 ft.)
Genii Rifle +2 3d6+1 (normal, error 1, threat 20, range 45 ft. qualities and mods CS, RG)

Gear: Genii Pistol, Genii Rifle, Combat Bundle (equivelant to SGC Team bundle)

Genii Officer

Specialty: Genii Army Officer
Rank: Commander (O-6)
Class: Diplomat/Advance Team Member
Level: 5/5

Strength: 10
Dexterity: 12
Constitution: 13
Intelligence: 12
Wisdom: 12
Charisma: 14

Vitality: 56 **Wounds**: 13

Defense: 16 (+5 class, +1 Dex)
Initiative Bonus: +5 (+4 Class, +1 Dex)
Speed: 30

Fort: +5 **Ref**: +6 **Will**: +8

Special Attacks: Sneak attack +1d6.

Special Qualities: None.

Skills: Bluff +12, Bureaucracy +5, Climb +3, Cultures +4, Diplomacy +12, First Aid +4, Gather Information +7, Hide +8, Innuendo +4, Intimidate +8/+10, Jump +3, Languages +6, Listen +5, Move Silently +8, Profession (Diplomat) +4, Profession (Military) +7, Search +4, Sense Motive +9, Spot +6, Survival +6, Swim +3.

Feats: Armor Group Proficiency (Light, Medium), Martial Arts, Persuasive, Stargate Explorer, Stealthy, Track, Weapon Group Proficiency (Handgun, Melee, Rifle).

Attacks: Unarmed +7 1d6 (subdual)
Genii Pistol +7 2d4 (normal, error 1, threat 20, range 20 ft.)
Genii Rifle +5 3d6+1 (normal, error 1, threat 20, range 45 ft. qualities and mods CS, RG)

Gear: Genii Pistol, Genii Rifle, Combat Bundle (equivelant to SGC Team bundle)

Genii Scientist

Specialty: Civilian Scientist
Rank: none
Class: Academic
Level: 5

Strength: 10
Dexterity: 10
Constitution: 11
Intelligence: 16
Wisdom: 14
Charisma: 12

Vitality: 14 **Wounds**: 11

Defense: 14 (+ 4 class)
Initiative Bonus: +3 (+3 class)
Speed: 30

Fort: +1 **Ref**: +1 **Will**: +6

Special Qualities: Always "take 10" skills (Craft [Nuclear Weapons], Knowledge [Science], Knowledge [Nuclear Physics]), +2 to education checks.

Skills: Bureaucracy +5, Computers +11, Concentration +9, Craft (Nuclear Weapons) +13, Driver +4, Knowledge (Science) +14, Knowledge (Nuclear Physics) +13, Knowledge (Particle Theory) +13, Languages +7, Profession (Nuclear Physicist) +8.

Feats: Armor Group Proficiency (Light), Ordinary Past, Scholarly, Weapon Group Proficiency (Melee).

Attacks: Unarmed +2 1d3 (subdual)
Genii Pistol +2 2d4 (normal, error 1, threat 20, range 20 ft.)

Gear: Professor personal bundle.

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* See New Feats & Skills in this sourcebook.

** This power is unique to Teyla Emmagen. It allows her to make an opposed Will saving throw with any Wraith within 10 light years. If she fails, nothing happens. If she succeeds, she can link with the Wraith's mind and see through its eyes. This must be repeated every round until she breaks contact. If she fails, she loses contact. If she fails by more than 10, the Wraith can possess her and force her to act until she wins back control. Inflicting damage on her forces the possessing Wraith to make an opposed Will save, with the damage added to Teyla's roll.

*** This power is unique to Ronon Dex. He is unusable as a food source for the Wraith. A Wraith can "lock on" with its hand-mouth, but cannot take any sustenance or "age" Ronon.

The Wraith

Wraith

(Macro-Species)

The Wraith are a predatory species native to the Pegasus Galaxy. Recent research suggests they evolved from quasi-insectoid ancestors that incorporated Human DNA during the feeding process. This DNA has borne out over time, resulting in a humanoid, quasi-mammalian species which retains the feeding habits of its distant ancestor.

The Wraith can consume solid food (and indeed, require it until adolescence), but their main food source is the "life force" of humans. The nature of this "life force" is not clearly understood, though the rapid ageing a victim undergoes seems to suggest that it works at a fundamentally cellular level, perhaps causing rapid cell division and telomere loss, which would result in an accelerated ageing process and a greatly shortened lifespan.

The Wraith are a technologically advanced species, in possession of faster-than-light starships, directed energy weapons and matter-energy transport technologies. They defeated the Ancients ten thousand years ago (though this was by force of numbers – to quote John Sheppard, the Ancients never lost a battle, they just lost the war) and have effectively subjugated the Pegasus galaxy ever since. This rule, however, is different to the Goa'uld rule. The Wraith do not constantly rule over their subjects – rather, they remain in stasis most of the time, and every two hundred years or so, they awaken for a "culling" of their human "herds".

A typical culling involves wave after wave of small fighter ships called "Darts" either entering atmosphere from an orbiting ship or coming through the stargate. These ships can beam people on the ground into a "holding buffer" in the Dart's computer, to be rematerialised later on (usually back on the Dart's mother ship). This also allows the Dart to transport assault troops into locations to attack an enemy.

The thus-culled victims are then coccooned aboard a Hive ship, to be fed upon at the Wraiths' leisure.

Wraith society is still poorly understood. Their reproductive processes are still unknown, though they are likely to reproduce in a mammalian manner, since Wraith females have breasts that presumably perform the same function as they do in Human females. What is interesting to note is that the vast majority of Wraith encountered are male; the only females so far encountered by humans are called "Hive Queens" or "Keepers", and appear to perform a kind of caretaker function while the rest of a Hive ship's crew are in stasis between cullings.

Whether the females are greatly outnumbered, or there is a Wraith homeworld somewhere with the majority of the Wraith females and young, is so far unknown.

Apart from the female Keepers, there appears to be two distinct castes of Wraith. The vast majority of those encountered are of the Warrior caste, who tend to be physically larger and more muscular, and generally have their faces covered with a mask that acts as a sensor array, feeding back infra-red and motion-tracking information to the Wraith warrior.

Those leading the warriors are of the Leader caste, and wear no particular uniform or pattern of clothing, but obviously command the warriors they travel with. The exact ranking system of the Wraith remains unkown, but it seems reasonable to presume that the Leader caste roughly fill the niche of military officers, while the Warrior caste are analogous to enlisted personnel.

The Wraith also possess limited telepathic abilities. They appear to be able to communicate with each other telepathically, and humans with Wraith DNA have been known to connect to this link. They are also able to project hallucinations into the minds of humans during cullings, which confuses their victims and inhibits their ability to escape or fight back.

Wraith Feeding. If a Wraith succeeds at a grappling attack with a human, and the human is not wearing armour over his chest area, the Wraith can initiate feeding. The exact mechanism of this is unknown, but the results are obvious – the victim effectively ages as the Wraith feeds on him. Each round the Wraith's grip remains unbroken, roll 1d10. This is how many years are added to the character's effective age. All age-related penalties (but none of the benefits) are immediately applied to the character. Few people can survive more than a minute or so of being thus drained.

Exceptional Strength. Wraith are far stronger than humans, and gain a +4 bonus to their Strength score.

Reputation. The Wraith are feared throughout the Pegasus galaxy. This terror, coupled with their astonishing arrogance and frightening appearance, causes them to suffer a -6 penalty to Charisma.

Regeneration. The Wraith are extremely resilient. All Wraith regenerate wound point damage at the rate of 1 per round. If the Wraith has recently fed, this rate is doubled. The Wraith must be reduced to below -10 wound points to kill it.

Hallucinations. The Leader or Hive Queen caste Wraith makes a level check – that is, it rolls d20 + its character level. This sets the DC for the victim's Will saving throw to avoid the hallucination.

Level Check Result	Will Save DC
4 or less	10
5-14	15
15-24	20
25-34	25
35+	30

The maximum range for the hallucination is 100 metres. The hallucination is not an illusion – it cannot take the shape of a particular person or thing. It does, however, take the form of fleeting, ghostly images at the edge of the victim's field of view, and unsettling noises that seem to come from behind or to the sides. It is unsettling and frightening, and those failing their Will saving throw are frightened and confused, suffering a -2 penalty to attack & skill rolls and a -2 penalty to defence.

Athosians

(New Near-Human Species/Specialty)

The Athosians are a deeply spiritual people who have survived Wraith cullings for many generations, thanks to their leaders who have the knack of sensing when the Wraith are approaching. Although at first blush a peaceful, agrarian people, the Athosians are also ferocious warriors when needs be, and have developed their own martial art – a form of fighting with two short, heavy sticks.

SPECIAL TALENTS

Evolutionary Advantage – the Athosians have lived in the shadow of the Wraith since time immemorial, and have developed a knack for "disappearing" when the Wraith arrive. Warned by their leaders, who have the uncanny ability to sense the approaching predators, the Athosians are experts at disappearing into caves, hidey-holes, underground shelters and hidden bolt-holes when the Wraith arrive. All Athosians have the Stealthy feat, and all prerequisites are waived.

Athosians are tough and strong-willed, gaining a +1 to Constitution and Wisdom; they can also be uncompromising and blunt, resulting in a -2 penalty to Charisma.

Satedans

(New Near-Human Species/Specialty)

The Satedans were a technologically advanced people native to the Pegasus Galaxy until they were wiped out by the Wraith over seven years ago. Only around 300 people survived the destruction of their homeworld, most of them fleeing to their allied world of Balkan, where they live now as part of the Balkan community. The Satedans are unremarkable in physical form and temperament, though they do tend to be forthright and honest.

SPECIAL TALENTS
+2 Constitution and -2 Charisma. The Satedans are a tough people, and their blunt nature can sometimes unsettle those used to more guile and less honesty.

Ancient Technology

Activation
(per EvilDrPuma, AEG SG-1 Forums)

You possess the rare genetic variant that permits you to operate genome-activated Ancients technology.

Prerequisites: Human (or Near-Human with GM's consent)
Benefit: Ancients-built devices with the Genome Activated quality recognize you as an operator. In addition, you gain a bonus or penalty equal your Wisdom modifier to skill checks made to operate genome-activated Ancients technology. This bonus is cumulative with the key ability modifier for Wisdom-based skill checks.

Normal: You are unable to operate genome-activated Ancients technology.
Special: Genome Activated (GA) is a gear quality specific to some Ancients-built technologies (usually dangerous or secured devices or those requiring special training to operate). An item with the Genome Activated quality only activates when operated by a user with the Ancients Technology Activation feat. Cost: 4 gear picks (or 4 resource points, as applicable).

Wraith Sense

One of your ancestors was a victim of Wraith experimentation, and as a result, you have a small amount of Wraith DNA. This enables you to sense the Wraith when they are nearby.

Prerequisites: Human or Near-Human; must be a Pegasus Galaxy native. This feat can only be taken at character creation.
Benefit: A Wraith scientist experimented on certain humans in the past in an attempt to make them "tastier". The experiment backfired, however, and the humans were able to sense the Wraith and maintain limited telepathy with them. You can make a Will save when near to sense their presence. The DC of the check is equal to the number of metres distance divided by 100. Thus, to sense a Wraith anywhere within Atlantis (a 2 km radius) would require a Will save vs DC 20.

Normal: You are only able to detect the Wraith as you would any other group or person.
Alternate Rule: Rather than use a Will save, you can ask the character to make an Inspiration check (waiving the action dice cost) against the same difficulty. Note that this will, in general, make the check easier.

CPR

(Note: This feat is an alternative to the Resuscitation class feature of the Field Medic prestige class. I believe it is unrealistic to make a character 15th level before they can attempt CPR.)

You can attempt to CPR (cardio-pulmonary resuscitation) to resuscitate a person who has just died.

Prerequisites: First Aid 8+
Benefit: The victim must be between -10 and -24 wound points, and the treating character must be able to tend to the character within a number of rounds following the target's death equal to the victim's current Constitution score. The treating character makes a First Aid check with a DC of 10 + the number of negative wounds the target character has accumulated (eg: a victim reduced to -16 wounds requires a First Aid check with a DC of 26). This skill check requires 1 full minute (10 rounds).
With success, the victim is restored to 0 wounds, but suffers a temporary Constitution damage equal to the number of rounds he was clinically dead before the treating character started CPR.

Normal: You can not attempt to resuscitate someone who has passed beyond -25 wounds.

Pegasus Contacts

Your background as a frequent traveller through the Pegasus stargate network has allowed you to develop a network of trade and friendly contacts on many worlds.

Prerequisites: Human (or Near-Human with GM's consent); Pegasus Galaxy native
Benefit: Whenever you are undertaking a mission through the stargate, you may make a "level check" (d20 + your level) against a DC of 10 to 30, depending on your character's history and the GM's wishes. Success indicates that you can effectively have the benefit of a good relationship with an influential person on the world you are travelling to. This may manifest in many ways, mostly up to the GM, but should include such things as: a +1 or 2 bonus to disposition checks with locals who are aware of the relationship; first-choice access to any trade or technologies that may exist on the world and that are up for sale, and the like.

Normal: You have no particular relationship with the people on the visited world.

New Equipment Qualities

Ancient Gene Operated (AO)

An item with this quality requires a character to possess the Ancient Technology Activation feat in order to use it. For anyone without this feat, the item simply does not function – it will not even "turn on". Note the difference between this quality and the AI (Ancient Gene Initialised) quality.

Ancient Gene Initialised (AI)

This quality is similar to the AO quality at first. It requires a person with the Ancient Technology Activation feat to initialise it – that is, to power it up and bring it to working order. Once this is done, however, the item remains functional for anyone until it is again powered down.

Ancient Technology

All Ancient devices with the BT (battery powered) quality can be recharged by plugging them into a power source aboard a Puddle Jumper, or the power sockets frequently found around Atlantis itself.

Ancient multi-function sensor (Ancients, Tau'ri)

Capable of detecting a wide variety of electro-magnetic radiation, power sources, life signs and more, the MFS is an extremely useful device discovered on Atlantis and now used by all off-world exploration teams. It gives a bonus of +10 to Spot checks for any carbon-based life form or source of EMR or other energy within a mile or so of the scanner.

Picks: 5
Check Cap: –
Range Increment: 1000 ft
Duration: 3 days.
Weight: 1 lb
Qualities: AI, BT, RG, WP

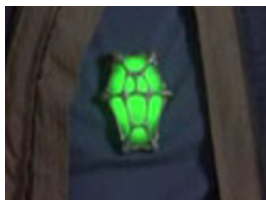### Ancient Medical Scanner (Ancients, Tau'ri)

Similar in principle to the MFS, the Ancient Med-Scanner is more focused on short-range scans to return information about a biological organism. It provides a +4 bonus to either First Aid, Profession (Doctor) or Knowledge (Medicine) when used by a character with any of those skills already at 5+.

Picks: 3
Check Cap: –
Range Increment: 1 ft
Duration: 3 days.
Weight: 1 lb
Qualities: AI, BT

Personal Shield Emitter (Ancients)

A device designed to shield the wearer from all harm. It appears to function as a combination of a shield and inertial damper, protecting the wearer from attacks, energy bursts, energy fields and kinetic impacts such as falls. It also has the side-effect of preventing anything from entering the field – including the user's own hand to remove the device, food or drink. The user must make a conscious effort of will to deactivate and remove the device. In game terms, he must make a DC 20 Will saving throw. Once attuned to a particular wearer (which takes 1d10 hours of wear), the PSE can only be worn or activated by that person. It provides a DR 50 to the wearer.

Picks: 8
Check Cap: –
Range Increment: n/a
Duration: 7 days.
Weight: ½ lb
Qualities: AO, BT

Human Technology

Wraith Retrovirus (Tau'ri)

This retroviral treatment was developed by Dr Carson Beckett of the Atlantis Expedition. It uses the fact that the Wraith have as much Human DNA as they do of the ancestral species to the so-called Iratus Bug. The retrovirus "switches off" the "bug genes" and switches on the human genes, gradually transforming the Wraith into a Human. At present, it needs to be given every 24 hours or the subject begins to revert back into Wraith form. The change back is initially rapid, taking less than forty-eight hours before the subject is essentially a Wraith from a mental and emotional perspective, and requires feeding like any other Wraith. However, the appearance remains something of a hybrid for 4d4 weeks.

Picks: 8
Check Cap: –
Range Increment: n/a
Duration: special (see text).
Weight: negligible.
Qualities: none.

Wraith feeding enzyme (Tau'ri)

When Wraith feed, they inject an enzyme into their victims which strengthens the victim's constitution, allowing them to live longer. This enhances the feeding process for the Wraith, making it more nutritious. The enzyme itself, however, can be used as a performance enhancing drug by humans. A single dose can greatly increase the user's strength, reflexes, stamina and confidence.

Over time, however, humans become addicted to the Wraith feeding enzyme, making it necessary to have a dose every twelve hours or withdrawal symptoms set in. Withdrawal from the WFE is extremely debilitating, and can often be fatal.

In game terms, whenever a person takes the enzyme, they must make a Fortitude saving throw (DC 10 + number of doses administered). Failing the save means the person is addicted. An addict must have 1 dose every twelve hours or else they begin to suffer withdrawal. A person suffering from withdrawal suffers -6 to all ability scores except Constitution. They must make a Fortitude save every hour (DC 15) or lose a Constitution point. This occurs every hour for 2d20 hours. If the person's CON reaches 0, they die. Once the character is over the addiction (assuming he's alive) his attributes return at a rate of 1 every hour (all increase at once, not separately)

The effect of the enzyme is remarkable. A person taking a single dose gains a bonus of +4 to Strength, Dex and Con, +2 vitality points per level, and a -4 penalty to Wisdom. After 12 hours, the abilities return to normal at a rate of 1 point every hour. If a new dose isn't given before the abilities reach normal, withdrawal sets in.

A person can give themselves more than one dose. This is dangerous, requiring a DC 5 (+1 per extra dose) Fortitude saving throw or the person suffers a stroke (-6 STR, DEX, unable to walk for 1d6 months, DEX permanently reduced by 4). Each extra dose gives +2 to the benefits listed above (and +1 vitality per level for every extra dose), and -1 to Wisdom.

Picks: 6
Check Cap: –
Range Increment: n/a
Duration: special (see text).
Weight: negligible.
Qualities: none.

Wraith Technology

Data Storage Device (Wraith)
This item is a data storage and transfer device used to move information between different Wraith in much the same way as humans use USB memory sticks or floppy disks. For a Wraith with the appropriate access code,

it contains the information they need to do the job they have; for a Human, it takes an extended Cryptography (DC 45; hourly) check to break the code, after which it provides the following skill for the length of the mission: Knowledge (Wraith Fleet) +15.

Picks: n/a (should only be awarded as part of an adventure)
Check Cap: –
Range Increment: n/a
Duration: special (see text).
Weight: negligible.
Qualities: none.

Asgard Transporter Sensor Jamming
The Wraith have developed a way of jamming the sensor beams of the Asgard transporters. The sensor is necessary to find and lock a beam-in location; without it, the transporter cannot function. By jamming this sensor, the Wraith are able to prevent the transporter from beaming anything aboard their ships, such as boarding troops...or nuclear weapons.

Whenever a Daedalus class vessel (or other Asgard-transport possessing vessel) attempts to scan a Wraith ship to pinpoint a beam-in location, roll 1d6. If the result is less than the number of times in this session the attempt has been made, the Wraith have managed to jam this frequency, and the transporter's sensors will need to be reset.

Satedan Combat Pistol
The standard sidearm of the Satedan military forces uses a power-pack that is rechargable by induction from most power sources. Each pack contains enough energy for 50 shots, and can fire on either a "kill" or "stun" setting. This dependable, tough and formidable weapon was Ronon Dex's only weapon for his seven years of avoiding Wraith hunters.

Satedan Combat Pistol
Picks: 5
Recoil: 0
Accuracy: +1
Damage: 3d8
Damage Type: Normal (stun setting uses the 1-shot Zat rules from the SG-1 errata)
Error: 1
Threat: 20
Range Increment: 30 ft
Ammo: 50
Q&M: DP, RG, WP, Single Shot
Weight: 3 lb

Starships of the Pegasus Galaxy

BC-304 Daedalus class battle-cruiser (Daedalus, Odyssey, Korolev)

The Daedalus is the next generation warship of the USAF, assigned to the Atlantis mission in the Pegasus Galaxy to protect the Ancients city from the Wraith threat. Somewhat larger then the Prometheus class Battle Cruiser prototype, Daedalus is much more advanced, especially in the areas of shielding and hyperdrive technology. Indeed, when powered by a ZPM, the Daedalus can rival a Beliskner class Asgard chariot in speed.

Its complement of 36 VLS missiles are, under normal circumstances, naquadah-enhanced, shaped-charge high-explosive weapons. The Daedalus carries a total of 36 of these missiles, and also carries twenty Mk V tactical nuclear warheads that can be fitted to the missiles (1/2 hour per missile). It normally carries a crew of 105, and can carry up to 400 additional passengers.

Size	Gal-4
Occupancy	5/50 (10)
Handling	-2
Speed	Special
MPH	Special
Defence	4
Wound Points	3000
Hardness	40
Options	80
Bonus RP	-
Improvements	EXP, HYP (6600 ly/hr), LSP, LVQ, PRS (+8), SLD (40/2000), TPS, TRS (Asgard), VTL, VLB (16 F-302)

Weapons	Turrets	ACC	Damage	Error	Threat	Range	Ammo	Qualities
Heavy Railguns	6	-	10d10(+420/+280)	1-3	18-20	15,000 ft	20	DF, GC
Medium Railguns	10	-	8d10(+300/+200)	1-2	19-20	4,000 ft	50	DF, GC
Guided missile Launchers (HE)	36	-	10d10(+150/+100)	1-2	19-20	15,000 ft	see below	FD/IF, RA, GC
Guided missile Launchers (naquadah enhanced)	36	-	20d10(+400/+325)	1-4	18-20	15,000 ft	see below	FD/IF, RA, GC
Guided missile launchers (nuclear)	36	-	50d10(+600/+425)	1-4	18-20	15,000 ft	see below	FD/IF, RA, GC

„Puddle Jumper"
Class utility transport

Nicknamed the "Puddle Jumper" after the Atlantis crew arrived in the Pegasus galaxy, these versatile little ships are used extensively by the Earth teams at Atlantis in their explorations. Quick, manouvreable, armed with 12 Ancient drone-weapons, and equipped with a cloaking device, the Puddle Jumper is more than a match for its most frequently-faced opponent: the Wraith Dart.

The Puddle Jumper is divided into two sections. Forward is the pilot/crew compartment containing seats for a pilot, copilot, and two passengers. The back is configured as a small equipment bay (allowing access to the PJ's systems) and bench seating for at least eight people. A partition is

used to separate the two sections, and can be sealed air tight. The pilot's compartment has a DHD, as the Puddle Jumper was designed for

Gate travel in lieu of giving the ship a hyperdrive.

The ship also possesses an OCD (Optical Cloaking Device), rendering it invisible to visible wavelengths, a TCS (thought-control system) which is ATA gene activated, and can function as an underwater submersible (75 mph underwater; safe depth 1015 ft; fwd viewport collapses at 1230 ft; crush depth 2150 ft.).

OCD – with a DC 50 (Interval 1 hr) Electronics, the cloak can be turned into a shield with str: 50/12

Size	Huge
Occupancy	1/48
Handling	+10
Speed	9000
MPH	900/1800
Defence	20
Wound Points	150
Hardness	12
Options	5
Bonus RP	-
Improvements	ASM, CWP, DHD, IHD, MTF, OCD, PRS, SCD (+6), STC (+4), TCS, TMC (+4), TPS, UDW, VTL

Weapons	Turrets	ACC	Damage	Error	Threat	Range	Ammo	Qualities
Ancient Drones	6	+44	20d10+50	1-2	18-20	20,000 ft	2	* *

* * Drones are fire-and-forget weapons that will not fire until a successful lock-on is achieved – it is then virtually unstoppable. Drones are thought-controlled weapons that cannot be activated by someone without the ATA gene.

F-302 Mongoose class space fighter

Developed from the failed X-301 project that almost killed two pilots in 2002, the X-302 was rebuilt from the ground up, using a mix of human and Goa'uld technology. Most significant is the use of three separate engines – a jet engine for atmospheric use, rocket boosters for space flight, and an experimental hyperdrive engine using the unstable naquadriah isotope as a power source.

Although the hyperdrive was largely a failure, the F-302 proved an able space-fighter, and has seen action against the Goa'uld, the servants of the Ori, and the Wraith, acquitting itself well in all combat situations.

A more recent variant, the F-302B, has the hyper drive removed and is fitted with a light rail-gun to provide additional flexibility to the four missiles normally carried.

Size	Huge
Occupancy	1/1
Handling	+9
Speed	6,000 ft
MPH	600/1,200
Defence	18
Wound Points	140
Hardness	10
Options	6
Bonus RP	-
Improvements	LSP, PRS (+2), TPS, VTL

Weapons	Turrets	ACC	Damage	Error	Threat	Range	Ammo	Qualities
Radar-guided	4	-	8d10(+75)	1-2	19-20	10,000 ft	1	DF/IF, RA, PC
Railgun (F-302B only)	2	-	5d10(+40)	1	20	5,000 ft	100	DF, PC

Aurora class battle-cruiser (Ancients) (Aurora, Hippoforalkus (ren. Orion))

Virtually nothing is known about these ships as yet. Statistics will be posted after Season 3 commences and we actually get to see the Orion do something!
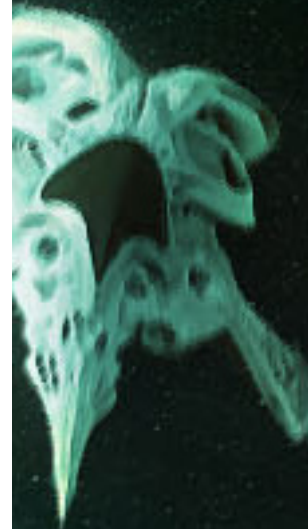
Wraith Hive Ship

The largest ships ever encountered by humans, the Wraith Hive Ships are enormous. Fully 4 kilometres long and over 2 kilometres wide, it can carry nearly twenty thousand – though in practice, there are nowhere near enough Wraith to fill one. With a complement of around 220 Darts and dozens of powerful blast cannon energy weapons, the Hive Ship is more than a match for most starships. It's primary faults are its slow hyperspace speed, necessiting frequent stops to cool the drives, and its lack of deflector shields. This is somewhat mitigated by an organic, self-repairing hull, but in combat it has been shown that a Hive Ship finds it difficult to stand toe-to-toe with a BC-304 class Earth vessel like the Daedalus.

Size	Gal-5
Occupancy	115/500 (5)
Handling	-12
Speed	Special*
MPH	Special*
Defence	1
Wound Points	5,500
Hardness	60
Options	38
Bonus RP	-
Improvements	EXP, HYP (3.5 ly/hr), LSP, LVQ, PRS (+2), Regen Hull (+20 wp/min), TPS, VTL, VLB (220 Darts)

Weapons	Turrets	ACC	Damage	Error	Threat	Range	Ammo	Qualities
Heavy Blast Cannon	42	-	10d10(+420/+280	1-3	18-20	15,000 ft	50	DF,GC

Wraith Cruiser

Considerably smaller but far more numerous than Hive Ships, the cruisers generally act as escorts for the Hive Ships, as well as undertaking smaller culls themselves. Each can support a dozen Darts, and can carry up to a hundred humans in stasis as a food supply

Size	Gal-2
Occupancy	15/50 (5)
Handling	-2
Speed	Special*
MPH	Special*
Defence	3
Wound Points	1,500
Hardness	20
Options	38
Bonus RP	-
Improvements	EXP, HYP (3.5 ly/hr), PRS +2, Regen hull (+10 wp/min), TBS, VBY (12 Darts), VTL

Weapons	Turrets	ACC	Damage	Error	Threat	Range	Ammo	Qualities
Heavy Blast Cannon	12	-	10d10(+420/+280)	1-3	18-20	15,000 ft	20	DF, GC

Wraith Dart

The most commonly-seen Wraith vessel, the Dart is a vicious little ship, capable of acting as either an atmospheric or space fighter, a medium transport ship and a "culling vessel" – picking up humans from planets in the Pegasus galaxy and storing them in its transporter memory buffer before rematerialising them aboard a Hive ship, ready for storage and consumption. Wraith ground troops can similarly be 'stored' in the buffer, then beamed down to locations on the ground.

Though fast and manouvreable, and packing a solid punch with their twin plasma cannon, the Dart is at a disadvantage against the Ancient's Puddle-Jumpers, which can not only cloak, but are armed with the devastating Drone weapons. The Darts' greatest advantage is generally their numbers, as they are quite fragile in combat,

and have been known to be shot down by a machine-gun handled by a single soldier.

The culling beam needs to be activated (half action). Anyone in its path must make a DC 20 Reflex saving throw to avoid being caught in it. Targets that fail their save are dematerialised and stored in the memory buffer aboard the dart until they are rematerialised. If the dart (or its memory buffer) is destroyed, anyone "stored" inside is dead.

Size	Huge
Occupancy	1
Handling	+11
Speed	9000
MPH	1000/2000
Defence	22
Wound Points	70
Hardness	5
Options	5
Bonus RP	-
Improvements	ACS (on hive ship only), DHD, EXO, EXP, LSP (1), NVS, PRS +2, SDC, STC (+2), TPS, TRS (culling beam), VTL

Weapons	Turrets	ACC	Damage	Error	Threat	Range	Ammo	Qualities
Twin Plasma cannon	n/a	-	6d10(+60)	1-2	19-20	2000 ft	200	DF, PC

Chapter 6 –
New & Variant Rules

New & Variant Rules

Zat Takedown
(from the official game errata)

Zat Takedown (ZTD): When an opponent is successfully attacked by a zat (whether the attack inflicts damage to him or not), the opponent must make a Fortitude save. This save's DC is determined as follows.

• If the attack raises the target's current total of subdual damage to less than or equal to his current vitality point total, the Fortitude save's DC is equal to the damage inflicted (before damage reduction and hardness were applied).

• If the attack raises the target's current total of subdual damage to more than his current vitality point total, or if the attack was a critical hit, the Fortitude save's DC is 10 + the damage inflicted (before damage reduction and hardness were applied).

Suggested Alternate Rule for Zat Takedown. This is the variant rule we have used in my own personal campaign. Thus far, it has worked well, mimicked what we see on-screen, and completely eliminates any extra calculations, dice rolls or on-the-fly rulings.

Since vitality points generally represent near-misses, simply assume that any Zat (or other stunner) does subdual damage. Low-level, "cannon fodder" opponents will be almost immediately dropped, whereas a PC or high-level NPC will need to be "worn down" to be taken out, the same as with normal weapons.

If the shot is a critical hit, then the subdual damage is measured against wound points directly. If it doesn't knock the person out with that hit, then the subdual damage is just treated normally in subsequent rounds.

Languages

The Pegasus galaxy has developed differently to the Milky Way. While the Wraith emerge every two hundred years or so and cull many human worlds, the worlds themselves have a functioning stargate network and a lack of permanent tyrannical overseers (such as the Goa'uld). Thus, an extensive trade network has developed among the Pegasus people, even among pre-industrial societies such as the Athosians.

As a result, language differences are markedly smaller in the Pegasus galaxy than in the Milky Way. When the Atlantis expedition first arrived, they were able to communicate with the Athosians in a minimalist way using the language of the Ancients as a common denominator. Fairly quickly, the Atlantis expedition picked up on the trade language of the Pegasus Galaxy, and with the help of the Athosians, soon became proficient in what is essentially the lingua franca of the Pegasus.