STARGÅTE

A Savage Worlds Conversion

For Stargate SG-1, Stargate Atlantis, and Stargate Universe

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Overview

My Reasons for Doing This

I've always been a fan of Stargate SG-1, Stargate Atlantis, and Stargate Universe. When I got into role-playing games, I was excited to find out that there was a Stargate SG-1 roleplaying game and wanted to give it a try. When I borrowed a copy from a friend, I was initially impressed by the faithfulness to the series. But that excitement fell away when I discovered the dizzying number of combat options. Even worse, the gear section was a mess and I spent a good five minutes trying to find a P-90, the most common weapon for SG teams. I also scratched my head when I found that I could take an MMORPG with me to a planet. By and large, I realized that the system wasn't for me.

I believe that *Savage Worlds* is a system that could easily capture the exciting feel of the shows, especially during the more action-packed episodes. I've created a conversion that I've used with my role-playing group and they've loved it, so I'd like to share it with the world. It is my goal to create a conversion that is useful and accurately captures the feel of the shows. I encourage any feedback to help this to happen.

Work in Progress

This is currently a draft and is missing several things that I would like to add. Rather than waiting with it, I wanted to get some feedback about what I had done and to release what I had into the public for others to enjoy

I haven't statted out any vehicles yet. I first plan to write stats for F-302s, Deathgliders, Alkesh, Tel'tak, Puddlejumpers, Wraith Darts, and Destiny Shuttles. Later, I will include capital ships including Prometheus, Daedalus-class ships, Orion-class ships, Ha'tak, Ori Motherships, Wraith Cruisers, Wraith Hive Ships, and hopefully Destiny.

Additionally, I plan to include character sheets for all the characters from the shows. Finally, I would like to include stats for common enemies and perhaps even nemeses like the Goa'uld System Lords themselves.

Setting Rules

Excluded Skills

There are very few vehicles and animals on the worlds that the Stargate leads to and so the Boating, Driving, and Riding an skills are unused. In the rare event that they are needed, a Piloting roll or an Agility roll (GM's choice) can be used.

New Skill

Characters can use technology from their own culture without having to make a special roll, but those intending to use alien technology will require the Knowledge (Alien Technology) skill. Because there are many different types of alien technology, this skill follows the Skill Specialization setting rule from *Savage Worlds Deluxe*. Thus if a character uses a piece of alien technology without the appropriate specialization, they make must make a Knowledge (Alien Technology) roll with a –2 penalty in order to successfully use it. Especially complex pieces of technology (notably the Stargate) also require a specialization to use without penalty.

For difficult tasks with unfamiliar technology, a Knowledge (Alien Technology) skill roll may be required along with another skill roll. For instance, if Col. O'Neill wants to pilot a Goa'uld Death Glider to escape a Ha'tak, the GM might require him to roll both Knowledge (Alien Technology) with the Goa'uld Technology speciality and Piloting skill checks and get a success in both in order to pilot the Death Glider successfully.

Note that Teal'c would not have to make a Knowledge (Alien Technology) roll in this situation because he is a Jaffa and has used Goa'uld technology all his life, but he may have to make a Knowledge (Alien Technology) roll with the Tau'ri Technology speciality if he was flying an F-302 since he is much less familiar with the technology of the Tau'ri.

The following specializations are used:

Specialization	Example Uses
Stargate	Gathering previously dialed gate addresses from a DHD, dealing with a gate malfunction, modifying the gate's auto-update algorithm, overriding a safety protocol
Tau'ri Technology	(For non-humans) Flying an F-302, using a computer
Ancient Technology	Using the Dak'ara superweapon, modifying the systems of Atlantis, fixing a Puddle Jumper, operating a stasis pod
Goa'uld Technology	Flying a Goa'uld ship, using a ribbon device, disarming a Goa'uld explosive
Asgard Technology	Retrofitting the Odyssey with Asgard weaponry and systems, calling the Asgard from a hologram shrine

Specialization	Example Uses
Wraith Technology	Flying a Wraith Dart and activating the culling beam, sabotaging the systems of a Wraith Hive Ship
Replicators	Implanting a virus into the Asurans' base code, activating a replicator in a laboratory in order to tap into their collective information network
Destiny	Getting Destiny to transfer controls to another location, overriding key systems, modifying the Chair so it is safe to use, manually altering Destiny's course

Excluded Hindrances

Nearly all PC characters in *Stargate* do not believe that the Goa'uld, Ori, or Wraith are gods worthy of worship or that they have supernatural powers. Consequently, the Doubting Thomas Hindrance is inappropriate for this setting.

Languages

Miraculously, language is rarely an issue when traveling to other worlds, as virtually everyone speaks a common language. If appropriate for their background, a character can speak and/or read an alien language (e.g. a Jaffa can speak and read Goa'uld). Those who wish to know more languages should take the Linguist Edge, which has been modified for use in *Stargate*.

Money and Gear

Virtually all characters in *Stargate* do not use money because they are assigned their gear for offworld missions, thus there is no need for Starting Cash or purchasing gear. Characters simply receive the appropriate gear considering who is outfitting them and their personal background (for instance Teal'c receives the standard equipment of SGC personnel, but has opted to use a Staff Weapon instead of a P-90 due to his background as a renegade Jaffa).

Races

The Stargate leads to many worlds with hundreds of alien races. Each of these races is equivalent to a +4 Race using the race creation rules found in *Savage Worlds Deluxe*. Below are the ones that are available to players:

Human

Humans are creatures that originated on Earth, but were taken to other worlds by the Goa'uld. Whether they are known as the Tau'ri, the Tollan, or the Genii, they share a common ancestry. All humans receive a free Edge at character creation to reflect their ability to adapt and thrive.

However, those who regularly travel through the Stargate are almost always better trained than the average humans of Earth and as such receive an additional benefit based on their homeworld or cultural background. In addition to the free Edge, all humans in *Stargate* receive one of the following benefits or an equivalent overall +2 benefit using the Race Creation rules in *Savage Worlds Deluxe*.

Milky Way Galaxy
- **Tau'ri-SGC Soldier:** *Military Training* - All Stargate Command soldiers are members of the United States Air Force and must undergo basic training. They begin play with a d6 in Shooting and Survival and a d4 in Fighting, Piloting, Swimming, and Throwing. However, they also have a Vow (Major) to follow the chain of command in the military.
- **Tau'ri-Civilian:** *Education* - Civilians are chosen to work with Stargate Command based on their special knowledge and expertise. All civilians receive a free d6 in any two skills linked to Smarts. Although they are employed by Stargate Command, they are not required to follow the chain of command and therefore are free from many of the restrictions that SGC personnel are bound to.
- **Langarans:** *Eidetic Memory* - As Jonas Quinn often demonstrated, the people of Langara have evolved to the point where they have an acute attention to detail and an eidetic memory. They begin play with a d6 in Investigation and receive +2 to all Common Knowledge checks.
- **Tollan:** *Technologically Advanced* - Having never had any sort of "Dark Ages," Tollan technology is some of the most sophisticated in the Milky Way. Tollan begin with a d6 in Smarts as well as a d6 in Repair and Knowledge (Alien Technology), but have a Vow (Major) to not allow less developed civilizations, like the Tau'ri, to have access to their advanced technology, lest they destroy themselves with it.

Pegasus Galaxy
- **Athosians:** *People of the Land* - Teyla Emmagan's people from Athos are people of the land and are skilled in farming and hunting. This firsthand knowledge provides them with a free d6 in Survival and Tracking.
- **Genii:** *Life of Secrecy* - The Genii have lived their entire lives hiding from the Wraith and using subterfuge to gather intelligence in the Pegasus Galaxy. They begin play with a d6 in Notice, Stealth, and Streetwise, but also have the Outsider Hindrance, as most people do not trust them.

- **Runner:** *Hunted by the Wraith* - Runners are humans who were given a tracker and then released to be hunted by the Wraith for sport. It is assumed that any PC Runner has had this tracker removed. They receive a d6 in Survival, Tracking, and either Fighting or Shooting, but have the Wanted (Minor) Hindrance because they could still be captured by any villages that are willing to turn him over to any particularly vengeful Wraith.

Jaffa

The Jaffa were humans that were genetically manipulated by the Goa'uld. In exchange for long life and increased vitality, they were designed to incubate Goa'uld symbiotes until full maturity. They are commonly used as warriors by the Goa'uld, though many have rebelled and joined the Free Jaffa.

Any Jaffa who have not gained a symbiote are considered to be Human. A Jaffa cannot become a Tok'ra.

- **Symbiote Health:** The symbiote incubated within the Jaffa grants long life and increased vitality. All Jaffa start out with a d6 in Vigor.
- **Symbiote Regeneration:** Since the symbiote quickly heals wounds sustained in combat, healing rolls can be made every day.
- **Jaffa Toughness:** All Jaffa receive the Brawny Edge, providing +1 Toughness and a carrying capacity of 8 times their Strength.
- **Born for Battle:** Jaffa learn to fight almost as soon as they are able to walk. All Jaffa begin with a free d6 in Fighting.
- **Disease Immunity:** Jaffa are immune to virtually all diseases.
- **Poison Immunity:** Jaffa are immune to the most common types of poison.
- **Honor-bound:** Although they may fight against each other, all Jaffa are bound by a sense of honor that governs the way they fight. All Jaffa have the Code of Honor Hindrance.
- **Outsider:** A Jaffa often find trouble adapting to other cultures and may not be welcome on worlds formerly enslaved by the Goa'uld. All Jaffa receive the Outsider Hindrance.

If playing before the Goa'uld have been overthrown:
- **Shol'vah:** When a Jaffa betrays the Goa'uld, he is branded a *Shol'vah* and will be captured or killed on sight by any enemy Jaffa. If the Jaffa was of importance, the Goa'uld may go to great lengths to ensure that he is made an example of.

If playing after the Goa'uld have been overthrown:
- **Tretonin Dependency:** The ultimate expression of freedom from the Jaffa came when they could use tretonin instead of having to keep a Goa'uld symbiote inside of them. By taking a daily injection, a Jaffa receives the same benefits that a symbiote provides. However, if a Jaffa fails to take tretonin, they suffer one level of fatigue each day (eventually resulting in incapacitation and death).

Tok'ra

The Tok'ra are Goa'uld spawned by the Goa'uld Queen Egeria who are against the other Goa'uld and their treacherous ways. The Tok'ra share the bodies of their hosts and work through subterfuge to eliminate the Goa'uld.

A Tok'ra is fully dependent on his or her symbiote. Should it be forcibly removed or injured, the host will die instantly. If the symbiote voluntarily leaves the host, the character effectively becomes a Human (without the benefits typically associated with them), but retains the Naquadah in the Bloodstream ability.

If a Human becomes a Tok'ra during play, they gain all the benefits of a Tok'ra, but must forfeit their next two advances.

- **Symbiote Health:** The symbiote within the host grants long life and increased vitality. All Tok'ra start out with a d6 in Vigor.
- **Symbiote Regeneration:** Since the symbiote quickly heals wounds sustained in combat, healing rolls can be made every day.
- **A Lifetime of Learning:** Throughout their long life, the Tok'ra symbiote has learned to do just about everything. They receive the Jack of All Trades Edge.
- **Disease Immunity:** Tok'ra are immune to virtually all diseases.
- **Poison Immunity:** Tok'ra are immune to the most common types of poison.
- **Naquadah in Bloodstream:** As a result of the blending of host and symbiote, the metal naquadah flows through the character's veins, allowing the use of Goa'uld devices that require it.
- **Leaders of the Resistance:** The Tok'ra firmly believe that they have the wisdom and experience to best decide how to deal with the Goa'uld and other enemies and that other races should defer to them. They all have the Stubborn Hindrance.
- **Tok'ra Responsiblity:** The character has a Vow (Major) to fulfill the needs of the Tok'ra, taking precedence over those of those the host is affiliated with.
- **Patience of Generations:** The Tok'ra are accustomed to planning for months at a time before taking action against their enemies, especially if it means that no Tok'ra lives will be lost. All Tok'ra have the Cautious Hindrance.

If playing before the Goa'uld have been overthrown:
- **Tok'ra Spy Network:** The Tok'ra are deeply embedded into Goa'uld operations. A Tok'ra has the Connections Edge and can use the network to get information, requisition materials, and possibly work out a diversion in order to complete their mission. (This network largely depended on the vast empire of the Goa'uld and, while still present, is not nearly as powerful during the time after they are overthrown).
- **Hunted:** The Tok'ra must work in secret and take great lengths to ensure that they are not captured by the Goa'uld.

Wraith

The Wraith are the scourge of the Pegasus Galaxy who went to war against the Ancients, resulting in them sinking Atlantis and retreating to the Milky Way. With the Wraith reawakened in full force, they are now culling humans in greater numbers than ever before.

The Atlantis Expedition has made uneasy alliances with certain Wraith from time to time, notably Todd. Because the Wraith rarely work with humans for an extended period of time, you should get Game Master approval before building a Wraith character.

- **Wraith Vitality:** No well-fed Wraith is frail. All Wraith start with a d6 in Vigor.
- **Hardy:** The Wraith are difficult to kill and often can take many bullets before dying. If a Wraith is Shaken, a second Shaken effect does not result in a wound.
- **Feeding Claws:** A grappled, restrained, or incapacitated human can be fed upon with a successful Touch Attack. The Wraith can transfer one level of Fatigue or one wound level between the target and themselves, or can make a Spirit roll vs. the target's Spirit at -2 to try to gain some sort of information. If the Wraith is not attacked and the target is still in its grasp, the benefits of feeding can be repeated each round.
- **Knockback:** All Fighting attacks made with a Wraith's bare hands cause 1d4" of knockback on the target.
- **The Need to Feed:** All Wraith must feed on a human each week or begin suffering fatigue as with a Major Habit. If a Wraith is incapacitated in this way, they die.
- **Bringers of Death:** The Wraith are universally feared for culling and feeding on humans and suffer a –6 Charisma to any social interactions with humans. This penalty can be reduced if it is known that a particular Wraith refuses to feed on the people he is working with (like Todd with Sheppard's team), but not entirely eliminated as they are always a little afraid that the Wraith might still feed if they are vengeful or desperate.

Edges

Excluded Edges

The following Edges are not available in *Stargate*: Arcane Background, Arcane Resistance, Gadgeteer, Florentine, Liquid Courage, Martial Artist, Noble, Power Surge, Rich, Filthy Rich, and all other Edges that include any of these as a requirement.

Modified Edges

The following Edges from *Savage Worlds Deluxe* have been modified for their use in *Stargate*.

Linguist

Requirements: Novice, Smarts d6+

This Edge allows the character to effectively read and understand any alien language (e.g. Goa'uld, Asgard, Atlantean, Wraith). He can also make a Smarts roll at –2 to make himself understood in any language or dialect that he has heard spoken for an extended period of time.

Mr. Fix-It

Requirements: Novice, Smarts d10+, Repair d10+, Knowledge (Alien Technology) d8+ with at least three specializations

This Edge has different requirements, but otherwise functions as described in *Savage Worlds Deluxe*.

New Edges

Background Edges

Ancient Gene

Requirements: Novice

The character is able to activate mundane Ancient technology and use complex Ancient technology, either naturally or as a result of gene therapy. They are also never required to make a Knowledge (Alien Technology) roll when using Ancient technology (although they will still need to do so if modifying it).

The Gift

Requirements: Novice

As a result of Wraith experimentation in one of their ancestors, this character has some Wraith DNA. She is able to sense that Wraith are in the vicinity with a Notice check (but specifically where) and can make a Notice check at –2 to sense that Wraith ships are approaching. In extreme circumstances, an individual with The Gift can also telepathically communicate with a Wraith or fly a hive ship.

Professional Edges

Surgeon
Requirements: Novice, Healer, Healing d8+

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

Weird Edges

Grace Under Pressure
Requirements: Novice, Luck

Whenever things seem hopeless, this character is able to pull everything together to do the impossible and save the day. Every time the character receives a Joker, they receive a +3 to all Trait and damage rolls for the round, rather than the standard +2.

Gear

All Modern era gear from *Savage Worlds Deluxe* is available in *Stargate*, but the most common gear for SG teams and the alien races they encounter are listed below.

Stunning Weapons

Weapons that list "Stuns" as their damage work as follows: on a successful hit, the target falls prone and must make a Vigor roll at -2. On a success, the target is treated as being Exhausted. On a raise, the target is treated as being Fatigued. If the target fails the roll, he is incapacitated. The target may make a Vigor roll at -2 as a free action each round to attempt to remove a level of Fatigue. If all levels are removed, the target is no longer considered "stunned."

Tau'ri

Armor

Type	Armor	Weight	Notes
Kevlar Vest	+2/+4	8	Covers torso only, +2 vs. most attacks (not Staff Weapons), +4 vs. bullets
Kevlar Vest w/ Standard Ceramic Inserts	+4/+8	12	Covers torso only, +4 vs. most attacks (not Staff Weapons), +8 vs. bullets
Kevlar Vest w/ Ceramic Polymer Inserts*	+4	12	Covers torso only, +4 vs. most attacks (including Staff Weapons)

* Only available after the events of Season 7's *Heroes*.

Ranged Weapons

Type	Range	Damage	ROF	Weight	Shots	Min Str	Notes
P90 (.28)	24/48/96	2d8	3	6	50	-	AP 2, Auto, 3RB
Beretta (9mm)	12/24/48	2d6+1	1	1	10	-	
Kull Disruptor*	24/48/96	2d6	1	2	-	-	Mounts on a P90 and fires simultaneously with bullets, harms Kull warriors (Anubis guards)

* Only available after the events of Season 7's *Death Knell*.

Special Weapons

Type	Range	Damage	Weight	Min Str	Burst	Notes
Frag Grenade	5/10/20	3d6	1/4	-	MBT	
C4	-	4d6	1/4	-	MBT	Heavy Weapon, can be detonated remotely, two or more together deals 5d8 in a LBT

Mundane and Special Items

Type	Weight	Notes
Bullets, Medium	5/50	Includes 9mm to .45
GDO	1/8	For transmitting an IDC to Stargate Command
Radio	1/2	
Naquadah Generator	15	Can also be detonated after a 30 second overload, which destroys everything in a large radius and generates an EMP wave

Jaffa

Melee Weapons

Type	Damage	Weight	Min Str	Notes
Staff Weapon (Melee)*	Str+d8	8	-	Reach 1, +1 Parry, 2 hands

* A staff weapon can be used as either a melee or ranged weapon, but cannot be used as a ranged weapon against targets within melee reach.

Armor

Type	Armor	Weight	Notes
Chest plate	+3	15	Covers torso (does not stack with chain hauberk)
Chain Hauberk	+2	10	Covers torso and arms (can be worn with chest plate)
Plate Greaves	+3	10	Covers legs
Serpent Guard Helmet	+4	8	Covers head, retractable

Ranged Weapons

Type	Range	Damage	ROF	Weight	Shots	Min Str	Notes
Staff Weapon*	30/60/120	3d6	1	8	-	d8	AP 3, 2 hands, Snapfire
Zat'nik'tel (Zat gun)	5/10/20	Stuns	1	3	-	-	Ignores most armor, see notes below **
De-mounted Glider Cannon	50/100/200	3d10	1	20	-	d10	Heavy Weapon, AP 6, 2 hands

* A staff weapon can be used as either a melee or ranged weapon, but cannot be used as a ranged weapon against targets within melee reach.

** If the target is hit by a second Zat blast while under the stunning effects of a Zat gun, the target will die immediately. A third hit will disintegrate the target. For the sake of game balance and drama, anyone

wanting to kill a Wild Card with a zat gun must go on hold with the Zat gun aimed at the target (the threat of killing the Wild Card will often bring the battle to a halt).

Special Weapons

Type	Range	Damage	Weight	Min Str	Burst	Notes
Shock Grenade (Tok'Kal)	5/10/20	-	1	-	MBT	Incapacitates all in burst for 1d6 rounds, Rolling

Mundane Items

Type	Weight
Tretonin (one day)*	1/8

* Only available after the events of Season 6's *The Changeling.*

Goa'uld

Special Weapons

Type	Range	Damage	Weight	Min Str	Burst	Notes
Ribbon Device*	Cone Template	1d6	1/4	-	-	Requires naquadah in bloodstream, pushes target 1d4 squares, fatigues target (bumps & bruises), can only be used every other round

* A ribbon device can be used to create a wall of force during combat or to torture a restrained target out of combat.

Mundane and Special Items

Type	Weight	Notes
Goa'uld Personal Communicator	1/4	
Goa'uld Healing Ring	1/4	Requires Naquadah in the bloodstream, provides a +2 to Healing rolls and can heal after the Golden Hour
Ribbon Device*	1/4	Requires Naquadah in the bloodstream, can torture, incapacitate, or kill a restrained target
Goa'uld Personal Shield	1/4	Complete protection against anything faster than a throwing knife, dissipates a zat gun blast, can only be activated for 2 minutes at most
Personal Cloaking Device	2	Renders the user invisible per the *invisibility* power in *Savage Worlds Deluxe*

* A ribbon device can be used to create a wall of force during combat or to torture a restrained target out of combat.

Ori

Melee Weapons

Type	Damage	Weight	Min Str	Notes
Battle Sword	Str+d8	8	-	2 hands

Armor

Type	Armor	Weight	Notes
Banded Leather Corselet	+2	15	Covers torso
Banded Leather Vambrace	+2	5	Covers arms
Banded Leather Greaves	+2	10	Covers legs
Helmet	+2	2	50% vs. head shot

Ranged Weapons

Type	Range	Damage	ROF	Weight	Shots	Min Str	Notes
Staff Weapon	30/60/120	3d6	1	8	-	-	AP 3, 2 hands, Snapfire
Stun Weapon	5/10/20	Stuns	1	1/2	-	-	Ignores most armor, worn on hand

Wraith

Armor

Type	Armor	Weight	Notes
Warrior Chest Plate	+3	25	Covers torso
Warrior Face Mask	+3	4	Covers head

Ranged Weapons

Type	Range	Damage	ROF	Weight	Shots	Min Str	Notes
Stunner Pistol	5/10/20	Stuns	1	3	-	-	Ignores most armor
Stunner Rifle	24/48/96	Stuns	1	10	-	d6	Ignores most armor

Special Weapons

Type	Range	Damage	Weight	Min Str	Burst	Notes
Wraith Detonator	5/10/20	3d6	1	-	MBT	Can be hidden and rigged to detonate when exposed
Self-Destruct Device	-	3d6	1/8	-	-	Soldiers have it on their chest, elites on their left wrist

Miscellaneous Factions

Ranged Weapons

Type	Range	Damage	ROF	Weight	Shots	Min Str	Notes
Ronan's Gun	12/24/48	Stuns/ 2d8	1	3	-	d6	AP 2, Can either be set to stun or to damage
Replicator Disruptor	Cone Template	Special	1	10	-	d6	Instantly disintegrates all replicators that are not immune to it
Genii Pistol	12/24/48	2d6+1	1	3	6	-	
Asuran Pistol	12/24/48	2d6+1	1	2	-	-	

Mundane and Special Items

Type	Weight	Notes
Sodan Invisibility Device	2	Shifts the user to an alternate dimension where they cannot be seen or interacted with, prolonged use unleashes inter-dimensional parasites that mutate animals
Puddle Jumper Remote	1/8	
Ancient Life Signs Detector	1/4	Range of 10", cannot differentiate between species
Destiny Portable DHD	1/4	
Kino	-	Can be manually controlled or set to patrol
Portable Kino Remote	1/4	