

TRUE20 STARGATE SG-13

Background

This is the setting of the movie *Stargate*, and the TV shows *Stargate SG-1* and *Stargate Atlantis*. Player Characters are present-day soldiers and scientists, part of a secret organisation called Stargate Command, sent to other worlds through a portal called the Stargate in search of allies and useful technology. They are opposed by numerous alien species who want to conquer Earth and enslave humanity, and in extreme cases, eat us as well.

Characters

Player Characters must be Experts or Warriors. The Narrator may allow NPC Adepts at his discretion; all powers are Intelligence-based.

Goa'uld symbionts grant their host the Body Control power as if a 1st level Adept; this is taken in place of the bonus feat for being human at 1st level. However, if the symbiont is ever removed, their immune systems are irreparably damaged; they automatically fail any checks to save against Disease or Poison, and usually die within days or weeks.

Wraith:

- *Ability Adjustments*: None.
- *Bonus Feats (actually powers)*: Body Control, Drain Vitality, Harm. A Wraith using Drain Vitality or Harm ages the victim; this kills Minions, but there are no aging rules in *True 20*, so player characters are essentially immune, just like the stars in the TV shows.
- *Favoured Feats*: Diehard, Favoured Opponent (Humans).

Equipment

Stargate Command characters have access to any modern equipment. By default, each SGC team member is equipped with a tactical vest, assault rifle, light pistol, knife, and commlink. Any equipment they liberate from foes or indigenous populations during their travels may be used for the duration of the scenario, and is then confiscated by SGC “for further study at Area 51”.

Natives of worlds the SGC visits may have any level of technology the Narrator desires, and appropriate equipment.

Stock Jaffa are equipped with staff weapons (which can be used as blaster rifles or as quarterstaves) and armoured jumpsuits. They may also have Zat Guns; these are curious weapons, since the first hit renders the target Unconscious, the second hit on the same target during the same scenario kills him outright, and the third disintegrates the body.

Goa'uld equipment grants the user temporary access to supernatural powers as follows; the powers are Intelligence-based, and the wielder is treated as a 1st level Adept for power rank:

- *Personal Shield*: Used only by Goa'uld System Lords, this grants a +8 Defence bonus and a +4 Reflex save bonus when activated, like improved cover (p. 103). However, it does not provide a bonus on Stealth checks.
- *Sarcophagus*: Cure, Cure Blindness/Deafness, Cure Disease, Cure Poison, Imbue Life.
- *Ribbon Device*: Cure, Move Object, Pain.

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Stock Wraith are equipped with blaster rifles and tactical vests. Their blaster rifles have a stun setting (like stun ammo, p. 84) and by default are “set to stun”, as the Wraith prefer to take their captives alive.

Stock Characters

Generally, NPCs are Minions. The additional feat and skill for being a 1st level human have been applied to the SGC team member and Jaffa, but not to the Wraith.

Stock SGC Team Member

Role: Warrior 1st. *Size:* Medium. *Speed:* 30 ft. *Reputation:* +0. *Conviction:* 3. *Abilities:* Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha +0. *Skills:* Climb 4 (+7, +4 armour), Intimidate 4 (+4), Jump 4 (+7, +4 armour), Knowledge (Tactics) 4 (+4), Notice 4 (+4). *Feats:* Armor Training (Light and Heavy), Attack Focus (Assault Rifle), Endurance, Firearms Training. *Combat:* Attack +2 (unarmed) +3 (assault rifle), Damage +3 (unarmed) +5 (assault rifle), Defence +2, Parry +4, Initiative +1. *Saving Throws:* Toughness +6, Fortitude +4, Reflex +1, Will +0. *Weapons:* Assault rifle (damage +5, critical 20/+3, autofire), light pistol (damage +3, critical 20/+3), knife (damage +1, critical 19-20/+3). *Armour:* Tactical vest (Toughness +4, armour check penalty -3).

Stock Jaffa

Role: Warrior 1st. *Size:* Medium. *Speed:* 30 ft. *Reputation:* +0. *Conviction:* 3. *Abilities:* Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha +0. *Skills:* Climb 4 (+7, +5 armour), Intimidate 4 (+4), Jump 4 (+7, +5 armour), Knowledge (Tactics) 4 (+4), Notice 4 (+4). *Feats:* Armor Training (Light and Heavy), Attack Focus (Staff Weapon), Body Control, Firearms Training. *Combat:* Attack +2 (unarmed) +3 (staff weapon), Damage +3 (unarmed) +8/+2 (staff weapon), Defence +2, Parry +4, Initiative +1. *Saving Throws:* Toughness +6, Fortitude +4, Reflex +1, Will +0. *Weapons:* Blaster rifle (damage +8, critical 20/+3), quarterstaff (damage +2, critical 20/+3). *Armour:* Armoured jumpsuit vest (Toughness +3, armour check penalty -2).

Stock Wraith

Role: Warrior 1st. *Size:* Medium. *Speed:* 30 ft. *Reputation:* +0. *Conviction:* 3. *Abilities:* Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha +0. *Skills:* Climb 4 (+7, +4 armour), Intimidate 4 (+4), Jump 4 (+7, +4 armour), Notice 4 (+4). *Feats:* Armor Training (Light and Heavy), Attack Focus (Blaster Rifle), Firearms Training. *Combat:* Attack +2 (unarmed) +3 (blaster rifle), Damage +3 (unarmed) +8 (assault rifle), Defence +2, Parry +4, Initiative +1 (+1 Dex). *Saving Throws:* Toughness +6, Fortitude +4, Reflex +1, Will +0. *Weapons:* Blaster rifle (damage +8, critical 20/+3, stun ammo available). *Armour:* Tactical vest (Toughness +4, armour check penalty -3).

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