

Savage Stargate

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

Draft 1

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My Reasons for Doing This

I've always been a fan of Stargate SG-1 and later, the other Stargate series. 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. I spent a good five minutes trying to find a P-90 and scratched my head when I found that I could take an MMORPG with me to a planet. By and large, I realized that this 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 at college and they've loved it, so I'd like to share it with the world. It's 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.

This is currently a draft. I wanted to get some feedback about what I had done and to release what I had into the public for others to enjoy. There are things that are incomplete and things that may not make sense, but I hope to rectify them in the future.

To Be Included:

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

I plan to write stats for the Wraith so that a Todd-type character can be played. My immediate goal is to be able to have all main characters and major recurring protagonists from the show playable and then other options can be added.

Hopefully, next draft will include character sheets for Jonas Quinn, Cameron Mitchell, and Vala Mal Doran. Later will include the main Atlantis team.

Sample adversaries are a distant goal.

Races

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 an additional edge at character creation to reflect their ability to adapt and thrive.

Additionally, a Human can pick up an edge for free based on their homeworld:

Tau'ri: *Lucky* - The people of Earth have always had a knack for traveling to other planets, finding useful things, defeating enemies against impossible odds, and still making it back home safely. For this reason, everyone originating from earth gains an additional benny each session.

Langarans: *Alertness* - 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 gain a +2 to all Notice checks.

Athosians: *Woodsmen* - Teyla Emmagan's people from Athos are people of the land and are skilled in farming and hunting. This firsthand knowledge means that they receive a +2 to Tracking, Survival, and Stealth.

You and your GM can discuss a suitable edge for a character wanting to be from another planet.

If a Human becomes a Tok'ra, they must forfeit their next two advances. Alternatively, a Human can forfeit their

two free edges as Humans and begin as a To'kra.

Jaffa

Jaffa were humans that were genetically manipulated by the Goa'uld in order to incubate Goa'uld symbiotes. They are commonly used as warriors by the Goa'uld, though many have rebelled and joined the Free Jaffa.

Symbiote Health- The symbiote incubated within the Jaffa grants long life and an immunity to most toxins and disease. In addition, Jaffa start out with a d6 in Vigor.

Symbiote Regeneration- Natural healing rolls can be made twice as often as usual.

Fast Healer- The symbiote accelerates natural healing and so a Jaffa gains a +2 to heal checks. (The normal requirements of Veteran status and a d8 of vigor do not apply).

Symbiote Dependency- Because a Jaffa requires a symbiote to live, the character suffers one level of fatigue each day (eventually resulting in incapacitation and death) if removed.

Outsider- A Jaffa often find trouble adapting to Earth culture and may face resistance on worlds formerly enslaved by the Goa'uld.

Wanted- When a Jaffa betrays the Goa'uld, he is branded a *Shol'vah* and will be captured or killed on sight.

Note that if the game takes place when Tretonin is available, simply substitute the word "symbiote" for "Tretonin."

Tok'ra

Symbiote Health- The symbiote within the host grants long life and an immunity to most toxins and disease. In addition, a Tok'ra starts out with a d6 in Vigor.

Symbiote Regeneration- Natural healing rolls can be made twice as often as usual.

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 Goa'uld devices that require it.

Fast Healer- The symbiote accelerates natural healing and so a Jaffa gains a +2 bonus to heal checks. (The normal requirements of Veteran status and a d8 of vigor do not apply).

Dual Personality- With two personalities inhabiting the same body, the host and symbiote may conflict with each other. The symbiote has the ability to completely take control of the body if it feels the need.

Total Symbiote Dependency- 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, but retains the Shared Knowledge edge and the Naquadah in Bloodstream edge.

Tok'ra Responsibility- The character is obligated to fulfill the needs of the Tok'ra before those of the host's race of affiliations.

Dropped Skills

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

Guts - While Stargate travelers often must deal with fearful things, those things typically do no more than spook the resilient travelers and create no lasting effects. Use a Spirit roll instead.

Knowledge Skills

The discovery of advanced technology throughout the galaxy can greatly benefit mankind, but takes time to study and use effectively. Notably, Knowledge (Stargate) or Knowledge (Astrophysics) is required for any technical operations involving a Stargate or associated device, like a DHD (e.g. analyzing a DHD's buffer of stored gate addresses).

Characters intending to use alien technology will require a Knowledge (Alien Technology) skill. This skill does not require a speciality in any type of alien technology (after all, Carter never seems to have major difficulty with Goa'uld, Asgard, or Ori technology). A character does not need a Knowledge skill for technology of their own race.

For difficult tasks with unfamiliar technology, a Knowledge (Alien Technology) skill roll may be required along with another skill roll. For instance, if O'Neill wants to pilot a Goa'uld Deathglider he wants to fly to escape a Goa'uld Mothership, the GM might require him to roll both Knowledge (Alien Technology) and Pilot skill checks and get a success in both to pilot the Deathglider successfully.

Languages:

Miraculously, language is rarely an issue when traveling to other worlds, as virtually everyone speaks a common language. However, a character can speak and/or read an alien language given an appropriate background (e.g. a Jaffa can speak and read Goa'uld). A character can learn an alien language if they spend time learning it.

Tau'ri Weapons						
Type	Range	Damage	ROF	Weight	Shots	Min Str Notes
P90 (.28)	24/48/96	2d8	3	6	30	d6
Beretta (.09)	5/10/20	2d6	1	1	10	-
Kull Disruptor	24/48/96	2d6	1	2	30	Mounts on a P90 and fires simultaneously with bullets, harms Kull warriors (Anubis guards)
C4	-	4d6	-	1/4	-	Med Burst Template, Can be detonated remotely
Goa'uld Weapons						
Zat'nik'tel (Zat.gun)	5/10/20	Stuns*	1	3	100	- Ignores most armor, see notes below **
Staff Weapon***	30/60/120	3d8	1	8	100	d8 AP 4, 2 hands
Staff Weapon (Melee)	-	Str+d8	-	8	-	Reach 1, 2 hands
Goa'uld Cannon	50/100/200	3d10	1	20	200	d10 AP 6, 2 hands
Goa'uld Shock Grenade	5/10/20	Special	-	1	-	Med Burst Template, Incapacitates all in burst for 1d6 rounds, Ro
Ribbon Device	Flame Template	1d6	1	1/4	-	Pushes target 1d4 squares, fatigues target (bumps & bruises), can only be used every other round, requires naquadah in bloodstream
Ori Weapons						
Type	Range	Damage	ROF	Weight	Shots	Min Str Notes
Staff Weapon	24/48/96	3d8	1	8	100	d6 2 hands
Stun Weapon	5/10/20	Stuns*	1	1/2	100	- Worn on hand
Battle Sword	-	Str+d8	-	8	-	-
Wraith Weapons						
Stunner Pistol	5/10/20	Stuns*	1	3	50	- Ignores most armor
Stunner Rifle	24/48/96	Stuns*	1	10	100	d6 Ignores most armor
Wraith Detonator	5/10/20	3d6	-	1	-	Med Burst Template, Can be hidden and rigged to detonate when exposed
Wraith Self-Destruct	-	3d6	-	1/2	-	Med Burst Template, Soldiers have it on their chest, elites on their left wrist
Miscellaneous Weapons						
Ronan's Gun	12/24/48	Stuns/2d8	1	3	10	d6 AP 2, Can be set to stun*
Replicator Disrupter	12/24/48	Special	1	10	-	d6 Cone Blast Template, Disintegrates Replicators
Asuran Pistol	12/24/48	2d6	1	2	100	-

* When a weapon hits that stuns, the target falls prone and must make a Vigor roll at -2. If successful, the target is treated as being exhausted. If successful with 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 affected and no longer considered "stunned."

** 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, Wild Cards can only be stunned with a Zat gun.

*** 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.

Tau'ri Armor			
Type	Armor	Weight*	Notes
Kevlar Vest w/inserts	+4/+8	12	Covers torso only, see notes **
Goa'uld Armor			
Type	Armor	Weight*	Notes
Jaffa Chestplate	+3	15	Covers torso (does not stack with chain shirt)
Jaffa Chain Shirt	+2	10	Covers torso, arms (can be worn with chestplate)
Jaffa Greaves	+3	10	Covers legs
Serpent Guard Helmet	+4	8	Covers head, retractable
Goa'uld Personal Shield	-	-	Complete protection against anything faster than a throwing knife, negates Zat gun, 2 minute time limit
Ori Armor			
Type	Armor	Weight*	Notes
Corselet	+3	20	Covers torso
Vambace	+3	10	Covers arms
Greaves	+3	15	Covers legs
Helmet	+3	2	50% vs head shot
Wraith Armor			
Type	Armor	Weight*	Notes
Corselet	+2	10	Covers torso
Greaves	+2	8	Covers legs
Face Mask	+2	1	Covers head

*This is effective weight when worn. Most armor weighs quite a bit more when carried rather than worn.

**Kevlar offers 2 points of protection against most attacks, but not plasma bursts (e.g. from staff weapons). Kevlar weave "binds" spinning bullets and so negates 4 points of AP from bullets, and provides +4 protection from them as well. Two types of ceramic inserts can be added: one to provide an additional +4 protection against bullets (for a total of +8), or another to protect against plasma bursts by negating 4 points of AP and providing +4 protection against them.

Ammunition		
Type	Weight	Notes
Bullets, medium	5/50	Includes .22 to .32 Caliber Weapons
Liquid Naquadah	1/4	Provides one round of ammunition for all Goa'uld weapons
Ori Power Supply	1/4	Provides one round of ammunition for all Ori weapons
Asuran Power Supply	1/4	Provides one round of ammunition for an Asuran pistol
Ronon's Gun Ammo	8/50	-
Mundane Items		
Type	Weight	
GDO	-	
Goa'uld Communicator	1/2	
Radio	1/2	
Tretonin (one day)	1/4	
Naquadah Reactor	15	
Puddle Jumper Remote	-	
Ancient Scanner	1/2	
Kino	-	
Kino remote	1/4	
Destiny Portable DHD	1/4	
Special Items		
Type	Weight	Notes
Personal Cloaking Device	2	Renders user invisible
Sodan Cloaking Device	2	Renders user invisible, cannot attack or otherwise interact with the environment while on
Goa'uld Healing Ring	1/4	Requires naquadah in the bloodstream, provides a +2 to Healing rolls
Ribbon Device	1/4	Requires naquadah in the bloodstream, can torture, incapacitate, or kill at close range

Stargate Command Personnel Sheet

Name: Jonathan "Jack" O'Neill

Rank: Colonel

Current Assignment: SG-1 Team Leader

Attributes:

Agility d8, Smarts d6, Strength d6, Spirit d6 (+4 vs. Shaken), Vigor d6

Skills:

Boating d8+2, Fighting d6, Intimidate d6+2, Notice d6+2, Persuasion d4, Piloting d8+2, Shooting d8, Stealth d4, Persuasion d4, Taunt d8+2, Throwing d6

Edges:

(Human) **Alertness:** +2 to Notice

(Tau'ri) **Lucky:** 1 Free Benny per Session

Ancient Gene: Can use Ancient technology

Quick Draw: Draw weapon as free action

Strong Willed: +2 to Intimidate and Taunt, +2 to resist

Natural Leader: Can give bennies to team members

Command: +1 vs Shaken for allies

Inspire: Additional +1 vs Shaken for allies

Rock and Roll!: Ignore auto-fire penalty if shooter doesn't move

Ace: +2 to Boating and Piloting, can soak in vehicles at -2 penalty



Wounds

-1

-2

-3

INC

-2

-1

Fatigue

Charisma: 0

Parry: 5

Pace: 6"

Toughness: 5+4

Hindrances:

Loyal - Will not leave a soldier behind

Vow (Air Force) - Is a member of the United States Air Force and Stargate Command

Big Mouth - Always says exactly what's on his mind, even to his superiors and his enemies.

Gear:

Type	Weight
P90 Clips	2
GDO	-
Radio	1/2

Armor:

Type	Armor	Weight*	Notes
Kevlar Vest w/inserts	+4	12	Covers torso only

Weapons:

Type	Range	Damage	ROF	Weight	Shots	Min Str
P90 (.28)	24/48/96	2d8	3	6	30	d6
Beretta (.09)	5/10/20	2d6	1	1	10	-
C4	-	4d6	-	1/4	-	-



Stargate Command Personnel Sheet

Name: Samantha Carter

Rank: Major

Current Assignment: SG-1

Attributes:

Agility d8, Smarts d10, Strength d6, Spirit d6 (+2 vs. Shaken), Vigor d6

Skills:

Fighting d6, Notice d6, Persuasion d4, Piloting d6, Repair d10+4, Shooting d8, Stealth d6, Throwing d6, Knowledge: Astrophysics d12+2

Edges:

(Human) **Attractive:** +2 Charisma

(Tau'ri) **Lucky:** 1 Free Benny per Session

Mr. Fix It: +2 to Repair, half time on raise

Gadgeteer: Can jury-rig a device once per session

Naquadah in Bloodstream: Can detect Goa'uld and use Goa'uld devices that require it

Level Headed: Act on best 2 cards in combat

Scholar: +2 in two knowledge skills (Repair, Astrophysics)

Jack of All Trades: Ignore -2 penalty for untrained Smarts based attempts

Marksmen: Auto aim (+2) when not moving



Wounds

-1

-2

-3

INC

-2

-1

Fatigue

Charisma: 2

Parry: 5

Pace: 6"

Toughness: 5+4

Hindrances:

Curious - Is always interested in the technology of another race and wants to know how it works

Vow (Air Force) - Is a member of the United States Air Force and Stargate Command

Gear:

Type	Weight
P90 Clips	2
GDO	-
Radio	1/2

Armor:

Type	Armor	Weight*	Notes
Kevlar Vest w/inserts	+4	12	Covers torso only

Weapons:

Type	Range	Damage	ROF	Weight	Shots	Min Str
P90 (.28)	24/48/96	2d8	3	6	30	d6
Beretta (.09)	5/10/20	2d6	1	1	10	-
C4	-	4d6	-	1/4	-	-



Stargate Command Personnel Sheet

Name: Dr. Daniel Jackson

Rank: Civilian

Current Assignment: SG-1

Attributes:

Agility d6, Smarts d10, Strength d6, Spirit d8 (+2 vs. Shaken), Vigor d6

Skills:

Fighting d4, Healing d4, Notice d8+2, Persuasion d8, Research d8+2, Shooting d6, Stealth d4, Streetwise d8, Throwing d6, Knowledge: Linguistics d12+2

Edges:

(Human) **Alertness:** +2 to Notice

(Tau'ri) **Lucky:** 1 Free Benny per Session

Great Luck: 1 Additional Free Benny

Dodge: +1 when taking cover from area of effect, Attackers take -1 to Shooting

Hard to Kill: Does not suffer wound penalties for knockout and injury table

Harder to Kill: 50% chance of surviving a "death"

Scholar: +2 in two Knowledge skills (Research, Linguistics)

Level Headed: Act on best of 2 cards



Wounds

-1

-2

-3

INC

-2

-1

Fatigue

Charisma: 0

Parry: 4

Pace: 6"

Toughness: 5+4

Hindrances:

Heroic - Always looks out for the well-being of the cultures he meets

Bad Eyes - Daniel Jackson requires glasses, -2 to attack and notice if he loses them.

Pacifist (Minor) - Has moral qualms about fighting unless in self-defense

Gear:

Type	Weight
P90 Clips	2
GDO	-
Radio	1/2

Armor:

Type	Armor	Weight*	Notes
Kevlar Vest w/inserts	+4	12	Covers torso only

Weapons:

Type	Range	Damage	ROF	Weight	Shots	Min Str
P90 (.28)	24/48/96	2d8	3	6	30	d6
Beretta (.09)	5/10/20	2d6	1	1	10	-



Stargate Command Personnel Sheet

Name: Teal'c

Rank: Jaffa, Granted Asylum

Current Assignment: SG-1

Attributes:

Agility d10, Smarts d6, Strength d10, Spirit d8 (+2 vs. Shaken), Vigor d10

Skills:

Fighting d12+1, Intimidation d8+2, Notice d6, Persuasion d4, Piloting d8, Shooting d8+1, Stealth d4, Taunt d6+2, Throwing d6, Tracking d8

Edges:

(Jaffa) Symbiote Health: Immunity to most toxins and disease. Start out with a d6 in Vigor.

(Jaffa) Symbiote Regeneration: Natural healing rolls can be made twice as often as usual.

(Jaffa) Fast Healer: +2 to heal checks

Brawny - Toughness +1

Imp. Nerves of Steel: Ignore 2 wound penalties

Strong Willed: +2 to Intimidate and Taunt

Trademark Weapon (Staff Weapon): +1 to attack with Staff Weapon

Dead Shot: Double damage to Shooting when dealt a Joker

Mighty Blow: Double damage to fighting when dealt a Joker

No Mercy: Can spend bennies to reroll damage

Gear:

Type	Weight
GDO	-
Radio	1/2

Armor:

Type	Armor	Weight*	Notes
Kevlar Vest w/inserts	+4	12	Covers torso only

Weapons:

Type	Range	Damage	ROF	Weight	Shots	Min Str
Staff Weapon (Ranged)	30/60/120	3d6	1	8	-	d8
Staff Weapon (Melee)	-	Str+d8	-	8	-	-



Wounds

-1

-2

-3

INC

-2

-1

Fatigue

Charisma: 0

Parry: 6

Pace: 6"

Toughness: 7+4

Hindrances:

Symbiote Dependency - Receives one level of fatigue each day if symbiote is removed, killing him on incapacitation

Outsider - Has trouble adapting to Earth culture and may face resistance on worlds formerly enslaved by the Goa'uld

Wanted - Branded a Shol'vah and enemy Jaffa will be capture or kill him on sight.

Vengeful - Will stop at nothing to kill a Goa'uld who has wronged him



Stargate Command Personnel Sheet

Name: Jacob Carter

Rank: Major General (Retired)

Current Assignment: Tok'ra Liaison

Attributes:

Agility d6, Smarts d8, Strength d6, Spirit d8 (+2 vs. Shaken), Vigor d6

Skills:

Fighting d4, Persuasion d6, Piloting d6, Repair d8, Research d6+2, Shooting d6, Stealth d6, Streetwise d6+4, Throwing d4, Notice d6+4

Edges:

(Tok'ra) Symbiote Health: Immunity to most toxins and disease. Starts out with a d6 in Vigor.

(Tok'ra) Symbiote Regeneration: Natural healing rolls can be made twice as often as usual.

(Tok'ra) Naquadah in Bloodstream: Allows the use Goa'uld devices that require it.

(Tok'ra) Fast Healer: +2 bonus to heal checks

Charismatic: +2 Charisma

Improved Dodge: -2 to be hit by ranged attacks

Investigator: +2 Research and Streetwise]

Improved Level Headed: Take best of 3 cards

Scholar: +2 in two Smarts skills (Streetwise, Notice)

Jack-of-All-Trades: Ignore -2 penalty for untrained Smarts skills

Gear:

Type	Weight
GDO	-
Radio	1/2

Weapons:

Type	Range	Damage	ROF	Weight	Shots	Min Str
Zat'nik'tel (Zat gun)	5/10/20	Stuns*	1	3	-	-

-On hit with Zat: Target falls prone and must make a Vigor roll at -2.

- Success: the target is Shaken and Fatigue -2
- Success with a raise: the target is Shaken and Fatigue -1
- Failure: Target is incapacitated

-Target makes a Vigor roll at -2 as a free action each round to remove fatigue.

-“One shot stuns, two shots kill, three shots disintegrate”

-For the sake of balance, you cannot kill a Wild Card with a Zat



Wounds

-1

-2

-3

INC

-2

-1

Fatigue

Charisma: 2

Parry: 4

Pace: 6”

Toughness: 5

Hindrances:

(Tok'ra) Dual Personality- Selmak, his symbiote, has the ability to completely take control of the body if it feels the need.

(Tok'ra) Total Symbiote Dependency- Both symbiote and host will die instantly if forcibly removed without special equipment

Vow (Tok'ra) - Obligated to fulfill the needs of the Tok'ra before those of the Tau'ri

