Stargate: Atlantis Rulebook

Version Alpha

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- [foo]

- [bar]

- [baz]

- [quox]

Other Sources

Parts of this were cribbed from various other games using the d20 system. Since this is a homebrew setting with no aim for commercial profit, it's under "fair use" and the Open Game License (OGL). The following list are various sources of inspiration and guidelines for something that won't break:

- *Modern d20 SRD (OLG)*

- *Future d20 SRD (OLG)*

- various sourcebooks from Wizards of the Coast *Dungeons and Dragons 3.5 Ed.*, including

  - *Player's Handbook*
  - *Expanded Psionics Handbook*

- *Star Wars Roleplaying Game Revised Core Rulebook,* from Wizards of the Coast

- The Stargate Solutions wiki (http://www.stargate-sg1-solutions.com/wiki/Main_Page)

Legal Disclaimer

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Ten million years ago, a plague swept the Milky Way.

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Chapter 2

New Classes

The Atlantis setting offers a few new options for base and prestige classes for players. The options have been designed to offer new benefits to a team, expanded characterization options, and flavor to the Pegasus Galaxy.

2.1 Base Classes

2.1.1 Negotiator

[words]

Abilities

Charisma is the negotiator's most important ability, with Wisdom and Intelligence as secondary. The Negotiator must draw on all three in order to wade through the complexities of human interaction and negotiation.

Vitality

1d8 plus Con modifier per level

Class Skills

The negotiator's class skills and key abilities are listed below:

Class Skill	Key Ability
Balance	Dex
Bluff	Cha
Bureaucracy	Cha
Concentration	Wis
Cultures	Wis
Decipher Script	Int
Diplomacy	Cha
First Aid	Wis
Forgery	Int
Gather Information	Cha
Innuendo	Wis
Knowledge	Int
Languages[1]	Int
Listen	Wis
Profession	Wis
Sense Motive	Wis
Spot	Wis
Survival	Wis
Xeno-Cultures	Wis
Xeno-Languages[2]	Int

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

Class Features

The following are class features for the negotiator:

Starting Feats : The negotiator begins play with the following feats:

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[1] See **Languages** Erratta
[2] Again, see **Languages** Erratta

Table 2.1: **THE NEGOTIATOR**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Init Bonus	Gear Picks	Res Picks	Special
1	+0	+0	+1	+2	+2	+0	2	1	Starting Feats, Resource Manager 1*, Fast Talk
2	+1	+0	+2	+3	+3	+1	3	2	I See What You Did There, Buy Time 1
3	+1	+1	+2	+3	+3	+1	3	3	Resource Manager 2, Coordinate +1
4	+2	+1	+2	+4	+3	+2	4	4	Silver Tongued Devil 1
5	+2	+1	+3	+4	+4	+2	4	5	Bonus Feat
6	+3	+2	+3	+5	+4	+2	5	6	Coordinate +2
7	+3	+2	+4	+5	+5	+3	5	7	Resource Manager 3
8	+4	+2	+4	+6	+5	+3	6	8	Silver Tongued Devil 2
9	+4	+3	+4	+6	+5	+4	6	9	Bonus Feat, Coordinate +3
10	+5	+3	+5	+7	+6	+4	7	10	Diplomatic Badass
11	+5	+3	+5	+7	+6	+4	7	11	Buy Time 2
12	+6	+4	+6	+8	+6	+5	8	12	Resource Manager 4, Coordinate +4
13	+6	+4	+6	+8	+7	+5	8	13	Silver Tongued Devil 3
14	+7	+4	+6	+9	+7	+6	9	14	Bonus Feat
15	+7	+5	+7	+9	+7	+6	9	15	Coordinate +5
16	+8	+5	+7	+10	+8	+6	10	16	Resource Manager 5
17	+8	+5	+8	+10	+9	+7	10	17	Bonus Feat
18	+9	+6	+8	+11	+9	+7	11	18	Buy Time 3
19	+9	+6	+8	+11	+9	+8	11	19	Silver Tongued Devil 4
20	+10	+6	+9	+12	+10	+8	12	20	Coordinate +6, Resource Manager 6

*Core Ability − A character only ever gains the core abilities of the first base class and the first prestige class chosen

- *Armor Group Proficiency (Light)*
- *Weapon Group Proficiency (Melee)*
- *Weapon Group Proficiency (Handguns)*

Resource Manager : At the start of each mission, during resource allocation, add a die. Split the value between Gear Picks and/or Resource Points as you choose. (In the chart, the number equals the line below. It does not mean a separate feat.)

1. At 1st level, roll 1d4.

2. At 3rd level, roll 1d6.

3. At 7th level, roll 1d8.

4. At 12th level, roll 2d6.

5. At 16th level, roll 2d8.

6. At 20th level, roll 2d10.

This is the Negotiator's Core Ability.

Fast Talk : Add Negotiator level to any Bluff and/or Diplomacy check.

Diplomatic Badass : Add 1.5x(Negotiator Level) to any Bluff and/or Diplomacy check. Does not stack with Fast Talk.

I See What You Did There : The Negotiator is trained to notice things. At 2nd level, add +8 to your Spot, Listen, and Sense Motive checks.

Buy Time : The Negotiator attempts a Diplomacy check against an opponent's Sense Motive.

At 2nd level, a successful Diplomacy check prevents the opponent from acting that turn. It can be used 1/combat.

At 11th level, a Negotiator can use this feat 3/day.

At 18th level, in addition to preventing an opponent from acting that turn, this feat can also be used 2/day to knock someone down the initative track by -8 init.

Silver Tongued Devil : The Negotiator can spend a full round inspiring a number of allies equal to half his Negotiator level, rounded up. The effect lasts one round per Negotiator level.

The ally gains a +2 morale bonus on saving throws and a +2 morale bonus on attack and weapon damage rolls at 4th level.

At 13th level, allies gain a + 4 morale bonus on saving throws and a +4 morale bonus on attack and weapon damage rolls.

At the same time, a number of enemies who can hear and understand the Negotiator's voice suffer a -2 morale penalty to their saving throws, and a -2 penalty to their Defense Bonus. The effect lasts for one round per Negotiator level.

At 4th level, the Negotiator can do this to one enemy within a 30 foot radius.

At 8th level, the Negotiator can do this to a number of enemies equal to his Charisma bonus within 30 feet of him.

At 19th level, the Negotiator can do this to all opponents within a 60 foot radius.

This ability can be used once per combat per every four levels of Negotiator, and does not stack.

Bonus Feat : At 5th, 9th, 14th, and 17th level, the Negotiator gains a bonus feat. The feat must be from the following list, and the Negotiator must meet any prerequisites.

Charmer, Iron Will, Pursuasive, Scholarly, Sidestep, World-Traveler.

Coordinate : The Negotiator is trained to get even the most opposed groups and people to work together. When the Negotiator can aid others or facillitate and manage an endevor, she provides a bonus to the task by making an aid another check. This is in addition to the normal aid another bonus of +2, and the value increases with level progression. (a total of a +3 bonus at 6th level, a +4 at 11th level, etc)

This ability cannot be used to assist in combat.

2.1.2 [Trickster]

[more different words]

Abilities

Dexterity and Charisma are the [trickster]'s lifeblood. Dexterity to get them out of tight spots, and Charisma as their stock-and-trade. Wisdom comes as a close second, in order to be constantly aware of their surroundings.

Vitality

1d8 plus Con modifier per level

Requirements

Species: Any non-Tau'ri.

Class Skills

The [trickster's] class abilities are listed below:

Class Skill	Key Ability
Balance	Dex
Bluff	Cha
Climb	Str
Disguise	Cha
Escape Artist	Dex
First Aid	Wis
Gather Information	Cha
Hide	Dex
Jump	Str
Knowledge	Int
Listen	Wis
Move Silently	Dex
Open Lock	Dex
Search	Int
Sleight of Hand	Dex
Spot	Wis
Survival	Wis
Tumble	Dex
Xeno-Cultures	Wis

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

Class Features

The following are class features for the [trickster]:

Starting Feats : The [trickster] begins play with the following feats:

- *Armor Group Proficiency (Light)*
- *Weapon Group Proficiency (Melee)*
- *Weapon Group Proficiency (Handguns)*
- *Weapon Group Proficiency (Hurled)*

Hamstring : If a [trickster] can catch an opponent flat-footed (or denied their Dex and Dodge bonuses to Defense) , she can choose to deal 1d4 Dex or Con damage on a successful touch attack.

At 6th level, it becomes 1d6 Dex or Con damage.

At 12th level, it becomes 1d8 Dex or Con damage.

At 18th level, it becomes 1d10 Dex or Con damage.

This is the [trickster]'s Core Ability.

Mingling Basics : A [trickster] gains the **Mingling Basics** feat for free, regardless of if he meets the prereqs.

Houdini : Add [trickster] level to any Escape Artist check.

Falsifier : Add +6 to any Disguise and/or Bluff check.

Evasion : If a [trickster] is hit by an area attack (such as burst fire or blast damage), she can roll a Reflex save. If she succeeds, she takes no damage. Otherwise, she half damage she normally would. Evasion can only be used if the [trickster] is wearing light or no armor. A helpless or prone [trickster] does not gain the benefit of evasion.

Blackmark : A [trickster] is familiar with the ins-and-outs of the galaxies less-desirable underside, and how to find what he wants. The [trickster] has access to any black market in populated areas. At the GM's discresion, a [trickster] may aquire semi-legal or illegal items in that area's jurisdiction.

When bargaining, a [trickster] can add their Cha modifier and +4 to lower prices.

The [trickser] can also add their Cha + 4 to any Gather Information check (essentially adding the Charisma modifier twice) among more disreputable sources.

Mingling Mastery : A [trickster] gains the **Mingling Mastery** feat for free, regardless of if she meets the prereqs.

Table 2.2: **THE [TRICKSTER]**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bonus	Init Bonus	Gear Picks	Res Picks	Special
1	+0	+0	+2	+0	+2	+2	1	0	Starting Feats, Mingling Basics, Hamstring 1*
2	+1	+0	+3	+0	+2	+3	2	1	Houdini, Skin of Your Teeth 1
3	+2	+1	+3	+1	+3	+4	2	1	Evasion, Falsifier
4	+3	+1	+4	+1	+3	+5	2	2	Blackmark, Mingling Mastery
5	+3	+1	+4	+1	+4	+5	3	2	Backstab, Bonus Feat
6	+4	+2	+5	+2	+4	+6	3	3	Hamstring 2
7	+5	+2	+5	+2	+5	+7	4	3	Skin of Your Teeth 2
8	+6	+2	+6	+2	+5	+8	4	4	"Look, A Monkey!"
9	+6	+3	+6	+3	+6	+9	4	4	Bonus Feat
10	+7	+3	+7	+3	+6	+10	5	5	Fortune's Favor 1
11	+8	+3	+7	+3	+7	+11	5	5	Lost in the Crowd
12	+9	+4	+8	+4	+7	+11	6	6	Master of Masks, Hamstring 3
13	+9	+4	+8	+4	+8	+12	6	6	Skin of Your Teeth 3
14	+10	+4	+9	+4	+8	+13	6	7	Bonus Feat
15	+11	+5	+9	+5	+9	+14	7	7	Quicksilver
16	+12	+5	+10	+5	+9	+15	7	8	Think Fast!
17	+12	+5	+10	+5	+10	+15	8	8	Bonus Feat
18	+13	+6	+11	+6	+10	+16	8	9	Hamstring 4
19	+14	+6	+11	+6	+11	+17	8	9	Skin of Your Teeth 4
20	+15	+6	+12	+6	+11	+18	9	10	Fortune's Favor 2

*Core Ability − A character only ever gains the core abilities of the first base class and the first prestige class chosen

Backstab : A [trickster] gains a +10 to a Slight of Hand check to conceal a hidden weapon. After doing so, the [trickster] can later draw the weapon as a free action (regardless of having the Quick Draw feat or not) instead of as a half action. An opponent that was unaware of the concealed weapon is treated as flat-footed against the first attack the [trickster] makes that turn.

Skin of Your Teeth : Once per day, a [trickster] can reroll a saving throw, and take the higher of the rolls.

At 7th level, this goes up to twice per day.

At 13th, this goes up to three times per day.

Af 19th, a [trickster] can use this up to four times per day.

Bonus Feat : At 5th, 9th, 14th, and 17th level, the [trickster] gains a bonus feat. The feat must be from the following list, and the [trickster] must meet any prerequisites:

Charmer, Flawless Identity, Lightning Reflexes, Mobility, Moving Target, Nimble Fingers

"Look, A Monkey!" : A [trickster] can use her Bluff skill to create a diversion, then use her Hide skill as a move action. She gains a +8 bonus on Bluff and Hide checks made for this purpose.

Any distracted opponent is treated as flat-footed.

Fortune's Favor : At 10th level, once per day as a free action, a [trickster] can add his class level as a luck bonus to all attack rolls he makes until the start of his next turn.

At 20th level, Fortune's Favor can be used 2/day.

Lost in the Crowd : Beginning at 11th level, a [trickster] can use the Hide skill to blend into a crowd, even while being observed. A [trickster] loses this ability while wearing medium or heavy armor, or when carrying a heavy load.

Master of Masks : Add 1.5x [trickster] level to any Disguise and/or Bluff check.

Quicksilver : At 15th level, when a [trickster] uses any of the following skills: Balance, Climb, Escape Artist, Hide, Move Silently, Open Lock, and Slight of Hand, those using Listen, Search, or Spot to detect the [trickster]'s activity take a -4 penalty.

Think Fast! : A [trickster] is a master of improvisation, even in combat. As a half-action, a [trickster] can use whatever is on hand to render an opponent flat-footed.

2.2 Prestige Classes

2.2.1 Interrogator

[still more words]

Abilities:

Charisma and Wisdom are the Interrogator's most important abilities. However, Dextarity is also important, in situations when the negotiator must realize the tieme to get out of hot situations when words fail.

Vitality

1d8 plus Con modifier per level

Requirements

To become an Interrogator, a character must meet all the following requirements:

Character Level: 5+

Charisma: 13+

Diplomacy: 6+ ranks

Bluff: 6+ ranks

Intimidate: 4+ ranks

Class Skills

The following are class skills for the Interrogator:

Class Skill	Key Ability
Balance	Dex
Bluff	Cha
Computers	Int
Concentration	Wis
Cryptography	Int
Cultures	Wis
Diplomacy	Cha
Driver	Dex
Forgery	Int
Gather Information	Cha
Innuendo	Wis
Intimidate	Cha
Knowledge	Int
Languages[3]	Int
Listen	Wis
Search	Int
Sense Motive	Wis
Spot	Wis
Surveillance	Wis
Xeno-Cultures	Wis
Xeno-Languages[4]	Int

Skill Points at Each Level: 6 + Int

Class Features

The following are class features for the Interrogator:

Starting Feats : The interrogator gains the following feats at 1st level:

- *Armor Group Proficiency (Light)*
- *Armor Group Proficiency (Medium)*
- *Weapon Group Proficiency (Handguns)*
- *Weapon Group Proficiency (Rifles)*

Nonlethal Force : An Interrogator is skilled at using nonlethal force to subdue an opponent. He can deal nonlethal damage with a weapon that normally deals lethal damage (by choice) without taking the normal -4 penalty on the attack

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[3]See **Languages** Erratta

Table 2.3: **THE INTERROGATOR**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Def Bon	Init Bon	Gear Picks	Res Picks	Special
1	+0	+1	+2	+2	+1	+0	1	1	Starting Feats, Nonlethal Force, Rapport 1*
2	+1	+2	+3	+3	+2	+1	2	2	Sizing Up the Situation, Cynical
3	+2	+2	+3	+3	+3	+1	2	3	Under the Lamp, You're Not Moving 1
4	+3	+2	+4	+4	+3	+2	2	4	Subdue
5	+3	+3	+4	+4	+4	+2	3	5	Rapport 2, R2I
6	+4	+3	+5	+5	+5	+2	3	6	Watching You Like A Hawk
7	+5	+4	+5	+5	+6	+3	4	7	Was That Supposed To Hurt? 1
8	+6	+4	+6	+6	+6	+3	4	8	You're Not Moving 2
9	+6	+4	+6	+6	+7	+4	4	9	Rapport 3
10	+7	+5	+7	+7	+8	+4	5	10	Was That Supposed To Hurt? 2

*Core Ability − A character only ever gains the core abilities of the first base class and the first prestige class chosen

roll. For ranged weapons, this requires the appropriate ammunition; for the purposes of this feat, firearm magazines can be changed as a free action.

Rapport : An Interrogator has the ability to tease infomation out of the most recalcitrant of sources, by establishing a working relationship with their subjects, disarming their psychological defenses and diffusing hostility. Once per day, the Interrogator may ask a single yes/no question to the target of this ability that the target is required to answer. The target may attempt to bluff the Interrogator at a -2 penalty.

At 5th level, the Interrogator may use this ability twice per day.

At 9th level, the Interrogator may use this ability three times per day.

This is a mind-affecting ability.

This is the Interrogator's Core Ability.

Sizing Up the Situation : The Interrogator makes a living off of knowing how people will react in situations without letting them know what he's up to. He knows how to size up the situation in a single sweep of his eyes that isn't always perceptable to those around him. The sweep provides a +4 circumstance bonus on Spot checks and covers a 30-foot radius, centered around the Interrogator. The Interrogator can use this bonus at the start of an encounter to look for obvious enemies, alarms, surveillance, traps, and escape routes.

Anything not concealed can be spotted in the sweep with a successful DC 10 check. The DC for concealed or less obvious threats is equal to their Hide checks, as per usual.

Cynical : The Interrogator is trained to pay attention to subtle clues from body language. At 2nd level, add +4 to all Sense Motive checks.

Under the Lamp : An Interrogator is able to gauge whether or not another character is telling the truth simply via interpretating facial expressions and body language. The Interrogator must be able to see and hear (but does not have to understand) the individual under scrutiny.

With a successful Sense Motive check against DC 10, the Interrogator can determine whether a subject is deliberately omitting information.

A successful Sense Motive check against DC 10 plus the subject's Bluff modifer prevents the subject from ever using the Bluff skill against the Interrogator.

This feat may not be used to force a subject to speak.

You're Not Moving : Starting at 3rd level, an Interrogator can choose to add his Str or Dex modifier to any grapple check.

At 8th level, the Interrogator can choose to add 2x his Str or Dex modifier to any grapple check.

Subdue : If an Interrogator studies his target for 3 rounds and then makes a nonlethal attack (with a weapon or unarmed), he has the possibility of either paralyzing or subduing the target. While studying the target, the Interrogator can undertake other actions as long as her attention stays focused on the target. If the target fails a Fortitude save (DC 10 + the Interrogator's class level + the Interrogator's Wis modifier), the target is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the Interrogator. If the target's saving throw succeeds, the attack does +1d6 subdual damage per every two levels of Interrogator, rounded down.

Once the Interrogator has completed 3 rounds of study, he must make the nonlethal attack within the next 3 rounds.

If an attack is attempted and fails (the target makes his save) or if the Interrogator does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can try again.

Subdue can be used in conjunction with Nonlethal Force.

R2I : Interrogators are familiar with various interrogation techniques, and thus how to subvert and resist them. Any character attempting to use Sense Motive or Bluff against an Interrogator suffers a -8 penalty to all Bluff and Sense Motive checks.

Additionally, if the Interrogator is opposing another character's Rapport, they do not take the -2 penalty to Bluff.

Watching You Like a Hawk : The Interrogator watches his opponent's every move, and attempts to predict their next action. When fighting defensively, the Interrogator declares one opponent to be his dodge target. If this opponent attacks him, he can make a d20 roll modified with his highest base attack bonus. The result is used as his defense bonus to touch and regular attacks.

Was That Supposed to Hurt? : Starting at 7th level, an Interrogator's training allows them to handle difficult subjects. Once a day, if an Interrogator makes a successful Will or Fortitude save (whichever is higher), she can shake off any unarmed attack or non-lethal damage, taking no damage. The ability is only used upon a successful save (a failed save does not use up the use for the day).

At 10th level, the Interrogator can use this 2/day.

An unconscious or sleeping Interrogator cannot use this ability.

Chapter 3

Native Pegasus Human Templates

Tau'ri humans are not the only build of humans in the Pegasus galaxy. Like the "Near Human" character creation templates in the main core book, this section describes various other types of human options for Pegasus characters.

3.1 Planet/Culture Specific Options

3.1.1 Athosian

[stuff about Athos]

- +1 bonus to all Listen, Search, and Spot checks
- +2 bonus to all Diplomacy and Gather Information checks
- Bonus Feat: Two-Weapon Fighting. All prereqs for this feat are waived.
- stuff

3.1.2 Satedan

[stuff about Sateda]

- numbers
- stuff
- things

3.1.3 Hoffan

[stuff about Hoff]

- +2 Int, -2 Wis
- stuff
- things

3.1.4 Genii

[stuff about the Genii]

- +2 Int, -2 Wis
- stuff
- things

3.2 General Templates

3.2.1 Agrarian Society

[basic agrarian society blurb]

- +2 Con, -2 Int
- **[bonus]**:
- **[bonus2]**:

3.2.2 Pre-Industrial Society

[pre-industrial blurb]

- +1 Str, +1 Dex, -2 Cha

- **[bonus]**:

- **[bonus2]**:

3.2.3 Steam-tech Society

[steampunk blurb]

- +2 Cha, -2 Wis

- **[bonus]**:

- **[bonus2]**:

3.2.4 Nuclear Age Society

[description]

- + 2 any, - 2 Any

- **[bonus]**:

- **[bonus2]**:

3.2.5 Space Nomad

[nomads IN SPACE]

- +2 Int, -2 Str

- **[name]**: Once per day while aboard a spaceship, a character of this subtype can add her character level as a bonus on any single attack roll, skill check, or ability check. The decision to add this bonus can be made after the result of the roll or check is known.

- **[bonus]**:

3.2.6 Runner

[what is a runner]

- +2 Dex, -2 Con

- **Survivalist**: Gain +n to all Survival[1] checks.

- **Born to Run**: When using the run action, a Runner can move up to six times their speed (instead of the normal four times). Additionally, a Runner's speed is never reduced by difficult terrain.

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[1]See **Errata** for new Survival rules.

Chapter 4

New Skills and Feats

[words]

4.1 Skills

Decipher Script

When you encounter something written in a language that you "know", you roll the **Decipher Script**. The amount you are able to translate is determined by that.

If the language is not a complete match, but is not too far off, there is a chance you can still make some kind of headway in translation. (i.e: Knowing Spanish but not Portugese)

If they are not Earth (Tau'ri) languages, you use the **Xenolanguages** version of Decipher Script. (However, for example, if you know Egyptian hieroglyphics, you can use it to translate written Goa'uld, at a penalty.)

Knowledge: Local, Pegasus

Additional Knowledge specialty, specifically tailored to the legends, personalities, inhabitants, laws, customs, traditions, and other such things pertaining to the Pegasus Galaxy.

Knowledge: Wraith

Additional Knowledge specialty, specifically tailored to the laws, customs, caste structure and heirarchy of the Wraith.

4.2 Feats

ATA Gene

Prereqs: Must have taken ATA Gene Therapy
[description]

Natural ATA Gene

Prereqs: Starting Feat Only
[description; better than what ATA Gene can give]

Faceman

Prereqs: Pegasus Native Only

As a native trader in the Pegasus galaxy, you are aware of the various customs, social nicites, and trading networks in the galaxy. As a result, you have a +5 bonus to all **Diplomacy** checks, +10 to all **Knowledge: Local, Pegasus**, and a +2 to all **Bluff** checks.

Wraith Sense

Prereqs: Pegasus Native Only

At some point in your family's history, your ancestors were escaped experiments of the Wraith. The result of these experimentations has been passed onto you. You are able to sense the presence of Wraith nearby.

Additionally, you have access to some of the psionic

powers the Wraith have[1]. You are able to access any Queen/Noble 1^{st}Tier Powers. The number of times you can use a power is 1 per every 2 character levels a day.

By concentrating and opening yourself up to your heritage, you are able to access higher tiers. Accessing a tier higher than your highest current available costs 1d8 points of damage, and the power is at double-cost. (If you can use 3 1^{st}Tier powers per day, you can access a 3rd Tier power for 2 uses and 1d8 damage.)

Also, you can extend the range of a power to essentially infinate for 2d8 points of damage and double-cost.

This feat may be taken multiple times. Each additional time opens access to the next Queen/Noble Tier.

Made of Poison

Prereqs: Must have been injected with Hoffan drug and survived

You are poisonus to Wraith. Any Wraith who attempts to feed on you must make a DC 25 Fortitude check, or they are killed. Success means they take 3d6 Con damage. After 1 minute, they must make a secondary Fortitude check, or they take an additional 2d6 Con damage.

You only take 1d4 damage to any attempt to feed on you.

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[1]see **Psionic Rules** under the Wraith section for more details

Chapter 5

Equipment

[words]

5.1 Modified Gear Rules

The gear rules for Atlantis are modified from the normal *Stargate d20* rules, to take into account supply problems. Atlantis is the only outpost in the Pegasus Galaxy that Earth has. Opening the intergalactic Stargate requires the power of a ZPM, which are in very short supply. The SGC is working on a cruiser (the X-304 series) that is capable of intergalactic flight, but the prototype is currently incomplete. Currently, the only space vehicles Atlantis has are Puddlejumpers, which are strictly limited intragalactic vehicles.

What all this means is that resupplying is difficult at best, if not impossible. Due to the reluctance of the IOA to spend billions of dollars on completely outfitting an expedition with little to no hope of return to another galaxy, you are going to have to make do with what you've got. Dr. Weir was able to squeeze what she could out of the IOA Budgetary Committee, but it's not an infinate amount.

At campaign start, PCs will have been able to have x Gear Picks plus the equvilant of one airline carryon worth of "personal items" not including uniforms, tolietries, and rations, where x is determined by the GM. The Gear Picks are for specific bundles the player thinks will be overall most useful (there are some gear bundles that exist at the GM's discresion that the players can use for specific missions; however, depending on the campaign the GM is running,

not all gear bundles may be available). During the campaign, restocking these bundles will be difficult at best, and the things you take are the things you carry with you.

You're going to have to think on your feet here.

5.2 Equipment

5.2.1 Equipment NOT AVAILABLE

Due to the setting in the Pegasus galaxy, cut off from Earth, there are some pieces of equipment that are unusable in this setting.

- cell phone
- line tap
- FAX
- DSL
- T1 Connection
- MMORPG
- Gasoline generators and gasoline

Additionally, the following weapons are not available on Atlantis:

- glider cannon
- staff weapon
- "Tac"

- TER

- zats

The following general resources are also not available:

- FRED

- Detachment device

- Invisibility device

- Symbiote poison

- Goa'uld "tablet" reader

Furthermore, bundles from other suppliment books outside the core *Stargate SG-1 d20* book may also have limited availability. These are left up to the GM's discresion.

5.2.2 New Bundles

Standard SGA Team Bundle

- Unmarked weatherproof "sea bag" (to store bundle; can attach as backpack to tactical vest)

- 2 sets standard BDUs (black and Atlantis Standard cobalt blue)

- BDU cap

- Load bearing harness

- Compass, magnetic

- Canteen

- Flashlight

- GDO

- 1 day's MREs

- Tactical deployment vest

- Offworld-issue Long-Range Tactical Radio

- Army knife

- FN Five-seveN with standard holster with 20 rounds of 5.7x28mm FMJ

Special Note: Atlantis personnel are not allowed to travel through the Stargate wearing any identifying markings, including the Atlantis and flag patches.

Trade Bundle

This bundle contains various items for trade, at the GM's discresion.

5.2.3 New Equipment

Computer, Tablet

[description]

New Computer Peripherals

- *USB-to-Ancient-crystal*: [description]

- *USB-to-Wraith-plug*: [description]

New Computer Software

- *Converter*: [Ancient math/software in OCTAL to something in decimal/hexidecimal]

Leatherman

Multitool used by survivalists, engineers, and soldiers everywhere. There are two options available:

Wave : The Leatherman Wave contains 18 tools: clip-point knife, serrated knife, needlenose pliers, regular pliers, wire cutters, hard-wire cutters, wire stripper, extra-small flathead screwdriver, small flathead screwdriver, medium flathead screwdriver, large flathead screwdriver, Phillips screwdriver, scissors, diamond-coated file, wood saw, bottle opener, can opener, 8in/20cm ruler. (The Wave adapter kit is available, for no weight penalty or extra RP cost, but you CAN lose it. It contains 6 standard $\frac{1}{4}$" hex bits in a case.)

Crunch : The Leatherman Crunch contains 13 tools: serrated knife, locking vise grip pliers, wire cutters, hard-wire cutters, wire stripper, small flathead screwdriver, medium flathead screwdriver, large flathead screwdriver, Phillips screwdriver, wood/metal file, bottle opener, ruler, hex bit driver in-handle.

Any of the Leatherman's tools can be used as an improvised weapon, but none of them equal even the weakest standard-issue melee weapon.

Table 5.1: NEW EQUIPMENT

Equipment	Picks	PR	Range Increment	Duration	Qualities	Weight
Computer, Tablet						
Computer Peripherals						
USB-to-Ancient-Crystal	1		-	-		4oz
USB-to-Wraith-Plug	1		-	-		4oz
Computer Software						
Converter						
Leatherman						
Wave	1	-	-	-	-	$\frac{1}{2}$ lb.
Crunch	1	-	-	-	-	$\frac{1}{2}$ lb.
Life Signs Detector						
Naquadah Generator						
Radio, City-Wide	-	+3 (SR)	Special	1 week	BT	1 oz
Radio, Offworld long-range tactical	-	+3 (SR)	1500m (max. 15km)	48 hours	BT	1 oz
[item]						

Life Signs Detector

[description]

Naquadah Generator

[description]

Radio, City-wide

These radios fit over the ear, with a small microphone that reaches to the side of the mouth. The radios operate on a number of bands. One is reserved for city-wide calls, which override private conversations. The other channels can be used to switch to private channels for individual conversations.

The radios are all linked via repeaters located around the city. These repeaters are tied into the city's power system, and are located in such a way as to provide overlapping coverage in case one repeater fails.

These are standard issue, and are to be worn at all times (except while sleeping) while on Atlantis.

Radio, Offworld Long-Range Tactical

Similar in form to the city-wide radios, the off-world version works in much the same way, except instead of multiple channels, there is a single, encrypted channel. In addition, they do not require nor use a repeater to transmit the signal. This limits their range between each other, but does not mean that they are only operational within a certain distance to an open Stargate.

The range for the radios off-world teams use has a maximum of 15km.

These are standard issue for all off-world teams, and have no additional Gear Pick cost.

5.3 Weapons

5.3.1 Availiable Weapons

The Atlantis Expedition has to deal with a limited number of supplies in weapons as well. The types of weapons available in this campaign setting are limited. The following table indicates which weaposn from the Core book are available in Atlantis:

Available Firearms and Tactical Weapons
Pistols
Beretta Model 92/92FS
FN Five-seveN
H&K SOCOM
.45 ACP (subsonic)
Assult Rifles
Colt CAR-15
Colt M16A3
Sniper Rifles
Barrett M82A1 'Light Fifty'
Shotguns
Benelli M1 Super 90
20 gauge shot
20 gauge slug
Ithaca MAG-10 Roadblocker
10 gauge shot
10 gauge slug
Submachine Guns
FN P90[1]
H&K MP5A3
Flamethrowers
M9A1
Grenade Launchers
Colt M203
Machine Guns
M60E4 LMG
Rocket Launchers
Stinger IV

Concerning Weapon Bundles: if the weapon bundle specifies a weapon that is not on the list of available weapons, replace it with one of the available weapons of the appropriate type. (Example: the Urban Assault Bundle specifies a machine gun not available in this setting; replace it with the M60E4 LMG)

---

[1] Always comes with standard sling-and-clip to attach to tac vest, at no extra cost

5.3.2   New Weapons

Ancient Drone

[description]

Anti-Replicator Gun (ARG)

[description]

Prototype: [2-handed; 60-ft cone eminating from gun; availability at GM discresion]

Rifle: [looks like a modified Steyr TMP (submachine gun); one shot per trigger pull]

Genii Pistol

[description]

Satedan Pistol

[description]
[Two settings: stun and kill]

Wraith Staff

[description; stun damage only]

Wraith Stunner

[description; stun damage only]

5.4   Other Technology

5.4.1   Tau'ri/Lantean

5.4.1.1   Drugs

ATA Gene Therapy

[description]
Grants the **ATA Gene** Feat.

Wraith Retrovirus

[description]

5.4.2   Ancient

Ancient Database

[stuff]
   Mechanics: [other stuff]

Control Chair

[words]
   Mechanics: [more words]
   Resource Points: [more different words]

Hologram Room

[things]
   Mechanics: [other things]
   Resource Points: [more things]

Stasis Chamber

Atlantis has a number of stasis chambers around the city. When a person enters a stasis chamber, they are placed in a state of suspended animation, wherein their metabolism and aging sharply drops to practically non-existent. Functionally, this allows them to age much more slowly than normal.

Stasis chambers are often used when a person is greviously injured or ill and no immediate treatment or cure currently exists to save them. Alternatively, they can be used on space craft on long journeys at sub-light, where the trip would take longer than the normal lifetime of the crew.

Mechanics: If a character is placed inside a stasis chamber, all of their current stats stay where they are. They cannot suffer further ability drain if they have taken stat damage, poisons and diseases will no longer do damage to them, and they cannot bleed out. However, the character cannot do anything while inside the active stasis chamber and must be released by another character.

Resource Points: 12, or at GM discretion.

Zero Point Module (ZPM)

[description]
   Mechanics: The ZPM acts as an infinite power supply for most objects, and a more limited one for large

Table 5.2: **New Weapons**

Name	Picks	Recoil	Accuracy	Damage	Error	Threat	Range Increment	Ammo	Qualities	Size	Weight
Ancient Drone											
Anti-Replicator Gun (ARG)											
Prototype											
Rifle											
Genii Pistol											
Satedan Pistol											
Stun											
Kill											
Wraith Staff											
Wraith Stunner											

applications (such as flying the city). For small applications, a character using the ZPM as a power source will never have to worry about power running out (he may have to worry about other people asking what the hell he's doing). For large applications, it acts like a more robust general power source.

The ZPM is a plot device. It is included here for completion's sake, and to remind GMs of it's existance.

Resource Points: GMs discretion.

5.4.3   Wraith

Stasis Cocoons

5.4.4   Other

5.4.4.1   Drugs

Hoffan Drug

The drug was developed by Hoffan scientists to make humans immune to Wraith feedings, via making the human poisonous to the Wraith. The drug was successful; however, it caused a severe illness in those who recieved it. The Hoffan plague, as it is known, has a very low survival rate.

If injected with the Hoffan drug, a character must make a DC 20 Fortitude Save or take 1d4 Con damage every day until the character succeeds in the save or dies.

If the character survives, he gains the **Made of Poison** feat.

Chapter 6

Non-Human Races/Enemies

Humans are not the only races living in the Pegasus Galaxy. The Wraith are an obvious example to the contrary.

It is likely that Gate teams or the Atlantis Expedition as a whole may run into some or all of these groups. This chapter is dedicated to laying out the basic characteristics of non-humans who inhabit the Pegasus and beyond.

In most cases, the entries listed here are either templates to apply to any of the base or prestige classes or dynamic entries. Since the Stargate universe does not feature the breadth of foes and creatures the standard d20 system does, this chapter attempts to make it up in depth. Each entry listed here is designed to be able to scale along side the party in a campaign, in order to always provide the possibility of a challenging combat for players, even at high levels.

The variable n is global across an entry. (Example: If a Wraith Queen has nd12/$2n$ wp/vp and $n = 5$, her Fort save is $+\frac{n}{2}$, so $+\frac{5}{2}$ or $+2$) Round down unless otherwise specified.

Additionally, the line marked **Languages** in an entry denotes the mother tongue of the race. Additional languages can be bought at the usual price per language.

6.1 The Wraith

[description]

6.1.1 Wraith Queen

[description]

Medium Wraith

Wound Points/Vitality Points : nd12/$2n$ ($n =$ min 4, max 21)

Initative : $+6$

Speed : 30ft (5 squares)

Defense Bonus : $\left(18 + \frac{n}{4}\right)$ ($+2$ Dex, $+6$ natural, $+\frac{n}{4}$ per level, round up), Touch 12, Flat-footed 16

Base Attack/Grapple : $+\left(3 + \frac{n}{4}\right)$/$+3$

Attack : $+\left(\frac{n}{4}\right)$unarmed Slam attack (1d6), $+$(BAB) Wraith stunner

Full Attack : $+\left(\frac{n}{4}\right)$unarmed Slam attack (1d6), $+$(BAB) Wraith stunner

Space/Reach : 5ft. / 5ft.

Special Attacks : Life Drain, Psionics

Special Qualities : Damage Reduction 10/AP

Saves : Fort $+\frac{n}{2}$, Ref $+\frac{n}{2}$, Will $+\left(10 + \frac{n}{2}\right)$

Abilities : Str 16, Dex 14, Con 14, Int 20, Wis 20, Cha 18

Skills :   Concentration $+(7+n)$,   Diplomacy $+(6+n)$, Hide +8, Intimidate $+(5 + n)$, Knowledge (Wraith, Pegasus) $+(6+n)$, Listen $(6+n)$, Move Silently $(6+n)$, Search $(6+n)$, Sense Motive $(6+n)$, Spot $(6+n)$, $+n$ extra skill points

Feats : Iron Will

Environment : Any

Organization : Solitary, troupe (1 plus 2-4 Nobles), posse (1 plus 2 Nobles or 2-4 drones), honor guard (1 plus 1-4 Nobles plus 2-6 drones)

Challenge Rating : variable

Advancement : 22 - 35 HD (Medium)

Languages : Wraith

Combat

Life Drain : A Wraith can suck the life force from a living victim by making a successful grapple check (if the victim is restrained or otherwise denied their Dex, the grapple check automatically succeeds). If it pins the victim, a Wraith feeds on the victim's living energy, dealing 1d4 points of Con damage each round the pin is maintained. For every point of Con drained, the Wraith gains 5 Vitality or Wound points.

While feeding, a Wraith is vulnerable. Any successful hit on the feeding Wraith does 2x damage.

Psionics : A Queen is able to use a number of psionic powers per day, dependent on her Hit Dice. Between 4 - 10 Hit Dice, a Queen gets $\frac{n}{2}$ powers/day from the 1st Tier Queen list, in any combination (where n is the number of Hit Dice). Between 11 - 16 Hit Dice, she gains $\frac{(n-10)}{2}$ powers/day from the 2nd Tier Queen list, in any combination (round up). At over 17 Hit Dice, she gains $\frac{(n-16)}{2}$ powers/day from the 3rd Tier Queen list, in any combination (round up).

Feats

Iron Will : +2 on all Will saving throws

Bow Before Me : +2 on Intimidate and Diplomacy checks

6.1.2   Wraith Noble

[description]

Unlike Queens and Drones, the Noble is a template that can be applied to a standard class. All the base stats and abilities of the base class are used unless noted here.

Medium Wraith

Hit Dice : All Hit Dice are d12s

Speed : Same as human. (30 ft)

Defense Bonus : Natural armor bonus to defense +6

Attack :   unarmed slam attack (1d6 damage), +(BAB+1) Wraith Stunner

Full Attack : +(BAB+1) Wraith Stunner, unarmed slam attack (1d6 damage)

Special Attacks : all special attacks of base class, Life Drain, Psionics

Special Qualities : Damage Reduction 10/AP

Abilities : Increase from base class: Str +6, Dex +4, Int +2, Wis +2, Cha +4, Con +2

Skills : +8 to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot

Feats : Alertness, Combat Reflexes, Dodge, Improved Initative, Lightning Reflexes, Weapon Focus (Wraith Stunner)

Environment : Any

Organization : Solitary, pair, troupe (1-2 plus 2-5 Drones)

Challenge Rating : Base class +2

Advancement : By class

Level Adjustment : Base class +8

Languages : Wraith

Combat

Life Drain : A Wraith can suck the life force from a living victim by making a successful grapple check (if the victim is restrained or otherwise denied their Dex, the grapple check automatically succeeds). If it pins the victim, a Wraith feeds on the victim's living energy, dealing 1d4 points of Con damage each round the pin is maintained. For every point of Con drained, the Wraith gains 5 Vitality or Wound points.

While feeding, a Wraith is vulnerable. Any successful hit on the feeding Wraith does 2x damage.

Psionics : A Wraith Noble also has access to a number of psionic powers per day, based on their amount of Hit Dice. Between 1 - 10 Hit Dice, a Noble has access to $(\frac{n}{2} - 1)$ powers/day (round up) from the 1st Tier Noble list, in any combination. Over 11 Hit Dice, he gains access to $(\frac{(n-8)}{2} - 1)$ powers/day (round up), in any combination.

Feats

Alertness : +2 to Listen and Spot checks

Combat Reflexes : take additional attacks of opportunity equal to Dex bonus; make attacks of opportunity while flat-footed

Dodge : during turn, designate an opponent and gain +1 dodge bonus to Defense Bonus against attacks. Can select a new opponent on any action. Conditions that deny Dex to Defense negates this bonus

Improved Initiative : +4 to initative

Lightning Reflexes : +2 bonus on all Reflex saving throws

Weapon Focus (Wraith Stunner) : +1 to attack rolls when using a Wraith Stunner

6.1.3 Wraith Drone

Footsoldiers of the Wraith, Drones are bulkier than their more-specialized brothers. When a Drone is born, he is fitted with a face-covering mask that he will wear for the rest of his life. Combined with their stature, these beings are the perfect faceless shock-troops for their Hive's army.

Medium Wraith

Wound Points/Vitality Points : nd12/(5+Con) (n =min 1, max 16; based on level)

Initative : +6

Speed : 30 ft

Defense Bonus : 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple : +2/+5

Attack : Slam +5 melee, +(BAB) Wraith Stunner, +(BAB) Wraith Staff

Full Attack : Slam +5 melee, 2x +(BAB) Wraith Stunner, +(BAB) Wraith Staff

Space/Reach : 5ft./5ft.

Special Attacks : Life Drain, Psionics

Special Qualities : Damage reduction 5/AP,

Saves : Fort +3, Ref +5, Will +3 (scale 1 per 4 levels)

Abilities : Str 16, Dex 14, Con 15, Int 13, Wis 13, Cha 14 (+1 to any per 4 levels)

Skills : Climb +8, Hide +10, Intimidate +10, Jump +8, Listen +11, Move Silently +11, Search +8, Sense Motive +11 Spot +11, +n extra skill points

Feats : Alertness, Improved Initative, Toughness, Double-Shot

Environment : Any

Organization : squads (2-5)

Challege Rating : variable

Advancement : 17-30 HD (Medium)

Languages :

Combat

Life Drain : A Wraith can suck the life force from a living victim by making a successful grapple check (if the victim is restrained or otherwise denied their Dex, the grapple check automatically succeeds). If it pins the victim, a Wraith feeds on the victim's living energy, dealing 1d4 points of Con damage each round the pin is maintained. For every point of Con drained, the Wraith gains 5 Vitality or Wound points.

While feeding, a Wraith is vulnerable. Any successful hit on the feeding Wraith does 2x damage.

Psionics : A Drone has access to a number of psionic powers per day, based on their Hit Dice. Between 1 - 7 Hit Dice, a Drone has access to $\frac{n}{2}$ powers/day from 1st Tier Drone power list, in any combination (round up). Over 8 Hit Dice, he gains access to $\frac{(n-7)}{2}$ powers/day from 2nd Tier Drone power list, in any combination (round up).

Feats

Alertness : +2 on Listen and Spot checks

Double Shot : for Full Attack, can make 2 attacks with a small weapon (pistol or similar) at no penalty.

Improved Initiative : +4 to initative

Toughness : +3 HP

6.1.4   Psionic Rules

The Wraith are telepathic to a certain degree. Not only that, but they have some types of psionic powers.

Dependent on the type of Wraith and their number of hit dice, Wraith have access to the following psionic powers:

Wraith Queen / Noble 1st Tier Powers

Read Surface Thoughts

> **Manifesting Time** : 1 standard action
>
> **Range** : 25 ft +5/level
>
> **Target** : 1 creature
>
> **Duration** : Concentration, up to 1 min/level
>
> **Saving Throw** : Will negates (DC 12+Int)

If the target fails a Will save, you know their surface throughts. If you read the thoughts of a subject with an Int of 26 or higer (and at least 10 higher than your own Int score), you are stunned for 1 round and the power ends.

Mass Message

> **Manifesting Time** : 1 standard action
>
> **Range** : 400ft +40ft/level
>
> **Target** : All creatures within a 400 + 40 ft./level radius centered on you
>
> **Saving Throw** : Will negates (harmless)

You can send a telepathic message of 25 words or less to all creatures within range. You can include or exclude any creature you can see, and any creature that you know or know of to be within the range. This is strictly a one-way message, and you must share a common language to communicate it successfully.

Phantom Pain

> **Manifesting Time** : 1 standard action
>
> **Range** : 100 ft + 10ft/level
>
> **Target** : 1 creature
>
> **Duration** : Instant
>
> **Saving Throw** : Will half (DC 13+Int)

You trigger the target's pain centers, forcing agony upon them. The target takes 2d6 points of damage.

Wraith Queen / Noble 2nd Tier Powers

Brain Freeze

> **Manifesting Time** : 1 standard action
>
> **Range** : 100ft + 10ft /level
>
> **Target** : One humanoid
>
> **Duration** : Concentration + 1 rounds
>
> **Saving Throw** : Will negates (DC 14+Int)

Stuns the subject for 1d4 rounds.

Mindlink   Rename Power

> **Manifesting Time** : 1 standard action
>
> **Range** : 25ft + 5ft./2 levels
>
> **Target** : Self and one willing creature within range
>
> **Duration** : 10 min/level

You create a telepathic bond with your target, over which you can communicate even if you do not share a common language.

Once the bond is formed, it works over any distance.

Wraith Queen 3rd Tier Powers

Mind Probe

Manifesting Time : 1 minute

Range : 25 ft + 5ft/2 levels

Target : 1 creature

Duration : 1 round/level

Saving Throw : Will partial

All the target's knowledge and memories are accessable to you. You can learn the answer to one question per round, to the best of the subject's knowledge. Every time you ask a question, the subject rolls a Will save (DC 15+Int). If successful, the subject is not required to answer the question, but the power does not end. You can ask a the same question or a new one in subsequent rounds as long as the power persists.

If the subject is asleep, the question is answered automatically. If they succeed on a Will save, they wake and can resist as described above.

Control

Manifesting Time : 1 round

Range : 100 ft + 10 ft/level

Target : 1 humanoid

Duration : Concentration

Saving Throw : Will negates (DC 15+Int)

You can control the actions of the target. You can direct the target to take any action that is not obviously self-destructive. Any action against its nature allows the target a new saving throw.

You know what the target is experiencing, but it cannot communicate telepathically with you, nor can you recieve direct sensory input.

By concentrating fully (spend a standard action), you can recieve full sensory input as interpreted by the mind of the target, but it still can't communicate directly with you.

Once the link is established, the range over which it can be used is unlimited. You do not have to see the target to control it.

Wraith Drone 1st Tier Powers

Defensive Precognition

Manifesting Time : 1 standard action

Range : Personal

Target : Personal

Duration : 1 min./level

By increasing your awareness a fraction of a second into the future, you can better evade attacks.

Gain a +1 insight bonus to Defense and all saving throws.

If you are denied your Dex bonus for any reason, this bonus to Defense and saving throws does not apply.

Offensive Precognition

Manifesting Time : 1 standard action

Range : Personal

Target : Personal

Duration : 1 min/level

By extending your awareness a fraction of a second into the future, you can better predict the movements of your opponents.

Gain a +1 insight bonus to your attack rolls.

Wraith Drone 2nd Tier Powers

Iron Grip

Manifesting Time : 1 immediate action

Range : Personal

Target : Personal

Duration : 1 round/level

By manifesting this power with an instant thought, you can improve your attempts to subdue an enemy.

Gain a +4 bonus on grapple checks.

Manifesting this power is an immediate action, that can be performed even when it is not your turn.

Crippling Strike

Manifesting Time : 1 standard action

Range : Personal

Target : Personal

Duration : 1 round/level

Your unarmed strikes are especially brutal. Each successful hit you make deals an extra 1d6 points of nonlethal damage to your target.

6.2 The Ancients

The Ancients are "the builders of the roads", the Gate Builders. They were a race of humans that lived millenia before the Tau'ri discovered fire. The Ancients came to the Pegasus Galaxy over five million years ago from the Milky Way.

The ultimate fate of the Ancients is a tragic tale: they either died in a plague that swept the Milky Way millenia ago, died in a war against the Wraith or were forced to abandon their home, or chose to Ascend and leave their corporeal selves behind.

6.2.1 Corporeal

The Ancients were a race of highly evolved humans, further along on the evolutionary scale than any other type of human. Ascension is theoretically possible for any Ancient, as physiologically and physically they are capable of it. Whether or not they are psychologically able to achieve it is up to the individual.

An Ancient works as a near-human subtype. This subtype can be applied to any class, and uses the features of that class for stats, except for the modifications listed here.

- +2 Int, +2 Cha, -2 Wis

- +2 racial bonus on Will saves against Psionics

- *Skills*: Ancients recieve a +2 racial bonus on Computer checks

- *Feat:* Natural ATA Gene

- *Feat:* [feat], even if they do not meet the prereqs.

- Languages: Ancient

- Level Adjustment: +1

6.2.2 Ascended

Ascended beings are beings that exist on a higher plane of existence as pure energy. They are able to interact with corporeal beings by assuming a form more familiar to those they are interacting with. Ascended beings are not specifically limited to the Ancients, although at this point, the majority of them are. In theory, any human is capable of walking the path to enlightenment that will allow them to Ascend. As it is, this also usually involves evolving, either naturally or through artificial means.

The majority of Ascended beings have organized themselves into various groups. One of the strictest rules among those known as The Others is a policy of non-interference with the lower planes.

Ascended is an aquired template that can be applied to any humanoid of any class.

An Ascended uses all of the base class's statistics and special abilities except as noted here.

Incorporeal Being, Medium

Speed : 60 ft; Fly 150 ft

Attack : same as base class, see notes on Incoporeal

Full Attack : same as base class, see notes on Incoporeal

Special Attacks : Energy Attack ($\frac{1}{2}$ character level/day, round up)

Special Qualities : Incoporeal, Invisibility (at will), See in the Dark

Abilities : Increase from base character as follows: Str +0, Con +0, Dex +4, Int +6, Wis +6, Cha +4.

Skills : as base class, +10 extra skill points

Feats : Iron Will, [Blind-Fight], [Dodge]

Challege Rating : +10

Languages : as base character, Ancient

Ascended do not eat, sleep, or breathe.

Incorporeal An Ascended has no physical body. It can only be harmed by other incoporeal creatures or by specific types of energy. It is immune to all physical attacks, including energy weapons such as Wraith stunners. Even when hit with the correct type of energy, it has a 50% chance to ignore damage from a corporeal source (unless specified to harm energy beings).

An Ascended cannot wear armor, but gains a deflection bonus equal to its Charisma bonus (always at least +1).

Ascended can enter and/or pass through solid objects. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is within an object. When fully inside an object, the Ascended has total cover. An Ascended's attacks pass through any armor.

Ascended can move easily through any open area, be it air, water, or vacuum. They cannot fall or take falling damage. They cannot make trip or grapple attacks, nor can they be tripped or grappled by corporeal creatures. They cannot take any physical action that would move or manipulate a corporeal opponent or its equipment, nor are they subject to these actions.

Ascended have no weight and do not set off any traps that are triggered by weight. They move silently and cannot be heard with Listen checks if it doesn't wish to be. Ascended have an innate sense of direction and can move at full speed even when they cannot see.

Invisibility As a free action, an Ascended can become invisible. Corporeal beings cannot ascertain the presence of an invisible Ascended.

Other Ascended beings are able to detect the presence of any other invisible Ascended within 60 ft. with a successful Sense Motive check.

See in the Dark An Ascended can see in complete darkness (black and white only), to 120ft. This does not allow them to see things they could not see otherwise (things through walls, undetected invisible things, etc.).

Combat

Energy Attack : As a standard action, an Ascended can attack with pure energy. It is a 60 foot cone, eminating from their hand. The energy simply fills in the cone; no attack roll is necessary. Any being, corporeal or incorporeal, can roll a Reflex save for half damage (DC 10 $+\frac{1}{2}$ Ascended's level + Con).

Feats

Blind-Fight : Reroll miss chance percentile roll one time every time you miss because of concealment.

An invisible attacker gains no advantages to hitting you in melee. (you do not lose Dex bonus to Defense)

Dodge : Designate an opponent and recieve a +1 dodge bonus to Defense against attacks from that opponent.

Conditions that negate Dex bonuses to Defense also negate this bonus.

6.3 Replicators

[description]

6.3.1 Milky Way Replicators: Human-Form Variant

[description; while not in the Pegasus, included here for completeness sake (and allowance for GM creativity)]

Artificial Humanoid, Medium

Wound Points/Vitality Points :

Initative :

Speed :

Defense Bonus :

Base Attack/Grapple :

Attack :

Full Attack :

Space/Reach :

Special Attacks :

Special Qualities :

Saves :

Abilities :

Skills : +8 extra skill points

Feats :

Environment :

Organization :

Challege Rating :

Advancement :

Combat

feat

feat

6.3.2   Asurians

[description]

Artificial Humanoid, Medium

Wound Points/Vitality Points :

Initative :

Speed :

Defense Bonus :

Base Attack/Grapple :

Attack :

Full Attack :

Space/Reach :

Special Attacks :

Special Qualities :

Saves :

Abilities :

Skills : +6 skill points

Feats :

Environment :

Organization :

Challege Rating :

Advancement :

Languages : Ancient

Combat

feat

feat

6.4   Other

While Wraith, Ancients, and Replicators are the three major groups in the Pegasus other than humans, there are other entities who do not fall into any of those categories.

Iratus Bug

[description]

Small Insectoid

Wound Points/Vitality Points :

Initative :

Speed :

Defense Bonus :

Base Attack/Grapple :

Attack :

Full Attack :

Space/Reach :

Special Attacks :

Special Qualities :

Saves :

Abilities :

Skills :

Feats :

Environment :

Organization :

Challege Rating :

Advancement :

Combat

feat

feat

Chapter 7

Vehicles

[description]

7.1   Tau'ri/Lantean   [stuff]

Puddlejumper

[description]

Size	[n]
Occupancy	1/11
Handling	[n]
Speed	[n]
MPH	[n]
Defense	[n]
Wound Points	[n]
Hardness	[n]
Options	[n]
Bonus RP	[n]
Improvements	[n]

Weapons	Turrets	Accuracy	Damage	Error	Threat	Range	Ammo	Qualities

F-302

[stuff]

Size	Huge
Occupancy	1/1
Handling	[n]
Speed	[n]
MPH	[n]
Defense	[n]
Wound Points	[n]
Hardness	[n]
Options	[n]
Bonus RP	[n]
Improvements	[n]

Weapons	Turrets	Accuracy	Damage	Error	Threat	Range	Ammo	Qualities

X-304/F-304 (Daedelus class)   [stuff]

[description]

Size	[n]
Occupancy	2
Handling	[n]
Speed	[n]
MPH	[n]
Defense	[n]
Wound Points	[n]
Hardness	[n]
Options	[n]
Bonus RP	[n]
Improvements	[n]

Weapons	Turrets	Accuracy	Damage	Error	Threat	Range	Ammo	Qualities

7.2 Wraith [stuff]

Hive Ship

[description]

Size	[n]
Occupancy	[n]
Handling	[n]
Speed	[n]
MPH	[n]
Defense	[n]
Wound Points	[n]
Hardness	[n]
Options	[n]
Bonus RP	[n]
Improvements	[n]

Weapons	Turrets	Accuracy	Damage	Error	Threat	Range	Ammo	Qualities

Wraith Dart   [stuff]

[description]

Size	[n]
Occupancy	1
Handling	[n]
Speed	[n]
MPH	[n]
Defense	[n]
Wound Points	[n]
Hardness	[n]
Options	[n]
Bonus RP	[n]
Improvements	[n]

Weapons	Turrets	Accuracy	Damage	Error	Threat	Range	Ammo	Qualities

7.3   Ancient [stuff]

Battle-Cruiser

[description]

Size	[n]
Occupancy	[n]
Handling	[n]
Speed	[n]
MPH	[n]
Defense	[n]
Wound Points	[n]
Hardness	[n]
Options	[n]
Bonus RP	[n]
Improvements	[n]

Weapons	Turrets	Accuracy	Damage	Error	Threat	Range	Ammo	Qualities

Dreadnought   [stuff]

[description]

Size	[n]
Occupancy	[n]
Handling	[n]
Speed	[n]
MPH	[n]
Defense	[n]
Wound Points	[n]
Hardness	[n]
Options	[n]
Bonus RP	[n]
Improvements	[n]

Weapons	Turrets	Accuracy	Damage	Error	Threat	Range	Ammo	Qualities

Chapter 8

NPC Characters

Dr. Elizabeth Weir   John Sheppard, USAF

Dr. Rodney McKay   **Teyla Emmagan**

Aiden Ford, USAF   Ronon Dex

Dr. Carson Beckett   **Evan Lorne**

Dr. Jennifer Keller

Dr. Radek Zelenka

Dr. Kate Heightmeyer

Chapter 9

Errata

Some parts of the *Stargate d20 Core Book* are in need of errataing. These are not official erratta from AEG. These are more errata that became the House Rules for the initial run of "Spearhead". The Atlantis setting makes use of them, and so they are included here.

"Dumb Luck"

This overrides the **Critical Failure** rule found in the Core book.

The idea behind this rule is that sometimes you can fail *so badly* that you get stupidly lucky.

When a player rolls a natural 1, they can choose to reroll. (Otherwise, it counts as a general failure.)

- If they roll a natural 20, they succeed in some freakishly lucky way.

- If they roll a natural 1, it's a critical failure.

Critical Successes

This overrides the **Critical Success** rule found in the Core book.

When a player rolls a natural 20, it is a **threat**. They roll again to **convert**. (As in standard d20 [*Dungeons and Dragons v3.5*] rules.)

Doing this does **not** cost an action die.

Ranks

This overrides a lot of what is said in the **Ranks** section of the Core book (mostly because the book is *on crack* when it comes to military rank).

It's now made to be more like promotional requirements in the actual US Military. The GM will notify you when you are "on the list" for promotion. (If the actual *Stargate: SG-1* or *Stargate: Atlantis* shows used the rules as-is in the book, Carter would have been a Flag Officer [Pay Grade O-7 minimum] by the end of Season 2.)

Players default to start at the lowest rank in the pay scale for either enlisted or commissioned, unless their backstory says otherwise. If the backstory includes age and general length-of-service thus far, higher rank will be assigned. The highest available rank for a starting character is **Major** for Commissioned and **Senior Airman** (for USAF, or pay-grade E-4 for all other branches) for Enlisted. Choosing a lower rank at chargen allows for some cookie, as discussed with the GM. It is **not** possible to be above pay-grade O-4 for officers in Atlantis at the beginning of this setting.

(Yes, I've included the actual chart. It's for commissioned officers, since enlisted has different rules for all branches that are not universal across-the-board enough for an easy-to-read chart. No, this does not necessarily make you wait years for a promotion. This is just to prove that they are not handed out like candy.)

Promote To	Time in Service	Minimum Time in Grade Required by Law
O-2	18 Months	18 Months
O-3	4 Years	2 Years
O-4	10 Years	3 Years
O-5	16 Years	3 Years
O-6	22 Years	3 Years

This also kind of negates the usefulness of the **Promotion** feat.

However, **Gear Picks** are still valid, as per the rules of this setting, and increment with level/class progression. They are just no longer tied to promotion.

Combat

The default combat setting for Atlantis is the **static** initative combat model. That is, the standard d20 combat system, not the fluid initiative model. If you want to use the fluid model, go ahead.

Languages

This replaces the description of the **Language** skill.

You can get a list of languages you know, based on your Int score (as in D&D rules). You can buy more languages for skill points (3pts per language if Languages skill is cross-class; 2pt per language if you have the Languages skill in-class). You are assumed to be a fluent speaker in whatever languages you know. Since reading and writing are generally more difficult than simply speaking a language, a separate skill is used. There exists the skill **Decipher Script** (see **Decipher Script** rules).

Survival

This simplifies the description of the **Survival** skill.

There are three types of Survival: **Wilderness**, **Urban**, and **Space**.

Logic behind this: You are in a freaking military unit, in a secret military base, and are supposedly the "best and brightest". They have trained you how to survive in any kind of wilderness terrain, dammit.

Cross-Class Skills

As per the standard rules, when a character buys a cross-class skill, he gets $\frac{1}{2}$ rank per skill point. The maximum rank in a cross-class skill is one-half of $3 +$ character level.

Once the character has put in 4 ranks in a cross-class skill, it becomes an in-class skill retroactively.

Example: Tumble is a cross-class skill for the character. She spends 6 skill points to get 3 ranks. When she spends 2 more skill points for another rank, she ends up with 8 ranks in Tumble.

Bundle Alterations

Some bundles have had small modifications to them, in order to better fit the Atlantis setting. These changes are generally substitutions beyond the weapons note, and did not warrent entirely new entries.

Defense Bundle

- Naquadah generator instead of portable generator with four 5-gallon fuel cans

- 400 rounds of AP (any caliber), instead of FMJ

Disaster Relief Bundle

- Naquadah generator instead of portable generator with four 5-gallon fuel cans

Set Up Base Bundle

- Naquadah generator instead of portable generator with eight 5-gallon fuel cans