

Stargate SG-1 FAQ – Player's Guide

The following is a list of character options and what book and page they can be found on. (Special thanks to Morgenstern, who some of the basics used here were lifted, and to Wolverine, EddieT, and XaleD for filling in some of these blanks. Thanks guys!!) Current updated to include Stargate SG-1 (main rule book), Season One, System Lords, and Season Two.

If you find an error or have a question or comment, please let me know! :+)

Specialties:

Characters originating from Earth, or having a sufficiently advanced culture to have access to modern training may select a Specialty.

- **Air Force** (SG1, 140)
 - *Air Force Officer*
 - *Air Force Technician*
 - *Enlisted Air Force Recruit*
 - *Pararescue*
- **Army** (SG1, 141)
 - *Army Medical Corps* (S1, 122)
 - *Army Officer*
 - *Army Ranger*
 - *Army Technician*
 - *Enlisted Army Recruit*
- **Astronaut/Cosmonaut** (S2, 128)
- **Civilian Specialist** (SG1, 145)
- **Diplomatic Corps** (SG1, 145)
- **Engineering Corps** (SG1, 146)
- **The Fourth Estate** (S2, 129)
 - *Photojournalist*
 - *Print Reporter*
 - *Radio/Television Reporter*
- **Marines** (SG1, 142)
 - *Enlisted Marine Recruit*
 - *Force Reconnaissance*
 - *Marine Officer*
 - *Marine Technician*
- **Navy** (SG1, 143)
 - *Enlisted Navy Recruit*
 - *Naval Officer*
 - *Naval Technician*
 - *SEAL*
- **National Intelligence Department (NID)** (SG1, 144)
 - *Area 51 Infiltrator*
 - *NID Officer*
 - *NID Interrogator* (S1, 122)
 - *Rogue Stargate Team Member*
- **Russian Unit** (SG1, 146)

Species:

Characters that are not human, or those that are human and not from Earth are represented with Species. These replace a character's choice of Specialty.

- **A't'trr** (S2, 137)
- **Asgard** (SG1, 146)
 - *Asgard Fleet Officer*
 - *Asgard Geneticist*
 - *Protected Planets Enforcer*
- **Goa'uld** (SG1, 414)
 - *Goa'uld Assassin* (S2, 130)
 - *Goa'uld Noble*
 - *Goa'uld Queen* (S1, 123; SL, 130)
 - *Goa'uld Schemer* (SL, 131)
 - *Goa'uld Spy*
 - *Goa'uld Strongman* (SL, 131)
 - *Goa'uld Warmaster*
 - *Super Soldier* (SL, 131)
- **Jaffa** (SG1, 147)
 - *Bast Guard* (SL, 131)
 - *Brahma Guard* (SL, 132)
 - *Dragon Guard* (S1, 123)
 - *Emperor's Hand Guard* (SL, 132)
 - *Fianna Warrior* (SL, 132)
 - *The Guard of Ages* (SL, 132)
 - *Horus Guard*
 - *Jackal Guard* (SL, 132)
 - *Jaffa Clergy* (S1, 123)
 - *Kresh'taa* (S1, 124)
 - *Magi-Uchawi* (SL, 133)
 - *Necropolis Guard* (SL, 133)
 - *Olympian Guard* (SL, 133)
 - *Raven Guard* (SL, 133)
 - *Serpent Guard*
 - *Setesh Guard*
 - *Shol'va Rebel*
 - *Spartan Guard* (SL, 134)
- **K'kaan, Near Unas** (SL, 138)
- **Near-Human** (SG1, 148)
 - *Displaced Society* (S1, 126)
 - *Primitive Society*
 - *Abydonians* (S1, 124)
 - *Argosians* (S1, 124)
 - *Byrsa* (S1, 125)
 - *Ceradorians* (SL, 134)
 - *Cimmerians* (S2, 131)
 - *Denderrans* (SL, 134)

- *Jardians* (SL, 135)
 - *Kandarans* (SL, 135)
 - *Kreshnor* (S2, 131)
 - *Madronans* (S2, 132)
 - *Poligrans* (SL, 136)
 - *Rillaanians* (S2, 133)
 - *Salish* (S2, 133)
 - *Terellans* (S2, 135)
 - *The Untouched* (S1, 125)
 - *Mature Primitive Society* (S2, 136)
 - *Gemmondians* (S2, 131)
 - *Nasyans* (S2, 133)
 - *Modern Society*
 - *Jaffs* (SL, 135)
 - *Svoriin* (S2, 134)
 - *Advanced Society*
 - *Seketins* (SL, 136)
 - *Taldor* (S2, 135)
 - *Volsinii* (S2, 135)
 - *Cultist of Sokar* (SL, 134)
- **Netjerians** (S1, 126)
 - *Netjerian Pilot*
 - *Netjerian Provocateur*
 - *Netjerian Soldier*
- **Nox** (S1, 127)
- **Ohnes** (S1, 127)
 - *Ohnes Laborer*
 - *Ohnes Scholar*
 - *Ohnes Warrior*
- **Pod People** (S2, 137)
- **Reetou** (S2, 138)
- **Reol** (SG1, 151)
 - *Alien Observer*
 - *Fugitive Reol*
 - *Reol Mole*
- **Sekhmet** (SL, 139)
 - *Sekhmet Scout*
 - *Sekhmet Shaman*
 - *Sekhmet Warrior*
- **Spirits** (S2, 139)
- **Tok'ra (for Tok'ra Overlay see S2, 172)** (SG1, 153)
 - *Tok'ra Courier* (S2, 130)
 - *Tok'ra High Commander*
 - *Tok'ra Sentry* (S2, 130)
 - *Tok'ra Technician* (S2, 130)
 - *Tok'ra Undercover Operative*
 - *Tok'ra Warrior*
- **Unas** (SL, 140)
- **The Unity** (S1, 129)
 - *Unity Explorer*

- *Unity Pacifist*
- *Unity Vengeance Seeker*

Near-Human Evolutionary Advantages:

- *Accelerated Recovery* (SL, 136)
- *Eidetic Memory* (SG1, 149)
- *Electrical (Zat) Resistance* (SL, 136)
- *Enhanced Pain Threshold* (SL, 137)
- *Environmental Resistance* (SG1, 149)
- *Expanded Lung Capacity/Low Air Requirement* (SG1, 149)
- *Genetically Engineered* (SG1, 149)
- *Godless* (S2, 137)
- *Increased Reaction Time* (SL, 137)
- *Increased Size* (SG1, 149)
- *Infestation Resistance* (SL, 137)
- *Long Life* (SG1, 149)
- *Low-Light Vision* (SG1, 150)
- *Mastery of Survival* (SL, 137)
- *Radiation Resistance* (SL, 137) (Jaffs only)
- *Reduced Size* (SG1, 150)
- *Reduced Sustenance Need* (SL, 137)
- *Resilient* (SL, 137)
- *Skill Enhancement* (SG1, 150)
- *Swift* (SL, 137)
- *Thermal Vision* (SL, 137)
- *Thick Skin* (SL, 137; S2, 137)

Near-Human Evolutionary Disadvantages:

- *Awe* (SL, 138)
- *Dependancy* (SG1, 150)
- *Gene Pool Deficiency* (SG1, 150)
- *Impact Sensativity* (SG1, 150)
- *Light Sensativity* (SG1, 150)
- *Low Pain Threshold* (SL, 138)
- *Mute* (SL, 138)
- *Shortened Lifespan* (SG1, 150)
- *Slow* (SL, 138)
- *Slow Recovery* (SL, 138)
- *Technological Naiveté* (S2, 137)
- *Vulnerability* (SG1, 150)
- *Vulnerable to Disease* (SL, 138)
- *Wary* (SL, 138)

Base Classes:

Before you can advance into any Prestige Classes, you must start in one of the Base Classes. You

only get the Core Ability for the first Base Class you gain a level in.

Explorer (SG1, 156): Good balance of physical ability and skills. The “hands-on” scientist.

Guardian (SG1, 158): Jaffa only. Towering monoliths of strength and dedication.

Pointman (SG1, 160): Team leader. Works best with a team to direct.

Scientist (SG1, 163): The brains of the group, count on him to come up with a solution.

Scout (SG1, 164): Less so than a soldier, he’s more about stealth in terrain waiting for the right opportunity.

Soldier (SG1, 166): Combat monster. If he can attack with it, he’ll hit faster and harder.

Code:

Class Name:	Vit	Sk1	BAB	Frt	Ref	Wil	Def	Ini	BP	GP
Explorer	d10	x6	M	M	H	M	M	H	L	L
Guardian	d12	x4	H	H	L	H	M	L	L	M
Pointman	d10	x6	M	M	M	H	L	L	H	M
Scientist	d8	x8	L	L	L	H	H	L	H	H
Scout	d10	x6	M	H	M	L	L	H	M	M
Soldier	d12	x4	H	H	M	L	L	H	M	L

Prestige Classes:

Upon reaching level 6, a character may multiclass into a Prestige Class if he meets the proper requirements. You only get the Core Ability for the first Prestige Class you gain a level in, though you retain the Core Ability from your Base Class.

All of the following have ‘**Character Level: 5+**’ as a prerequisite.

Ashrak (SG1, 416): Goa’uld only. Professional Kara Kesh/Hara Kash-using assassin.

Bodyguard (SG1, 169): Take a bullet, or keep your ward out of harm’s way from the beginning.

Field Analyst (SG1, 171): If Intel has to be gathered in the field, it has to be processed quickly.

Field Medic (SG1, 172): When someone calls a doctor, he comes running.

Grunt (S1, 130): Big boys and their big toys. He’s ALL about tactical weapons and going Rambo.

Hazardous Material (HazMat) Specialist (S1, 132): When dealing with radiation or hazardous situations, he’s the perfect clean-up guy.

Officer (SG1, 173): More so than the Pointman, he excels at giving orders and directing his soldiers.

Prime (SG1, 175): Jaffa only. Leader of raids on Tauri or as a System Lords bodyguard/lieutenant.

Sniper (SG1, 178): Firearms expert, especially rifles. Mantra is “one shot, one kill”.

Tactician (SL, 140): The NCO. Not an officer, but an expert at keeping his team safe and effective.

Valkyrie (S1, 133): Asgard only. Big hurt in little packages, a combat monster.

Vacuum Jockey (S2, 139): Shuttle pilots, not space battle commanders, but keeps the team safe in dangerous space environments.

Senior Character Classes:

Similar to Prestige Classes, Senior Character Classes are designed for when you reach your 10th level. Senior Character Classes have no Core Ability to gain.

All of the following have ‘**Character Level: 9+**’ as a prerequisite.

System Lord Classes

A subset of the Senior Character Classes, System Lord Classes are only available to Goa’uld characters, and no character may possess levels in more than 1 System Lord Classes.

Conqueror (SL, 159): Rule through strength. Command your army of loyal servants!

Eternal (SL, 160): Rule through constitution. You cannot be defeated if you cannot die!

Manipulator (SL, 161): Rule through wisdom. Control them with your lies!

Mentor (SL, 163): Rule through intelligence. Technology bows to your wishes!

Predator (SL, 164): Rule through dexterity. Hunt as a primitive beast!

Tyrant (SL, 165): Rule through charisma. Force all to bow to your whims!

NPC Classes:

When you just don't want a supporting character to have full access to a class or you can't find one that fits, NPC Classes are your best option. NPCs often start in one of these, and then as they increase in power select a Base Class to multiclass into (and gain its Core Ability), or qualify for a Prestige Class (and gain its Core Ability). NPCs may or may not have access to a Specialty, though often if non-human has the proper Species instead.

Abydonian Desert Fighter (S1, 157)
Academic (SG1, 409)
Advance Team Member (SG1, 409)
Asura (S1, 158)
Cerador Cabal Member (SL, 151)
Crucian Knight (SL, 152)
Cursor'va (SL, 153)
Diplomat (SG1, 410)
Divine Minion (S1, 159)
Dreamweaver (S2, 166)
Eye of Hathor (S1, 159)
Feral Prisoner (S2, 167)
Freedom Fighter (S1, 160)
Goa'uld Dilettante (SL, 154)
Goa'uld Guard (SG1, 411)
Jaffa Priest (S1, 161)
Lightning Guard (S1, 162)
Marut (S1, 162)
Native Off-Worlder (SG1, 412)
Nox Wanderer (S1, 163)
Pod Singer (S2, 167)
Professional (SG1, 413)
Respected Elder (S1, 164)
SGC Marine (SG1, 413)
Simarkan Warrior (S1, 164)
Spartan Warrior (SL, 155)
Thunder Guard (S1, 165)
Tok'Ra Councilor (S2, 168)
Tok'Ra Infiltrator (S2, 169)
Tracer (S2, 170)
Tribal Storyteller (S2, 170)
Warrior of Akkad (S1, 166)

Skills and New Skill Uses:

- **Appraise** (INT) (SG1, 185)
- **Balance** (DEX; Armor Check Penalty) (SG1, 185)
- **Bluff** (CHA; Disposition) (SG1, 187)
- **Boating** (DEX) (SG1, 187)
- **Bureaucracy** (CHA; Disposition) (SG1, 188)
- **Climb** (STR; Armor Check Penalty) (SG1, 189)
- **Computer** (INT; Trained and Untrained) (SG1, 191)
 - *Android Disposition* (S1, 135)
 - *Android Reprogramming* (S1, 135)
- **Concentration** (WIS) (SG1, 200)
 - *Hold Object* (WIS) (S2, 141)
- **Craft** (INT; Focus; Trained Only) (SG1, 200)
 - *Craft (Medicine)* (INT; Trained Only) (S1, 135)

- *Craft (Poison)* (INT; Trained Only) (S1, 135)
- **Cryptography** (INT; Trained Only) (SG1, 201)
- **Cultures** (WIS; Disposition; Trained Only) (SG1, 201)
- **Demolitions** (INT; Trained Only) (SG1, 203)
- **Diplomacy** (CHA; Disposition) (SG1, 204)
- **Disguise** (CHA) (SG1, 205)
- **Driver** (DEX) (SG1, 206)
- **Electronics** (INT; Trained and Untrained) (SG1, 207)
- **Escape Artist** (DEX; Armor Check Penalty) (SG1, 209)
- **First Aid** (WIS) (SG1, 210)
 - *Apply Salve* (S1, 137)
- **Forgery** (INT) (SG1, 211)
- **Gather Information** (CHA; Disposition) (SG1, 212)
 - *Leading the Witness* (SL, 142)
- **Handle Animal** (CHA; Trained Only) (SG1, 213)
- **Hide** (DEX; Armor Check Penalty) (SG1, 214)
- **Hobby** (WIS; Focus) (SG1, 215)
- **Innuendo** (WIS) (SG1, 215)
- **Intimidate** (STR or CHA; Disposition) (SG1, 216)
- **Jump** (STR; Armor Check Penalty) (SG1, 216)
- **Knowledge** (INT; Focus; Trained Only) (SG1, 217)
- **Languages** (INT; Trained and Untrained) (SG1, 218)
- **Listen** (WIS) (SG1, 219)
- **Mechanics** (INT; Trained Only) (SG1, 220)
- **Move Silently** (DEX; Armor Check Penalty) (SG1, 223)
- **Open Lock** (DEX; Trained Only) (SG1, 224)
- **Perform** (CHA; Disposition; Focus) (SG1, 225)
- **Pilot** (DEX; Trained Only) (SG1, 227)
- **Profession** (WIS; Focus; Trained Only) (SG1, 228)
- **Search** (INT) (SG1, 229)
- **Sense Motive** (WIS; Disposition) (SG1, 231)
- **Slight of Hand** (DEX; Armor Check penalty; Trained Only) (SG1, 231)
- **Sport** (STR or DEX; Armor Check Penalty; Focus) (SG1, 232)
- **Spot** (WIS) (SG1, 232)
- **Surveillance** (WIS; Trained Only) (SG1, 233)
- **Survival** (WIS; Trained Only) (SG1, 234)
- **Swim** (STR) (SG1, 235)
- **Tumble** (DEX; Armor Check Penalty; Trained Only) (SG1, 236)
- **Xeno-Cultures** (WIS; Disposition; Trained Only) (SG1, 236)
- **Xeno-Languages** (INT; Trained Only) (SG1, 238)

Feats (with prerequisites):

This list includes all the feats from the main book, S1, S2, and SL combined into their correct trees.

Basic Combat Feats

- *Ambidexterity* (Dexterity 15+) (SG1, 241)
- *Armor Group Proficiency (Light)* (SG1, 241)
 - *Armor Group Proficiency (Medium)* (SG1, 241)

- *Armor Group Proficiency (Heavy)* (SG1, 241)
- *Blast Lance Basics* (Base Attack Bonus +7 or higher, Speed Trigger; BAB +2 for Goa'uld, Jaffa, and Tok'ra characters) (Errata)
 - *Blast Lance Mastery* (Base Attack Bonus +14 or higher; BAB +9 for Goa'uld, Jaffa, and Tok'ra characters) (Errata)
- *Career Operative* (Character Level 6+) (SG1, 241)
- *Clockwork Tactics* (Lead class ability) (SG1, 241)
- *Combat Instincts* (SG1, 241)
- *Confident Charge* (Dexterity 13+, Wisdom 13+) (SG1, 242)
- *Coolness Under Fire* (SG1, 242)
 - *"Keep Your Head Down!"* (Dexterity 15+, Base Attack Bonus +4 or higher) (SG1, 243)

Endurance (SG1, 242)

- *Expertise* (Intelligence 13+) (SG1, 242)
 - *Improved Disarm* (SG1, 242)
- *Great Fortitude* (SG1, 242)
- *Improved Initiative* (SG1, 243)
- *Iron Will* (SG1, 243)
- *Lightning Reflexes* (SG1, 243)
- *Mobility* (Dexterity 13+) (SG1, 243)
- *Quick Draw* (Dexterity 13+, Base Attack Bonus +1 or higher) (SG1, 243)
- *Quick Healer* (Constitution 13+) (SG1, 243)
- *Run* (SG1, 243)
 - *Increased Speed* (SG1, 243)
- *Sidestep* (Dexterity 13+) (SG1, 243)
- *Surge of Speed* (SG1, 243)
- *Toughness* (SG1, 243)
- *Two-Weapon Fighting* (SG1, 244)
 - *Improved Two-Weapon Fighting* (Base Attack Bonus +9 or higher, Ambidexterity) (SG1, 243)
- *Weapon Focus* (Weapon Group Proficiency for chosen weapon, Base Attack Bonus +1 or higher) (SG1, 244)
- *Weapon Group Proficiency (Hurled, Handgun, Melee, Rifle, Tactical, Exotic-Primitive)* (SG1, 244)
- *Wolf Pack Basics* (Character Level 3+) (S2, 141)
 - *Wolf Pack Mastery* (Character Level 9+) (S2, 141)
 - *Wolf Pack Supremacy* (Character Level 15+) (S2, 142)
- *Zat Resistance* (Base Fortitude save +5 or higher, must have been rendered unconscious with a zat 3+ times) (SG1, 244)

Melee Combat Feats

- *Blind-Fight* (SG1, 245)
 - *Blindsight 5-ft. Radius* (Wisdom 13+, Base Attack Bonus +4 or higher) (SG1, 245)
- *Darting Weapon* (Base Attack Bonus +3 or higher, Expertise) (SG1, 245)
 - *Assassin* (Base Attack Bonus +6 or higher) (SG1, 244)
 - *Master Assassin* (Base Attack Bonus +12 or higher) (SG1, 247)

- *Disarming Twist* (Wisdom 13+, Base Attack Bonus +1 or higher) (SG1, 245)
- *Drag Down* (Strength 13+, Base Attack Bonus +1 or higher) (SG1, 245)
- *Improved Weapon Focus* (Base Attack Bonus +3 or higher, Weapon Focus for chosen melee weapon) (SG1, 246)
 - *Weapon Master* (Base Attack Bonus +6 or higher) (SG1, 247)
 - *Master Duelist* (Base Attack Bonus +12 or higher) (SG1, 247)
 - *Ultimate Duelist* (Base Attack Bonus +18 or higher) (SG1, 247)
- *Improvised Weapon* (Wisdom 13+) (SG1, 246)
- *Power Attack* (Strength 13+) (SG1, 247)
 - *Cleave* (SG1, 245)
 - *Great Cleave* (Base Attack Bonus +3 or higher) (SG1, 246)
 - *Cleaving Charge* (Strength 15+, Base Attack Bonus +6 or higher) (SG1, 245)
 - *Trail of Blood* (Base Attack Bonus +12 or higher) (SG1, 247)
- *Swift Strike* (Base Attack Bonus +4 or higher, Mobility, Sidestep) (SG1, 247)
 - *Whirlwind Attack* (Expertise) (SG1, 248)
- *Weapon Finesse* (Base Attack Bonus +1 or higher, Weapon Group Proficiency for chosen weapon) (SG1, 247)
 - *Flashing Weapon* (Base Attack Bonus +3 or higher) (SG1, 246)
 - *Snake Strike* (Base Attack Bonus +6 or higher, Quick Draw) (SG1, 247)
 - *Double Blow* (Base Attack Bonus +12 or higher) (SG1, 245)

Ranged Combat Feats

- *Far Shot* (SG1, 248)
 - *Extreme Range* (Base Attack Bonus +3 or higher) (SG1, 248)
 - *Increased Precision* (Base Attack Bonus +6 or higher) (SG1, 249)
 - *Sniper* (Base Attack Bonus +9 or higher, Marksman, Sharp-Shooting) (SG1, 251)
 - *Master Sniper* (Base Attack Bonus +18 or higher) (SG1, 250)
- *Flamer Basics* (Base Attack Bonus +3 or higher) (S2, 142)
 - *Flamer Mastery* (Base Attack Bonus +10 or higher) (S2, 142)
- *Grenade Basics* (Base Attack Bonus +3 or higher) (SG1, 248)
 - *Grenade Mastery* (Base Attack Bonus +10 or higher) (SG1, 249)
- *Mortar Basics* (Base Attack Bonus +2 or better) (S2, 142)
 - *Mortar Mastery* (Base Attack Bonus +10 or higher) (S2, 142)
- *Perfect Stance* (Base Attack Bonus +1 or higher) (SG1, 250)
 - *Bullseye* (Base Attack Bonus +3 or higher) (SG1, 248)
 - *Double Tap* (Base Attack Bonus +6 or higher) (SG1, 248)
- *Point Blank Shot* (Dexterity 13+) (SG1, 250)
 - *Lay Down Fire* (Base Attack Bonus +3 or higher) (SG1, 249)
 - *Coordinate Fire* (Base Attack Bonus +6 or higher) (SG1, 248)
 - *Precise Shot* (SG1, 251)
 - *Marksman* (Base Attack Bonus +3 or higher) (SG1, 250)
 - *Sharp-Shooting* (Base Attack Bonus +3 or higher) (SG1, 251)

- *Shot on the Run* (Mobility, Sidestep) (SG1, 251)
 - *Diving Shot* (Base Attack Bonus +6 or higher) (SG1, 248)
 - *Rocket Basics* (Base Attack Bonus +3 or higher) (S2, 143)
 - *Rocket Mastery* (Base Attack Bonus +10 or higher) (S2, 143)
 - *Speed Trigger* (SG1, 251)
 - *Machine Gun Basics* (Base Attack Bonus +3 or higher) (SG1, 250)
 - *Machine Gun Mastery* (Base Attack Bonus +10 or higher) (SG1, 250)
 - *Quick Reload* (Dexterity 13+, Base Attack Bonus +3 or higher) (SG1, 251)
 - *Rapid Shot* (Dexterity 13+, Base Attack Bonus +3 or higher) (SG1, 251)
 - *Controlled Burst* (SG1, 248)
 - *Controlled Strafe* (Base Attack Bonus +6 or higher) (SG1, 248)
 - *Hail of Bullets* (Base Attack Bonus +12 or higher) (SG1, 249)
 - *Snap Shot* (SG1, 251)
 - *Lightning Draw* (Base Attack Bonus +6 or higher, Quick Draw) (SG1, 250)
 - *Zen Focus* (Wisdom 13+) (SG1, 251)
 - *Zen Shot* (Base Attack Bonus +4 or higher) (SG1, 251)

Unarmed Combat Feats

- *Blocking Basics* (SG1, 252)
- *Chi Strike* (Wisdom 13+) (SG1, 252)
 - *Iron Fist* (Martial Arts) (SG1, 253)
 - *Shattering Blow* (Base Attack Bonus +3 or higher) (SG1, 255)
- *Dodging Basics* (SG1, 252)
- *Holding Basics* (SG1, 253)
- *Kicking Basics* (SG1, 254)
- *Martial Arts* (SG1, 254)
 - *Centered Stance* (Iron Will) (SG1, 252)
 - *Closed Stance* (Sidestep) (SG1, 252)
 - *Coiled Stance* (Lightning Reflexes) (SG1, 252)
 - *Five Style Adept* (Base Attack Bonus +6 or higher, Holding Basics, Kicking Basics, Punching Basics, Throwing Basics) (SG1, 253)
 - *Forward Stance* (Confident Charge) (SG1, 253)
 - *Guard Stance* (Expertise) (SG1, 253)
 - *Inverted Stance* (Acrobatic) (SG1, 253)
 - *Open Stance* (Combat Instincts) (SG1, 254)
 - *Prone Stance* (Jump Up) (SG1, 254)
 - *Ready Stance* (Improved Initiative) (SG1, 254)
 - *Reverse Stance* (Blind-Fight) (SG1, 254)
 - *Rooted Stance* (Great Fortitude) (SG1, 254)
 - *Shifting Stance* (Mobility) (SG1, 255)
 - *Warrior's Grace* (Base Attack Bonus +3 or higher) (SG1, 255)
- *Punching Basics* (SG1, 254)
- *Rolling Basics* (SG1, 254)
- *Throwing Basics* (SG1, 255)

Covert Feats

- *Bludgeon* (Character Level 3+, Sneak Attack ability +1d6) (SG1, 255)
 - *Whack* (Character Level 9+, Sneak Attack ability +4d6) (SG1, 257)
- *Break Fall* (Dexterity 13+, Climb + ranks, Tumble 4+ ranks) (SG1, 255)
- *Concealed Weapon* (Slight of Hand 4+ ranks) (SG1, 255)
- *Improved Equilibrium* (Dexterity 13+, Balance 4+ ranks, Climb 4+ ranks) (SG1, 256)
 - *Hidden Run* (Hide 8+ ranks, Move Silently 8+ ranks) (SG1, 255)
 - *Spider Walk* (Balance 8+ ranks, Climb 8+ ranks) (SG1, 257)
- *Jump Up* (Dexterity 13+) (SG1, 256)
- *Mingling Basics* (Cultures 6+ ranks, Hide 6+ ranks) (SG1, 256)
 - *Mingling Mastery* (Cultures 12+ ranks, Hide 12+ ranks) (SG1, 256)
- *Moving Target* (Dexterity 13+, Tumble 8+ ranks) (SG1, 256)
- *Nimble Fingers* (Escape Artist 4+ ranks, Open Lock 4+ ranks, Slight of Hand 4+ rank) (SG1, 257)
- *Private Identity* (SG1, 257)
- *Traceless* (Intelligence 13+) (SG1, 257)

Gear Feats

- *Bandage* (First Aid 4+ ranks) (SG1, 257)
- *Camera Basics* (Craft (Photography) 5+ ranks or Surveillance 5+ ranks) (S2, 143)
 - *Camera Mastery* (Craft (Photography) 10+ ranks or Surveillance 10+ ranks) (S2, 143)
- *Clean and Polished* (SG1, 258)
- *Electronic Warfare Basics* (Electronics 5+ ranks) (SG1, 258)
 - *Electronic Warfare Mastery* (Electronics 10+ ranks) (SG1, 258)
 - *Electronic Warfare Supremacy* (Electronics 15+ ranks) (SG1, 258)
- *Explosives Basics* (Demolitions 5+ ranks) (SG1, 258)
 - *Explosives Mastery* (Demolitions 10+ ranks) (SG1, 258)
 - *Explosives Supremacy* (Demolitions 15+ ranks) (SG1, 258)
- *Extra Supplies* (SG1, 258)
- *Extra Support* (SG1, 258)
- *Hand Claw Basics* (SL, 142)
 - *Hand Claw Mastery* (Character level 3+) (SL, 142)
- *Healing Device Basics* (Ability to use healing device) (S1, 137)
- *Kara Kesh Basics* (Ability to use a ribbon device) (SL, 142)
 - *Kara Kesh Mastery* (Character level 9+) (SL, 142)
- *Mine Basics* (Demolitions 5+ ranks) (SG1, 259)
 - *Mine Mastery* (Demolitions 12+ ranks) (SG1, 259)
- *Mother Hen* (SG1, 259)
- *Poison Basics* (Craft (Poison) 5+ ranks) (S1, 137)
 - *Poison Mastery* (Craft (Poison) 10+ ranks) (S1, 137)
 - *Poison Supremacy* (Craft (Poison) 15+ ranks) (S1, 137)
- *Stargate Basics* (Intelligence 13+) (S1, 137)

Basic Skill Feats

- *Acrobatic* (Balance 1+ rank, Jump 1+ rank, Tumble 1+ rank) (SG1, 259)
- *Alertness* (Listen 1+ rank, Search 1+ rank, Spot 1+ rank) (SG1, 259)
- *Athletic* (Climb 1+ rank, Sport 1+ rank, Swim 1+ rank) (SG1, 259)
- *Biology Prodigy* (Knowledge (Biology) 1+ ranks, Knowledge (Medicine) 1+ ranks) (SL, 142)
- *Field Operative* (Innuendo 1+ rank, Sense Motive 1+ rank) (SG1, 259)
- *Grease Monkey* (Electronics 1+ rank, Mechanics 1+ rank) (SG1, 260)
- *Magician* (Escape Artist 1+ rank, Open Lock 1+ rank, Slight of Hand 1+ rank) (SG1, 260)
- *Master Fence* (Appraise 1+ rank, Forgery 1+ rank, Gather Information 1+ rank) (SG1, 260)
- *Mathematical Genius* (Computers 1+ rank, Cryptography 1+ rank) (SG1, 260)
- *Mimic* (Disguise 1+ rank, Perform 1+ rank) (SG1, 260)
- *Ordinary Past* (Craft 1+ rank, Hobby 1+ rank, Profession 1+ rank) (SG1, 260)
- *Outdoorsman* (Handle Animal 1+ rank, Survival 1+ rank) (SG1, 260)
- *Persuasive* (Bluff 1+ rank, Diplomacy 1+ rank, Intimidate 1+ rank) (SG1, 260)
- *Police Training* (Bureaucracy 1+ rank, Demolitions 1+ rank, Surveillance 1+ rank) (SG1, 260)
- *Scholarly* (Concentration 1+ rank, Knowledge 1+ rank) (SG1, 261)
- *Speed Demon* (Boating 1+ rank, Driver 1+ rank, Pilot 1+ rank) (SG1, 261)
- *Stealthy* (Hide 1+ rank, Move Silently 1+ rank) (SG1, 261)
- *World Traveler* (Cultures 1+ rank, First Aid 1+ rank, Languages 1+ rank) (SG1, 261)
- *Xeno-Studies* (Xeno-Cultures 1+ rank, Xeno-Languages 1+ rank) (SG1, 261)

Advanced Skill Feats

- *Advanced Skill Mastery* (Character Level 6+, chosen Basic Skill feat) (SG1, 261)
 - *Grand Skill Mastery* (Character Level 12+) (SG1, 261)
 - *Perfect Skill Mastery* (Character Level 18+) (SG1, 262)
- *False Start* (Chosen Basic Skill feat) (SG1, 261)
- *Talented* (SG1, 262)
- *Training* (SG1, 262)
- *Unlocked Potential* (SG1, 262)

Species Feats

- *Absorb Language* (Nox Only) (S1, 137)
 - *Read Surface Thoughts* (Nox Only, Sense Motive 4+ ranks) (S1, 139)
- *Absorbed Memory* (Goa'uld or Tok'ra) (SL, 143)
- *Advanced Technology* (Advanced Near-Human, Asgard, Goa'uld, or Tok'ra) (SG1, 263)
- *Alien Healer* (Advanced Near-Human, Asgard, or Tok'ra, First Aid 4+ ranks) (SG1, 263)
 - *Heal the Body* (Character Level 9+, Asgard) (SG1, 263)
 - *Heal the Mind* (Character Level 9+, Asgard) (SG1, 263)
- *Alter Larva* (Goa'uld Queen, Wisdom 13+) (S1, 137; SL, 143)
- *Back from the Brink* (Unas Only, Constitution 13+) (S1, 138; SL, 143)
- *Clear Mind* (Reol) (SG1, 263)
 - *Lucid Touch* (Character Level 6+) (SG1, 264)

- *Cloaking* (Nox Only, Character Level 3+, Hide 4+ ranks) (S1, 138)
 - *Cloak Objects* (Nox Only) (S1, 138)
 - *Cloak Others* (Nox Only) (S1, 138)
 - *Shifting* (Nox Only, Character Level 6+) (S1, 140)
 - *Shift Objects* (Nox Only, Cloak Objects) (S1, 140)
 - *Shift Others* (Nox Only, Cloak Others) (S1, 141)
- *Communicate* (Ohnes Only) (S1, 138)
 - *Psychic Blast* (Ohnes Only, Charisma 13+) (S1, 139)
- *Control Device* (Nox Only, Character Level 3+, Electronics 4+ ranks, Mechanics 4+ ranks) (S1, 138)
 - *Control Stargate* (Nox Only) (S1, 138)
- *Electromagnetic Adaptation* (Unity Only, Constitution 13+, Concentration 2+ ranks) (S1, 139)
- *Electromagnetic Control* (Unity Only, Character level 3+) (S1, 139)
- *Favor of the Gods* (Character Level 6+, Primitive Near-Human) (SG1, 263)
- *Goa'uld Hunter* (Asgard, Knowledge (Goa'uld) 5+ ranks) (SG1, 263)
- *Harmless* (Character Level 3+, Constitution 13+, Reol) (SG1, 263)
- *Hide Possession* (Goa'uld or Tok'ra Only, Bluff +2, Disguise +2) (S1, 139; S2, 143)
 - *Husk Deception* (Goa'uld or Tok'ra) (S1, 139)
- *Improved Energy Blast* (Unity Only) (S1, 139)
- *The Mind of Evil* (Tok'ra Only, Concentration 5+ ranks) (S2, 143)
- *Mind Scan* (Unity Only, Character Level 6+) (S1, 139)
 - *Energy Healing* (Unity Only) (S1, 139)
- *Naquadah Sense* (Goa'uld or Tok'ra (or Symbiote feat), Spot 5+ ranks) (SG1, 264)
- *Other Memory* (Goa'uld or Tok'ra Only, Wisdom 13+, Concentration 5+ ranks) (S2, 144)
 - *Other Experience* (Wisdom 15+, Concentration 12+ ranks) (S2, 144)
- *Phase Sense* (Character Level 3+, Goa'uld or Tok'ra (or Symbiote feat), Spot 5+ ranks) (SG1, 264)
 - *Phase Targeting* (Character level 6+, Spot 8+ ranks) (SG1, 264)
- *Rapid Healing* (Character Level 3+, Goa'uld or Tok'ra (or Symbiote feat)) (SG1, 264)
 - *Kelno'reem Mastery* (Character Level 6+, Jaffa, Symbiote) (SG1, 264)
- *Ritual of Life* (Nox Only, First Aid 8+) (S1, 140)
- *Shared Deception* (Character Level 6+, Constitution 13+, Reol) (SG1, 265)
- *Snake in the Grass* (Goa'uld or Tok'ra Only) (S2, 144)
- *Stunning Blast* (Unity Only) (S1, 141)
- *Symbiote* (Character Level exactly 1, Jaffa (or permission)) (SG1, 265)
- *Transphasal Senses* (Reetou Only) (S2, 144)
- *Virtual Light* (Volsinii Only, Intelligence 15+, Wisdom +15) (S2, 144)

Style Feats

- *By the Book* (SG1, 265)
- *Charmer* (SG1, 266)
- *Command Decision* (Character Level 6+) (SG1, 266)
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- *Flawless Identity* (SG1, 255; S2, 145) *Fortunate* (SG1, 266)
- *Hard Core* (SG1, 266)
- *The Look* (Charisma 13+) (SG1, 266)

- *Mark* (Wisdom 13+) (SG1, 266)
- *Old School* (Character Level 6+) (SG1, 267)
- *The Pen is Mightier Intelligence* 13+, Wisdom 11+) (S2, 145)
- *Personal Lieutenant* (Character Level 6+, Charisma 13+) (SL, 143)
- *Political Favors* (Character Level 3+) (SG1, 267)
 - *Political Clout* (Character Level 9+, Bureaucracy 8+ ranks) (SG1, 267)
- *Promotion* (SG1, 267)
- *Silver Tongue* (SG1, 267)
- *Stargate Explorer* (Character Level 4+) (SG1, 267)
 - *Extrapolate Connections* (Cultures or Knowledge (History) 8+ ranks, Xeno-Cultures 4+ ranks) (SG1, 266)
 - *Intuitive Linguist* (Languages 8+ ranks, Xeno-Languages 4+ ranks) (SG1, 266)
- *Stone Cold* (SG1, 267)
 - *Bloodthirsty* (SG1, 265)
 - *Glint of Madness* (SG1, 266)
- *Unconventional* (SG1, 267)
- *Undermine* (Charisma 13+, Innuendo 2+ ranks, Sense Motive 2+ ranks) (SL, 143; S2, 145)

Terrain Feats

- *Aquatic Training* (Survival 2+ ranks, Swim 2+ ranks) (SG1, 267)
- *Arctic Training* (Balance 2+ ranks, Survival 2+ ranks) (SG1, 268)
- *Astronaut Wings* (Strength 13+, Dexterity 13+, Constitution 13+, Balance skill 4+ ranks) (S2, 146)
- *Desert Training* (Spot 2+ ranks, Survival 2+ ranks) (SG1, 268)
- *Firefighter Training* (Survival 5+ ranks) (S1, 141)
- *Forest Training* (Move Silently 2+ ranks, Survival 2+ ranks) (SG1, 268)
- *Jungle Training* (Hide 2+ ranks, Survival 2+ ranks) (SG1, 268)
- *Mountain Training* (Climb 2+ ranks, Survival 2+ ranks) (SG1, 268)
- *NBC Training* (Concentration 2+ ranks, Survival 2+ ranks) (S1, 141)
- *Radiation Tolerance* (Constitution 13+, Survival 2+ ranks) (S1, 141)
- *Swamp Training* (Listen 2+ ranks, Survival 2+ ranks) (SG1, 269)
- *Track* (SG1, 269)
- *Urban Training* (Move Silently 2+ ranks, Surveillance 2+ ranks) (SG1, 269)

Backgrounds:

Byrsa Mandates (3 Points) (S1, 125)

Bundles:

Mandatory Bundles:

- *SG Team Bundle* (SG1, 287)
- *Zigaran Frontline Bundle* (SL, 149) (Zigaran characters only, replaces Standard SG Team Bundle)

The current SG Team Bundle looks like this (with corrections noted):

SG Team Bundle wrote:

Unmarked waterproof "sea bag" (to store bundle)
2 sets standard BDUs (black, sand, jungle or snow)
Combat Boots
Baseball caps (plains, forest, swamp, desert, ice, and urban)
Load Bearing Harness
Field Protective Mask (S1, 141)
Chemical Agent Detector Paper (S1, 142)
3 Nerve Agent Antidote Kits (S1, 142)
Skin Decontamination Kit (S1, 142)
Magnetic Compass
Canteen
Flashlight
GDO (off-world missions only)
1 day's MREs (Meals Ready to Eat)
Tactical Deployment Vest
Tactical Radio
Standard-Issue Weapons (S1, 166)
Bayonet or Survival Knife (S1, 166)

Duty Bundles:

- *Aquatic Operation Bundle* (SG1, 287)
- *Archaeologist Bundle* (SG1, 287)
- *Arctic Operation Bundle* (SG1, 287)
- *Bodyguard Bundle* (SG1, 288)
- *Commander Bundle* (SG1, 288)
- *Communication Specialist Bundle* (SG1, 288)
- *Computer Specialist Bundle* (SG1, 288)
- *Counter-Intelligence Bundle* (SG1, 288)
- *Demolitions Bundle* (SG1, 288)
- *Explosive Ordnance Disposal (EOD) Bundle* (SG1, 288)
- *Forest Scout Bundle* (SG1, 288)
- *Mechanic Bundle* (SG1, 288)
- *Medic Bundle* (SG1, 289)
- *Observer Bundle* (SG1, 289)
- *Researcher Bundle* (SG1, 289)
- *Spacewalk Bundle* (S2, 141)
- *Surveyor Bundle* (SG1, 289)
- *Technician Bundle* (SG1, 289)
- *Trail Leader Bundle* (SG1, 289)
- *Translator Bundle* (SG1, 289)

Mission Bundles:

- *Advisor Bundle* (SG1, 289)

- *Arrest Bundle* (SG1, 289)
- *Assassination Bundle* (SG1, 290)
- *Capture Bundle* (SG1, 290)
- *Defense Bundle* (SG1, 290)
- *Destruction Bundle* (SG1, 290)
- *Diplomacy Bundle* (SG1, 290)
- *Disaster Relief Bundle* (SG1, 290)
- *Diversion Bundle* (SG1, 291)
- *Hijack Bundle* (SG1, 291)
- *Hunting Bundle* (SG1, 291)
- *Infiltration Bundle* (SG1, 291)
- *Investigation Bundle* (SG1, 291)
- *Overseer Bundle* (SG1, 291)
- *Patrol Bundle* (SG1, 291)
- *Puzzle Bundle* (SG1, 291)
- *Raid Bundle* (SG1, 291)
- *Repair Bundle* (SG1, 291)
- *Rescue Bundle* (SG1, 291)
- *Research Bundle* (SG1, 292)
- *Sabotage Bundle* (SG1, 292)
- *Scouting Bundle* (SG1, 292)
- *Search Bundle* (SG1, 292)
- *Secure Location Bundle* (SG1, 292)
- *Security Bundle* (SG1, 292)
- *Set Up Base Bundle* (SG1, 292)
- *Surveillance Bundle* (SG1, 292)
- *Test Bundle* (SG1, 292)
- *Transport Goods Bundle* (SG1, 292)
- *Transport Prisoner Bundle* (SG1, 292)

Personal Bundles:

- *Actor Bundle* (SG1, 293)
- *CB Enthusiast Bundle* (SG1, 293)
- *Diver Bundle* (SG1, 293)
- *Gamer Bundle* (SG1, 293)
- *Gun Enthusiast Bundle* (SG1, 293)
- *Historian Bundle* (SG1, 293)
- *Hunter Bundle* (SG1, 293)
- *Internet Fan Bundle* (SG1, 293)
- *Interrogation Bundle* (S2, 161)
- *Movie Buff Bundle* (SG1, 293)
- *Mr. Fix-It Bundle* (SG1, 293)
- *Musician Bundle* (SG1, 293)
- *Outdoorsman Bundle* (SG1, 294)
- *Party Animal Bundle* (SG1, 293)
- *Photographer Bundle* (SG1, 293)
- *Professional Bundle* (SG1, 293)
- *Professor Bundle* (SG1, 294)
- *Technophile Bundle* (SG1, 294)

- *World Traveler Bundle* (SG1, 294)

Weapons Bundles:

- *Anti-Aircraft Bundle* (SG1, 294)
- *Close Combat Bundle* (SG1, 294; S1, 168)
- *Concealed Carry Bundle* (SG1, 294)
- *Cowboy Bundle* (SG1, 294)
- *Explosives Bundle* (SG1, 294)
- *Fire Support Bundle* (S1, 168)
- *Fire Support Bundle, Marine* (S1, 168)
- *Fire Support Bundle, Russian* (S1, 168)
- *Frontal Assault Bundle* (SG1, 294)
- *Frontal Assault Bundle, Russian* (S1, 168)
- *Heavy Assault Bundle* (SG1, 294)
- *Heavy Assault Bundle, Russian* (S1, 168)
- *Night Attack Bundle* (SG1, 294)
- *Police Duty Bundle* (SG1, 294)
- *Riot/Crowd Control Bundle* (SG1, 294)
- *Sniper Bundle* (SG1, 294; S1, 168)
- *Sniper Bundle, Anti-Material* (S1, 168)
- *Sniper Bundle, Marine* (S1, 168)
- *Sniper Bundle, Russian* (S1, 168)
- *Urban Assault Bundle* (SG1, 294)
- *Wetworks Bundle* (SG1, 294)