

SAVAGE STARGATE

A GENRE ADAPTATION BY RON FRICKE

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INTRODUCTION

I was planning to run a short Stargate Campaign for my friends once we finished Evernight. I bought the excellent Stargate SG-1 RPG from Alderac Entertainment Group (<http://www.stargatesglrpg.com>), but upon trying to make characters I found it to be far too complex and bulky. Faced with ignoring 80% of the rules, I instead decided to re-image Stargate as a Savage Setting.

These rules are still in development. Check <http://home.comcast.net/~ronfricke/SavageStargate/> for the latest version.

Below are my results. I will continue to add more as I continue to develop the setting for Savage Worlds.

Edges and hindrances in italics are new, and are described below.

RACES

HUMAN

As per standard Savage Worlds, no Arcane Background edges

JAFFA

D6 Vigor, *Resistance*, free D6 skill in Intimidation
Primitive, *Outsider*

TOK'RA

Goa'uld Regeneration, *High Tech*, *Resistance*, *Racial Memory*
Enemy (Goa'uld), *Duality*, *Cautious*

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NEW HINDRANCES, EDGES, AND SKILLS

HINDRANCES

DUALITY (MAJOR)

This hindrance is taken by characters that have blended with a Tok’Ra symbiote. The character literally has 2 personalities, both of whom share control of one body. The character has access to the memories and skills of both personalities, but only one is in control of the body at any given time. This is disturbing for humans to watch, because of their fear of the Goa’uld, and it also means that at certain times the character may have to allow someone else to use his body.

To simulate this in the game the Player controls the dominant personality, whether it is the Host or the Tok’Ra. As long as the player allows the secondary personality some free time to use the body and consults with him on decisions, there is no problem. If the GM feels the character is acting in a way that the secondary personality would not like, he can spend a Bennie to take over the body, allowing him to control the character. The character may spend his own Bennie to wrest control of the body back immediately, or make a Spirit roll to do the same after the GM has been in control for at least 3 turns in combat, or 5 minutes of game time in non-combat situations.

In most situations it would be best to have the Player be the host and the GM play the Tok’Ra, but the player and GM will have to decide which works best for them.

PRIMITIVE (MAJOR)

Note: This Hindrance is similar to All Thumbs, so if you don’t want to add more Hindrances to your game, use that instead. This hindrance represents a character that comes from a world with a lower level of tech than Earth. It can also be taken to characterize a Jaffa, who is taught how to use Goa’uld tech, but not how it works. Characters with the Primitive Hindrance suffer a -2 on all repair rolls, and a -2 on all Knowledge or Common Knowledge rolls relating to high tech or modern science. These characters are perfectly capable of using high tech weapons and devices, but they do not have the educational background necessary to diagnose, repair or modify high tech.

EDGES

GOA’ULD REGENERATION:

Requirements: Novice, Jaffa or Tok’Ra Race, D6 Vigor

Because of their Goa’uld symbiote, Jaffa and Tok’Ra are able to heal from injuries much faster than humans. To simulate this, these two races have access to the Goa’uld Regeneration Edge, which allows them to make a soak roll in non-combat situations. The user of this edge must have at least 1 hour of complete concentration or bed rest. At the end of this hour, he may make a soak roll, as per the rules on page 72, without spending a Bennie. The character may only make one of this type of soak roll per day.

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HIGH TECH

Requirements: Novice, Tok’Ra or Jaffa race

This edge indicates regular access to devices and gadgets that are normally beyond the reach of the other characters. At the beginning of an adventure, a character may requisition a high tech device, beyond what is available or usable by the other PCs, by spending a Bennie. Some examples would be a Tok’Ra who can get and use a Goa’uld ribbon or healing device, or a Jaffa that can call in a favor and gain access to a special body armor, a modified staff weapon, or even a death glider if the GM allows it. The character with this edge can try to call in this high tech favor in the middle of the adventure, but he will need to make a successful Spirit roll in addition to spending the Bennie in order to marshal the resources. Charisma bonuses or penalties apply to this roll.

This edge will need to be strictly monitored and controlled by the GM. It is designed to simulate having a friend like Bra’tak or Jacob Carter that can temporarily loan unusual equipment to the PC’s for a mission. At the end of the session, these items will need to be returned to their owner, or the GM may want to have them used up or creatively destroyed during the game.

JACK OF ALL TRADES

Requirements: Veteran; d10 in affected Attribute

Long-time adventures learn how to adapt to nearly any situation. To simulate this, The Jack of All Trades Edge reduces the penalty for using skills untrained. This Edge must be taken separately for each attribute, and it reduces the unfamiliarity penalty for all skills under that attribute by 1.

Example: Major Danes has Jack of All Trades for Agility. She does not have the Lockpicking skill, and needs to try anyway. Her skill roll would be d4 plus a wild die, and she would subtract one from the result.

IMPROVED JACK OF ALL TRADES

Requirements: Veteran; Jack of All Trades; d12 in affected Attribute

As above, but the unfamiliarity penalty is completely eliminated.

RACIAL MEMORY

Requirements: Novice, Tok’Ra race

The Tok’Ra symbiote is very long lived, and can survive many hosts if he/she wishes. This means that the symbiote can share this long history and skill set with its current host. With this Edge, The Tok’Ra character receives a +2 on all Common Knowledge rolls that the GM feels his symbiote has encountered before. This bonus will mostly be used for Common Knowledge regarding the Goa’uld, Stargate System, and other high tech applications.

RESISTANCE:

Requirements: Jaffa or Tok’Ra race

Tok’Ra and Jaffa are immune to nearly all diseases and poisons, thanks to their Symbiote. With edge, any time a character is exposed to a disease, toxin or poison and he

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fails his normal vigor roll to resist it, he may spend a Bennie to automatically succeed in resisting the toxin. Certain diseases and poisons are designed specifically to affect the Goa'uld symbiote, and this ability cannot be used to resist those.

PROFESSIONAL EDGES

FIELD SCIENTIST

Requirements: Novice, Agility d6+, Spirit d6 +, Smarts d8+, at least 1 scientific Knowledge skill at d6+

The Field Scientist is an expert on a particular subject, but does not restrict his expertise to the lab or classroom. A Field Scientist revels in getting out in the world and applying his theories, or in gathering more research. Field Scientists are highly coveted by the SGC, because they can take their expertise and adaptability with them wherever they go.

The Field Scientist gains a +2 on Climbing, Survival, and their chosen Knowledge skill rolls.

STARGATE OFFICER

Requirements: Novice: Smarts d6+, Spirit d8+; at least 1 skill relating to their specialty at d8+

The military officers chosen to participate in the Stargate program are the cream of the crop, chosen from all four branches of the service for their skills, intelligence and willpower. Anyone choosing this edge will need to pick a specialty from the list below, to show where his training and talents lie. Not all the officers in the program will have this Edge, but many will.

Stargate Officer Specializations:

Combat Ops: Trained in small unit tactics and weapons, these officers are navy seal, army rangers, or other Special Forces veterans. +1 on Shooting rolls with assault rifles and SMGs, and a +2 on all Stealth and Notice rolls.

Faceman: one of the most important jobs an SG team has is to contact and recruit new allies in the war against the Goa'uld. The Faceman is an officer trained in negotiations, persuasion, and sometimes just plain lying. +2 on all Intimidation, Persuasion and Streetwise rolls.

Field Medic: Keeping wounded alive on the furious and ever changing battlefield can be a nearly impossible task. These guys make it look easy. +1 on all Healing rolls and each attempt takes only 5 minutes instead of the usual 10. This can be used in addition to the Healer edge.

Field Tech: Modern armies need their gadgets working, and working right now. Field Techs receive a +2 on all Repair rolls, and divide the time needed for repairing in half.

SHOL'VA

Requirements: Novice, Jaffa race; Spirit d8+

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The Jaffa have been enslaved by the Goa'uld for thousands of years, and it is ingrained into their being that the System Lords are gods. A few rare Jaffa manage to break free from this enslavement, and it forever alters their lives. These Jaffa are called shol'va (traitor), by other Jaffa and the Goa'uld, and they are hunted mercilessly. They develop an iron will, and a focus that few can match or stand against.

Shol'va add +2 to all Guts, Intimidate and Persuasion rolls.

SEASONED GATE TRAVELER

Requirements: Seasoned, D8+ in at least 2 attributes; Survival d8+, Notice d8+

Those who have had several off-world missions through the Stargate soon learn to improvise and adapt, or else they suffer any of a number of unpleasant fates. The Seasoned Gate Traveler is a master of improvisation and survival, and of making a bad situation into a good one.

Seasoned Gate Travelers can add +2 to any 2 skill or attribute rolls of their choice during a game session. The circumstances for spending these bonuses are the same as those for spending Bennies. In a real emergency, both +2 bonuses can be added to the same roll; giving a total of +5 (Everyone knows that in a real emergency 2+2 *can* equal 5!).

NEW SKILLS

KNOWLEDGE: LANGUAGES

The Knowledge: Languages skill is used to handle the fast and loose way that languages are dealt with on the TV show. Any person who has undergone formal training at the SGC, civilian or military, will have at least a D4 in this skill. Since everyone has it, the GM can give the entire group a d4 in this at character creation for free, if he chooses.

Because most of the people encountered by the SG teams are human or human related, it is fairly easy to understand and make yourselves understood. Whenever the GM feels language might be a barrier or cause some confusion, the player will need to roll against this skill, with a penalty or bonus assigned by the GM depending on the difficulty of the language.

If this roll is failed, the GM should confuse or garble the message trying to be conveyed. For each day spent with a native speaker of the language, the player may try another Knowledge: Language roll to understand the language.

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NEW WEAPONS AND EQUIPMENT

WEAPONS

WEAPON	RANGE	DAMAGE	ROF	WEIGHT	SHOTS	COST	NOTE
Zat Gun	10/20/40	Special*	1	3lbs	50	N/A	
Staff Weapon	10/20/40	3d8	1	8lbs	50	N/A	
Ribbon Dev.	3/6/9	2d6**	1	1	50	N/A	
FN P90	12/24/48	2d6	3	5lbs	50	300	AP2
Intar***							

* Zat Gun: When hit by Zat Gun, the target must make a Vigor roll at -2, and at an additional -2 per raise on the attack roll. If this roll is failed, the target is treated as if he had been incapacitated from fatigue (see page 94). This fatigue recovers at 1 level per minute. If the Vigor roll is successful, the target takes 1 level of Fatigue and is automatically Shaken. If a person is struck a second time with a Zat gun while still suffering the fatigue effects from a hit, he immediately suffers the effects listed on the knockout blow table on page 74 as if he had received a mortal blow. A 3rd hit within 3 rounds of the mortal blow effect disintegrates the target.

** Ribbon device: Anyone successful hit by the blast from a ribbon device will be knocked back 1”, plus an additional 1” per raise on the attack roll. The victim must also make an Agility roll or be knocked prone.

***Intar: An intar weapon has all the same stats as the weapon it was designed to emulate. Any damage done by an Intar follows the normal rules for damage, soaking and so forth, but the damage done is tracked using fatigue instead of wounds. This fatigue is regained at 1 Level per minute.

Example: Daniel Jackson is struck by a Jaffa using an intar staff weapon. The attack hits, with no raises. Damage rolled is 16, and Daniel has a Toughness of 8, including his armor. The damage roll gets 2 raises, so Daniel is shaken, and takes 2 levels of fatigue. If he takes one more level of fatigue, he will be incapacitated. Daniel can spend a Bennie to soak this damage as normal.

ARMOR

Type	Armor	Weight	Cost	Notes
Jaffa Armor	+6	25	-	Protects entire body
Ribbon Device *	+14/0	1	-	See below

*The shield generated by a ribbon device provides 14 points of armor against energy or fast moving kinetic attacks, but no armor against melee or thrown weapon attacks. The shield can only be maintained for 5 rounds before the battery is drained. The shield can be re-used after 5 minutes of no use.

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SPECIAL EQUIPMENT

HEALING DEVICE

This device can only be used by current or former Goa'uld or Tok'Ra hosts. It gives a +2 to all Healing rolls.

RIBBON DEVICE

One of the most recognizable symbols of the Goa'uld System Lords, the ribbon device is a golden glove with a red gem set in the palm. This device can only be used by current or former Goa'uld or Tok'Ra hosts. This device has many uses. It can provide power for any Naquadah powered device within 5"; it can be used as a weapon and a shield (see above for stats), and it can be used to perform a nerve rip attack.

The nerve rip is treated as a Fighting attack, but it uses the Spirit attribute of the attacker instead of the Fighting skill.. This attack causes a great deal of pain, and eventually paralysis and death if it is kept on the same target for long enough.

If the target is hit by the attack, he must make a Spirit roll and compare it to the attacker's total. If the attacker roll is higher, the defender takes 1 level of fatigue, which is recovered at 1 level per minute. If the defender wins, he may make a second Spirit roll to break free of the attack. If the defender does not make this Break free roll, the attacker can continue the attack for the next round. Both attacker and defender can take no other actions while the nerve rip is happening, other than speech.

If the defender fails enough Spirit rolls, he will be incapacitated.

SARCOPHAGUS

The Sarcophagus uses unknown technology to perform miraculous healing. If an intact body is placed into the device within 5 minutes of death, they can be resurrected. The Device heals any and all wounds, diseases and poisons, except for those the GM rules that it cannot. The process takes a variable, and plot adjustable amount of time, from 5 minutes for 2 or 3 Wounds, to up to an hour for death.

This healing has a downside, however. Any time a character is healed by a sarcophagus, they will need to make a Spirit roll, with a cumulative -2 penalty for each additional time they use the device. If this roll is failed, the character gains a negative personality trait, equal to a minor hindrance. Some good choices are Bloodthirsty, Habit, Mean, Overconfident, or unpleasant Quirks. The coffin eventually drives its regular users crazy, which explains why many System Lords live for so long and why they are all crazy.

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VEHICLES

SG COMMAND VEHICLES

SG ATV

The SGC uses a modified version of the Honda Rancher ATV for missions that require recon and travel away from the gate. These machines do not have armor or weapons, but they do have a range of 200 miles, and they can pull a small trailer or carry a passenger with ease.

These vehicles have never appeared in the show, but they would easily fit through the gate and still be able to handle stairs and steep inclines, so I am including them in my chronicle!

Acc/Top Speed: 12/32; **Toughness:** 10(2); **Crew:** 1+1;

Cost: 5000

Notes: Four-Wheel Drive, Reinforced Chassis (see Dirt Bike, Pg. 53), GPS, AC power inducers.

GOA'ULD AND JAFFA VEHICLES

DEATH GLIDER

Death Gliders are the fighter and ground reconnaissance craft used by Jaffa troops. Most often seen making strafing runs on groups of helpless human slaves, the Death Glider is a multi-role craft. Capable of hovering and space flight, the Death Glider is an all purpose attack craft.

Acc/Top Speed: 75/700; **Climb:** 75; **Toughness:** 22(10); **Crew:** 2;

Cost: Not for Sale;

Notes: Night Vision, Improved Stabilizer, Fixed Guns

Weapons: Dual Plasma Cannons (Unlimited ammo; Range 30/60/120; Damage 4d8; ROF 2; Medium burst Template; AP 20)

TEL'TAK

A medium sized Goa'uld freighter, the Tel'Tak is used by everyone from the Tok'Ra to bounty hunters. It has good range, is hyper speed capable, and can carry quite a bit of cargo.

Acc/Top Speed: 40/600; **Climb:** 40; **Toughness:** 20 (8); **Crew:** 1 + 6;

Cost: Not for Sale

Notes: Night Vision, Hyperspace capable, has 4 landing/escape pods.

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GENRE AND OPTIONAL RULES

EVASION

This rule is pretty cinematic, even for Savage Worlds, so use it at your own risk. In many FFF setting, the heroes and sometimes even the villains display a remarkable ability to get out of the way of attacks.

By spending a Bennie immediately after being hit, the player can make an Agility roll; the result of the Agility roll becomes the new TN of the attack.

DIVE FOR COVER

A character whose action card has not come up for the round can forgo all other actions to simply move. The character can move up to his normal Pace, including dropping prone, but cannot take any other actions or run. This maneuver can interrupt another characters action as if the character performing the maneuver was on Hold.