

# D12 Roleplaying System: Setting 3: Stargate SG-1

*This D12 Setting is to be read alongside the core D12 rules, by I. G. Mansfield and J. D Evans<sup>1</sup>*

The game uses the setting of the popular television series Stargate SG-1<sup>2</sup>. In summary, the game is set in approximately the present day, in a universe in which planets throughout the galaxy are connected by a series of Stargates that allow instantaneous travel between worlds. Following the discovery of one of these gates beneath the sands of Egypt, the US Air Force begins a secret programme to explore new worlds, searching for advanced technology and allies to protect Earth against a range of powerful foes, most notably the Goa'uld, a race of parasitic aliens responsible for the building of the Egyptian pyramids.

Players will typically take the role of members of one of the SG teams based at Stargate Command (SGC) who travel off-world through the Stargate. It is assumed that all PCs are in possession of certain basic abilities, including all that would be expected of a reasonably educated and averagely fit modern person, as well as the ability to shoot a gun, though not particularly well. It is assumed that players will be familiar with the television series, though further information can be found on either the official website or Wikipedia<sup>3</sup>.

Magic is not operative in this setting. Players should ignore Section 5 of the core rules.

## **Professions**

- Air Force
- Jaffa
- NID
- Scientist
- Archaeologist
- Tok'ra

---

<sup>1</sup> See <http://igmansfield.co.uk/games/role-playing-games/#D12>

<sup>2</sup> <http://stargate.mgm.com/view/series/1/index.html>

<sup>3</sup> [http://en.wikipedia.org/wiki/Stargate\\_SG-1](http://en.wikipedia.org/wiki/Stargate_SG-1)

*Copyright notice: Stargate SG-1 and associated terms are part of the Stargate Franchise the intellectual property of Metro-Goldwyn-Mayer. This game is not authorised by them or any other person connected to the franchise and was made without their knowledge. The game is intended as a homage, a piece of fandom, made by me as an admirer of the show. No commercial gain has at any time been at any time sought by me from it. However, if MGM has any objections to this game, please contact me and I will immediately remove it from this site.*

**Air Force:** *As would be expected of a secret programme run by the US Air Force, the majority of the SGC personnel are military. Natural leaders, their core skills lie in combat and military affairs, though many will also have a wide range of other skills...*

Submachine gun: +1

Pistol/Zat Gun: +1

Leadership: 1

First aid: 1

"Weapons": Is trained in the use of advanced military weapons (e.g. rocket launchers, C4 explosive) should they be available.

Penalty: Intellectual skills (*"Oh, this has nothing to do with you being a woman. I like women. I've just got a little problem with scientists."* Colonel Jack O'Neill).

**Jaffa:** *Created by the Goa'uld to serve as soldiers and incubators for their young, each Jaffa carries a Goa'uld symbiote, that provides strength, healing and longevity. Some of the Jaffa have come to realise that their masters are, in fact, false gods, and a small number of these have taken service with the Tau'ri, or people of Earth...*

Strength: +1

Staff weapon: +1

Goa'uld culture: 1

Pilot: 1

Can speak Goa'uld.

"Tough": Has 15 hit points instead of 12 and, when incapacitated, may continue acting at half speed (though any other wound, however minor, will incapacitate you).

Penalty: Diplomatic skills (*"I have said precisely what I intended, O'Neill."* Teal'c).

**NID:** *A shadowy organization whose tendrils can be felt in Washington, the corporate world and criminal world, the NID seeks to acquire alien technology, particularly that of military value, at any cost. Frequently opposed to the SGC, occasionally members of SG teams have found themselves reluctantly required to work alongside NID operatives.*

Lie: +1

Stealth: 1

Pistol/Zat gun: 1

Knife: 1

Hacking: 1

"Contacts": Can cause useful things to happen on earth, due to contacts both in high political circles and the criminal underworld

Penalty: Physical skills (*"I see you're on that famous beer and mustard diet. How's that working out for you?"* Colonel Jack O'Neill to Harry Mayborne, NID)

*Copyright notice: Stargate SG-1 and associated terms are part of the Stargate Franchise the intellectual property of Metro-Goldwyn-Mayer. This game is not authorised by them or any other person connected to the franchise and was made without their knowledge. The game is intended as a homage, a piece of fandom, made by me as an admirer of the show. No commercial gain has at any time been at any time sought by me from it. However, if MGM has any objections to this game, please contact me and I will immediately remove it from this site.*

**Scientist:** *From both civilian and military backgrounds, scientists are essential to the work of the SGC and its mission of seeking out new technology. Though they may have a particular specialism, most SG scientists have at least some knowledge of the full breadth of scientific knowledge and are capable of understanding almost any technology.*

Science: +1

[One science specialism]: 1

Goa'uld Technology: 1

Submachine gun: 1

First aid: 1

"Technologically gifted": Can attempt to jury-rig most technology to get it to work.

Penalty: Spiritual skills ("It's hard for me to accept that. You're telling me that the future is pre-determined but I have always believed that the future is what you make it." Colonel Samantha Carter).

**Archaeologist:** *The ability to understand the history and beliefs of alien cultures is at the heart of the SGC's mission to win allies against the Goa'uld. As the galaxy's planets were seeded with humans from across the globe, any archaeologist who wins a place on an SG team will be gifted with an understanding of a vast array of cultures and languages.*

Anthropology: +1

Languages: +1

Diplomacy: 1

Ancient knowledge: 1

Can read Ancient.

Penalty: Combat skills ("Well, if you want to know about the early settlements of Mesopotamia, I am somewhat of an expert..." Dr. Daniel Jackson).

**Tok'ra:** *Biologically identical to the Goa'uld, the Tok'ra coexist with their human hosts and seek to oppose the Goa'uld through infiltration and sabotage. The Tok'ra are powerful, if difficult, allies of the SGC and the assistance of their advanced technology can be invaluable.*

Goa'uld Technology: +1

Pilot: +1

Zat gun/Pistol: 1

Resistance: 1 (resists against hypnosis, possession, brainwashing, etc.)

Can speak Goa'uld.

"Tok'ra allies": Can access aid from the Tok'ra, such as intelligence on a Goa'uld outpost, higher technology, the use of a ship.

Penalty: Practical Skills ("Beam them up? Who am I, Scotty?" Jacob Carter/Selmak of the Tok'ra).

*Copyright notice: Stargate SG-1 and associated terms are part of the Stargate Franchise the intellectual property of Metro-Goldwyn-Mayer. This game is not authorised by them or any other person connected to the franchise and was made without their knowledge. The game is intended as a homage, a piece of fandom, made by me as an admirer of the show. No commercial gain has at any time been at any time sought by me from it. However, if MGM has any objections to this game, please contact me and I will immediately remove it from this site.*