

Stargate Bestiary

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Stargate Bestiary

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Please fill this in to add a monster type to the bestiary and submit to the System Referees

Race: RACE NAME

Description: DESCRIPTION OF RACE AND CULTURE

Costume requirements: MINIMUM KIT LEVEL REQUIRED TO PLAY THEM WELL (THIS ALSO INCLUDES PROP REQUIRMENTS)

≤ = Less than or equal too

Suggested Stats – Guideline for stats – System Referee to confirm if you go above these.

Non hero	: B ≤BODY HITS A ≤ ARMOUR V ≤VITALITY
Hero	: B ≤BODY HITS A ≤ ARMOUR V ≤VITALITY
Nemesis	: B ≤BODY HITS A ≤ ARMOUR V ≤VITALITY

Suggested feat amount- Guideline for amount of Feats – System Referee to confirm if you go above these.

Non hero	: ≤ NUMBER OF FEATS
Hero	: ≤ NUMBER OF FEATS
Nemesis	: ≤ NUMBER OF FEATS

Suggested Skill amount - GUIDELINE FOR AMOUNT OF SKILLS – SYSTEM REFEREES SHOULD BE CONTACTED IF YOU GO ABOVE THESE SUGGESTIONS

Non hero	: ≤ NUMBER OF SKILLS
Hero	: ≤ NUMBER OF SKILLS
Nemesis	: ≤ NUMBER OF SKILLS

Non hero / minion

This level of monster should represent a minimum of 80% of the threat in any one standard encounter or linear. They are strong in numbers but should fall quickly. They are usually unskilled and lack good morale. They should be easily beaten in a one on one by any PC. **Feats selected for this class of enemy cannot include “Crackshot, Die Hard or PSP”**

Hero / lieutenant

This level of NPC should make up no more than 15% of the threat in any one standard encounter or linear. They are classed as skilled and with good morale only breaking if they are truly outmatched. A PC should find a one on one with this type of enemy as challenging. This type of threat will normally lead a large number of Non hero troops.

Paragon / Nemesis

This level of NPC should make up no more than 5% of the threat in any one standard encounter and are classed as highly skilled and with excellent morale and cunning. A PC should find a one on one with this type of enemy will normally tip in the favour of the NPC. But as they are so rare this shouldn't ruin an encounter. This level of threat will normally have a number of hero allies that lead a larger number of Non hero NPC. Making this type of enemy an end of encounter / linear boss

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Race: Human

Description: Humans originated in Celestis, a planet in a distant galaxy. Originally known as the Alterans, they split in two peoples, The Ancients later seeded the Milky Way and Pegasus galaxies (probably more) with Humans, as both galaxies seemed to be devoid of sentient life. Humans have split over thousands of years and developed multiple cultures ranging from religious to technical. Examples of humans are: SEF, GGC, GGR, Elysian's and many more. Next page will contain some short culture explanations including tech level as humans have so many variations.

Costume requirements / standard equipment: there are no costume requirements for a human as everyone can play one. Dress correctly for tech level and equipment should be represented by physreps.

Suggested Stats

Non hero	: B ≤ 4	A ≤ 2	V ≤ 4
Hero	: B ≤ 7	A ≤ 4	V ≤ 7
Nemesis	: B ≤ 10	A ≤ 6	V ≤ 10

Suggested feat amount

Non hero	: ≤ 1
Hero	: ≤ 3
Nemesis	: ≤ 5

Suggested Skill amount

Non hero	: ≤ 3
Hero	: ≤ 5
Nemesis	: ≤ 7



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Example Human Cultures:

Fringe Culture:

Life on the fringes of the Galaxy is hard, for the majority of known history the Goa'uld Empire has been the dominant power, any being not under Goa'uld rule is – by their own opinion – an escaped slave and is treated as such. Only major powers like the Greater German Reich and the Grandine have the ability to hold their own ground against the Goa'uld, others are simply alive because the Goa'uld have not noticed them yet. Fringers on the other hand have to live at the very extremes of the Galaxy, such as the Reef Zone at the far galactic edge where hundreds of would-be 'free human' colonists often end up stranded when they realize the impossibility of crossing the galactic void. Fringers take on an almost 'Techno-Barbarian' sort of nature, some of them are nomadic peoples keeping moving constantly for fear of being exterminated by the Goa'uld, some of them hide on hidden worlds, regressing back to primitive states.

GGR:

A Germanic Imperialist Culture built from remnants of a German Heer expedition through the Nazi - controlled Stargate prior to WW2. Highly conservative culture with limited progression on civil rights having displayed universal suffrage but otherwise restrictive on certain rights. Incredibly militaristic with an expansionist Imperialist policy towards absorbing planets encountered into the Reich.

GGC:

The Grandine are a race that evolved completely separately to Humankind as per Hodgkin's Law of Parallel Planetary Development. Their Earth like world is a near-fluke in producing identical conditions for which an almost-human species has evolved. Culturally divided between their Military, Worker and Science castes, the Grandine are highly liberal and possess incredibly advanced Naval capacity.

Greco-Roman Culture liberated from Goa'uld long prior to SEF contact. Has developed parallel to Earth technology achieving advanced communication and space travel technology slightly ahead of Earth but lacking parallel advances in medicine. Highly militaristic culture (likely born out of a need for unity when defending against the Goa'uld in their past) with an Officer/Commissioned divide vastly more dramatic than in Britain. Emphasis heavily on obedience to the law and seemingly as rigid (though more culturally advanced) as the GGR.

Galadeen:

Highly advanced culture influenced by Greek Goa'uld in its early history. Comprised of both human and Unas reptilian species united by a single mutual culture. Highly isolationist and incredibly defensive of their technology they appear on the surface to be a highly militaristic culture driven more by strict adherence to doctrine and a clear code of behaviour. Recently they have brought another race into an alliance with themselves but little is known about the Kuma-Ai.

Colchis:

Greek (Spartan) culture that developed parallel to Earth having achieved WW1 era technology by time of initial contact with SEF. Divided originally on National lines and engaged in a religious (pro - Goa'uld worship vs Atheist) conflict that made both World Wars on earth look tame by comparison. They have had their technology drastically accelerated by SEF and later Fomori intervention. Currently under occupation by the Fomori.

Elysia:

Having banished their old Goa'uld Master thousands of years ago, the Elysians reject superstition, religion and supernatural theories in favour of scientific fact and evidence based thinking. Tech levels are roughly equivalent to 1950's earth except in electromagnetics, which in some cases exceeds current earth technology. The early adaptation of what we would refer to as 'Tesla' tech over a century ago led to them to adopting wireless tech and communications decades ago. Thanks to their friendship with the SEF medical science in particular is undergoing a new era of advancement with other sciences not far behind. Elysians are a single unified people with regional variants and a planetary government. However, threats from dark forces left behind from the old times still rise. With a highly self-reliant mind set, they still have an optimistic outlook, sense of humour and stylistically, if walking on an Elysian street the fashions of the people would not look out of place on Earth in the 1930s to 1950's.

Palmyrans:

A one-time nomadic people's in some ways similar to the steppes people of central Asia. A non-religious people they believe strongly in family and commitment to an extended clan style structure. Personal honour is very important to them especially in the warriors of the culture however typically the warriors are not in charge. Hospitality to a guest is hugely significant assuming the guest deserves such respect. But grudges can last for generations. A huge hatred of the Jaffa runs through most of the warriors and many civilians also. Recent history they have started to build permanent settlements for the first time in living history and with the SEF have dramatically increases their knowledge of modern engineering practices. Especially in relation to starship construction.

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Race: Jaffa

Originally Human, the Jaffa were genetically engineered centuries ago to act as incubators for infant Goa'uld, ensuring compatibility between the Symbiote and their intended Human hosts. Historically, the Jaffa have served as foot soldier, providing the raw force behind Goa'uld rule. Over time, some Jaffa eventually rebelled, turning on their former masters and becoming the Free Jaffa

Costume requirements / standard equipment: Jaffa usually wear metallic armour in combat, and are routinely armed with Staff Weapons. In non-combat roles, Jaffa normally dress in robes, or clothing appropriate to the culture of the Goa'uld they follow, or used to follow.

Suggested Stats

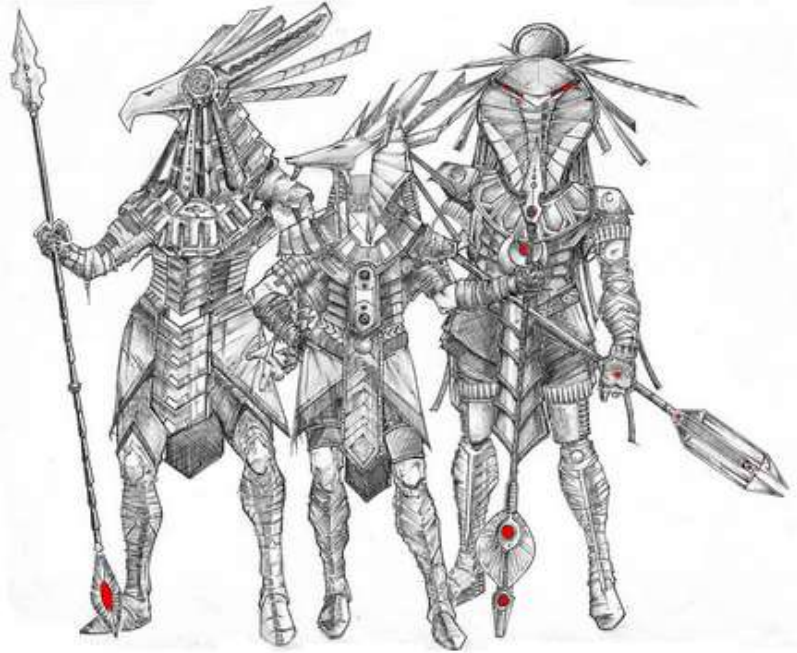
Non hero	: B ≤ 6	A ≤ 2	V ≤ 2
Hero	: B ≤ 9	A ≤ 4	V ≤ 5
Nemesis	: B ≤ 12	A ≤ 6	V ≤ 8

Suggested feat amount

Non hero	: ≤ 1
Hero	: ≤ 3
Nemesis	: ≤ 5

Suggested Skill amount

Non hero	: ≤ 3
Hero	: ≤ 5
Nemesis	: ≤ 7



Jaffa Cultures: Free Jaffa, Jaffa

Free Jaffa:

Free Jaffa (of Hephaestus)

Greek based culture merging Jaffa Warrior culture with an appreciation of Artificing, one of the few militarily self-sufficient Free Jaffa nations due to their understanding of Goa'uld technology and it's manufacture.

Jaffa:

The Jaffa are an offshoot of humanity, genetically engineered by the Goa'uld. They have an abdominal pouch which serves to incubate larval Goa'uld. The infant Goa'uld provides strength, longevity, and good health, at the cost of supplanting the Jaffa's natural immune system, making them dependant on the Goa'uld for more symbiotes. The Jaffa have a warrior culture and form the armies of the Goa'uld. Their cultural specifics follows the Goa'uld master. If the Goa'uld master has a Greek culture, then so do their Jaffa usually.

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The Crusade:

Formed in 2015 after a faction Ascended Alterans who believed themselves to be Angels discovered that the SEF planned to use the Spear of Destiny and the Janus Weapon to destroy Dagon at the simultaneous cost of eradicating ALL Ascended. The Crusade comprises of humans from numerous cultures seeded with Abrahamic beliefs by the Angelic faction of the Ascended and a Officer class of Jaffa recruited from the Jaffa of Charlemagne. When the SEF destroyed the Ascended, three of their number survived by de-ascending and transferring their consciousness's to the data-banks of three Alteran Aurora-class Battleships in Crusade possession becoming a ruling Triumvirate of quasi-AIs. Of this triumvirate, the SEF have only encountered the AI-form of the being that has assumed the identity of the Archangel Michael.

Since the end of the war against Dagon, the Crusade humans from numerous cultures seeded with Abrahamic beliefs by the Angelic faction of the Ascended and a Officer class of Jaffa recruited from the Jaffa of Charlemagne. When the SEF destroyed the Ascended, three of their number survived by de-ascending and transferring their consciousness's to the data-banks of three Alteran Aurora-class Battleships in Crusade possession becoming a ruling Triumvirate of quasi-AIs. Of this triumvirate, the SEF have only encountered the AI-form of the being that has assumed the identity of the Archangel Michael.

Since the end of the war against Dagon, the Crusade has sworn bloody vengeance against the SEF/Humanity and all who stand with them. However as of yet they have not mounted an attack on Earth itself, their focus seemingly on reclaiming what is left of Alteran technology in the Galaxy. Comprised of a frothing horde of religious fanatics, the Crusade relies on 'disposable' hordes of humans (often rigged with suicide harnesses) led by an elite class of Jaffa Officers who have been armed and armoured by the Triumvirate to outclass other Jaffa.

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Race: Goa'uld

Description: The Goa'uld (pronounced "Go-wah-oold") is a race of sentient parasitic beings that take over hosts. Several species can serve as hosts, including humans and Unas. They originated on the planet designated P3X-888. They are also extremely egomaniacal due to their genetic memory and the adverse mental effects of the Sarcophagus technology. Goa'uld means "god" in the Goa'uld language. Races which will not serve them are completely destroyed without compromise or mercy whatsoever.

Costume requirements / standard equipment: High level of Kit required. This monster should have a full history and personal equipment that marks them out as special no matter its age. But the older it is the more personalised kit it should have. This can include Goa'uld specific tech such as hand devices or access to a sarcophagus

**** PLEASE NOTE – This creature should be checked/confirmed by system referees****

Suggested Stats (these values are added to the hosts base stats effectively stacking them to create a final stat line)

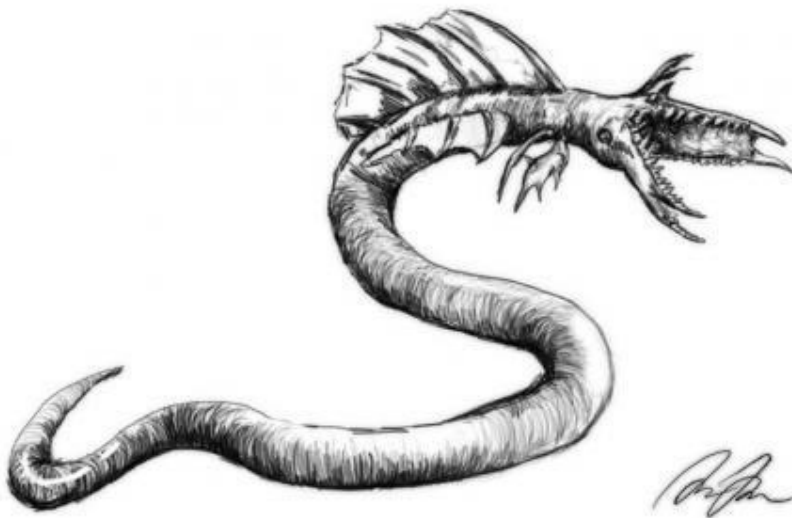
Non hero	: B+4	A+0	V+4	(immunity to poison and disease also granted)
Hero	: B+6	A+0	V+6	(immunity to poison and disease also granted)
Nemesis	: B+8	A+0	V+8	(immunity to poison and disease also granted)
Symbiont form	: B 1	A 0	V 0	(immunity to poison and disease also granted)

Suggested feat amount (Gould add the following level of feats to their hosts basic feat amount)

Non hero	: +2
Hero	: +5
Nemesis	: +8
Symbiont form	: 0

Suggested Skill amount (due to genetic memory the following skill number can be added to basic host)

Non hero	: +2
Hero	: +4
Nemesis	: +6
Symbiont form	: 0



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Race: Asgard

Description: The Asgard race is a highly advanced extra-terrestrial race. The Asgard gave rise to Norse mythology on Earth, as well as accounts of the Roswell "Greys". Due to their technological prowess, the Asgard are critical allies in Earth's fight against the Goa'uld, and later the Ori. The Asgard recently had major setbacks with their own procreation after losing the ability to sexually reproduce. Their bad luck did not end there as their home world was recently invaded and their home Star was damaged causing a massive decline in their race. The SEF and its allies managed to save a small number of them this fate.

Costume requirements / standard equipment: This race CANNOT appear without Plot Co approval and the costume requirements are extremely high. This should be either a computer generated image or an exceptional puppet. In most cases this race will send recorded messages with attached Hologram that is there as a physical representation of the race.

**** PLEASE NOTE – This creature should be checked/confirmed by the plot coordinator and system referees****

Suggested Stats

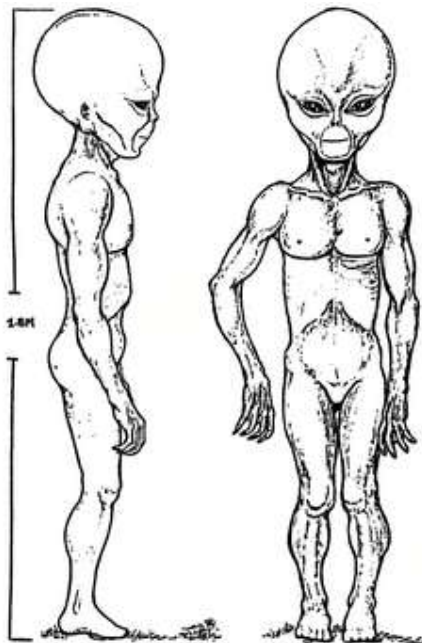
Non hero	: B ≤ 1	A ≤ 0	V ≤ 1
Hero	: B ≤ 3	A ≤ 0	V ≤ 3
Nemesis	: B ≤ 5	A ≤ 0	V ≤ 5

Suggested feat amount

Non hero	: ≤ 1
Hero	: ≤ 2
Nemesis	: ≤ 3

Suggested Skill amount

Non hero	: ≤ 10
Hero	: ≤ 15
Nemesis	: ≤ 20



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Race: Fomori (There is a more detailed race briefing, including their language, available)

Description: The Fomori are a Lawful Good culture taken to the logical possible extreme, they were deliberately engineered in the early years of the galaxy by a race called the Precursors (who precede the Ancients) as a force for Unity, Peace and Justice. They are effectively amphibious, space police, unfortunately under the guidance of the Great Old Ones they became a force for enforced Peace and Unity who seek to unify the galaxy as one, regardless of what the galaxy wishes. The Fomori are led by their Hafh'drn (Leaders) and ruled by their Ma'athma (Brood Mothers) who form the leadership of their race. Fomori as of current are split into three factions, the Traditionalists who want Unity as per their ancient plan, the Militants who have decided that humanity (specifically) cannot be tamed and now seek to engineer their extinction so Unity can be achieved, and the Reformists who want to live in peace and not impose Unity on the galaxy.

****PLEASE NOTE – This race has a very specific way of acting and should not be used without the plot coordinator****

Costume requirements / standard equipment: The society has all of the costume for the Deep Ones, this consists of the fish-face masks, silver plate armour, mesh breathing masks and hooded black tabards. While the armour could do with an upgrade, the whole point of their culture is uniformity, so don't use the race if you can't maintain that. The breathing masks are essential as Fomori cannot breathe standard atmosphere without drying out. Fomori Guns are also available and are essentially sci-fi energy weapon/star trek phasers. These could be overhauled to look better, so long as the Fomori retain a uniform look and really they need to look like 'Nova Corps' (see Guardians of the Galaxy) in that model of 'galactic police'.

Suggested Stats

Non hero (Fomori)	: B ≤ 6	A ≤ 5	V ≤ 0
Hero (Fomori Hafh'drn)	: B ≤ 8	A ≤ 5	V ≤ 5
Nemesis (Fomori Mother)	: B ≤ 6	A ≤ 5	V ≤ 8

Suggested feat amount

Fomori shouldn't have feats, their special rules more than make up for this.

Suggested Skill amount (all Fomori have Advanced Unarmed, Melee, Small Arms (Fomori))

Standard Fomori	: Medic.
Fomori Hafh'drn (Standard)	: Medic.
Fomori Hafh'drn (Blood Shaper)	: Doctor, Psychology (All Races), Interrogation
Fomori Ma'athma (Mother)	: Doctor, Psychology (All Races)

Special Rules:

Most Fomori have Hardlight Riot Shields and Fomori Energy Weapons - some may carry stun batons, Hafh'drn Blood Shapers and Ma'athma carry blood extraction equipment (melee weapons) that let them take samples from intended targets for blood control.

Hardlight Riot Shield: Fomori have shield technology that rivals that of the Goa'uld, but sacrifices long periods all-round protection for short-term solid monodirectional protection. A Fomori can 'raise' this shield by holding their hand in the direction they are shielding (so they can be flanked if people are smart) for ten seconds all ranged damage taken from this direction is completely negated, and any individual attempting to cross the shield wall is hit by a 0 Knockback call. Once the ten seconds are up, the Fomori must wait at least thirty seconds before they can use the Hardlight Shield again.

Fomori Energy Weapons: Fomori energy weapons are not particularly impressive until you encounter their stun settings. Fomori energy weapons can be rotated between calling Quad on lethal setting (used only in dire circumstances) and Single Stun (default setting).

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Race: Silvanis

Description: as we are to the Ancients the Silvalis are to the Delaquaras, the Delaquaras withdrew from the galaxy around the same time as the ancients but instead of ascending they "descended" and became permanent trees on the planet we refer to as Theta site. As yet the Silvalis have never gone to war as they are led by the Delaquaras however the only race to be deemed worthy of alliance with the world forests are the Tau'ri of earth. Silvanis Also referred to as the "World forest", this race manifests itself as a telepathic network of trees that some humans can communicate with. The Silvalis can commune with the world forest to learn a skill or language. They don't know the language unless it's in the world forest. The Silvalis do not claim dominion over an area of space but there is a definitive part of the galaxy where their ships travel more frequently. The Silvalis alliances have a number of vassal races often weaker than the hardy humans or tough Unas evolved races. Frequently with mental abilities that may be "abused" by other stronger races. These races are cared for by the Silvalis until they are considered mature enough to stand on their own. They include: Trecertian. Llamari. Toka-hann and Witiri.

Costume requirements / standard equipment:

Blond wig (afro is possible) silvalis language is almost unintelligible to animal ears, sounding much like "ack" or "boo" noises

Suggested Stats – The following stats are diplomat statistics

Non hero	: B ≤ 4	A ≤ 0	V ≤ 4
Hero	: B ≤ 5	A ≤ 0	V ≤ 5
Nemesis	: B ≤ 6	A ≤ 0	V ≤ 6

Suggested feat amount

Non hero	: ≤ 1 Diplomatic feat
Hero	: ≤ 3 Diplomatic feat
Nemesis	: ≤ 5 Diplomatic feat

Suggested Skill amount

Non hero	: ≤ 2 + Speak all current Earth Languages, Speak Gou'ald/Jaffa & Asgard
Hero	: ≤ 4 + Speak all current Earth Languages, Speak Gou'ald/Jaffa & Asgard
Nemesis	: ≤ 5 + Speak all current Earth Languages, Speak Gou'ald/Jaffa & Asgard



Special Rules:

Earthbond - you take 1 point of body damage from pollutants and chemicals per minute of exposure

Photosynthetic - you regain 1 vitality per 15 minutes in direct sunlight. Otherwise revert to standard regeneration of vitality.

Plant based biology - Toxins and poisons have a much reduced effect against you, many venoms have no effect at all.

Plant communication - you can talk to plants through physical contact.

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Race: Unas

Description: Unas is a race named by the Goa'uld that translates to 'the first ones' or 'the first race' or more specifically, the first humanoid race that they used as hosts before Ra discovered the Tau'ri on Earth. The Unas evolved on P3X-888, the same homeworld as the Goa'uld. The Unas are reptilian in nature, possessing regenerative abilities that a Goa'uld symbiont can enhance. Unas are an exceptionally tough and hardy species, and significantly stronger than human beings. A healthy Unas can keep fighting even after an entire magazine from an H&K MP5A3 submachine gun emptied into its chest, although it will eventually die from such massive injuries.

Costume requirements / standard equipment: This monster if cleared would require an excellent level of kit including 100% skin coverage using a mixture of mask, clothing, prosthetics and face paint.

Suggested Stats

Non hero	: B ≤ 10	A ≤ 0	V ≤ 0
Hero	: B ≤ 15	A ≤ 0	V ≤ 2
Nemesis	: B ≤ 17	A ≤ 0	V ≤ 6

Suggested feat amount

Non hero	: ≤ 1 flesh wounds feat
Hero	: ≤ 3 (1 must be flesh wound feat)
Nemesis	: ≤ 5 (1 must be flesh wound feat)

Suggested Skill amount

Non hero	: ≤ 3 (2 Combat/1 Non-Combat)
Hero	: ≤ 5 (3 Combat/2 Non-Combat)
Nemesis	: ≤ 7 (4 Combat/3 Non-Combat)



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Race: The Harrowed

The Harrowed as a pre industrial age culture predominately still middle ages in technology levels. Their culture is tribal by location and have a number of castes however the exact nature of the castes is still being divined. Known casts are villages, Councillor (political leaders), Guardians (combat specialists) and truth seekers (law keepers)

The harrowed are born relatively human in appearance but as they hit puberty animalistic features begin to show. This seems to turn off their higher brain functions as they go through "the harrowing". During this time they cannot be reasoned with, they hunt and behave as animals. Most find their way back to a more civilised mindset but some go on to become The Lost and never recover a fully sentient and reasoning mind. As such ALL harrowed have some experience of combat.

The form of animal they look like does not seem to be based on parental lineage in general.

Role Play Notes:

Harrowed civilisation is important. Anything that distances you from the beast inside is to be celebrated. The Lost/those in harrowing are basically animals but with a higher level of cunning than most animals. They retain some level of intelligence but are mainly driven by aggressive animal instincts.

Costume requirements: late dark ages early medieval in generally best so far, they should be animalistic in appearance

Suggested Stats

Non hero	: B ≤ 4	A ≤ 2	V ≤ 4
Hero	: B ≤ 7	A ≤ 4	V ≤ 7
Lost (Hero)	: B ≤ 14	A ≤ 4	V ≤ 0
Nemesis	: B ≤ 10	A ≤ 6	V ≤ 10

Suggested feat amount

Non hero	: ≤ 1 + tracker feat
Hero	: ≤ 3 + tracker feat
Lost (Hero)	: ≤ Die Hard, Jammy Bastard, Critical Hit + Tracker feat
Nemesis	: ≤ 5 + tracker feat

Suggested Skill amount

Non hero	: ≤ 3 (Basic close combat skill or primitive ranged weapon skill)
Hero	: ≤ 5 (Basic close combat skill or primitive ranged weapon skill)
Lost (Hero)	: ≤ 4 (Basic close combat skill or primitive ranged weapon skill)
Nemesis	: ≤ 7 (Basic close combat skill or primitive ranged weapon skill)



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Race: Computer Prime

Computer Prime is an AI that controls an entire world. It now uses exploration units to explore the galaxy and try and make it a better place.

The units all have very distinct roles. Only the diplomat units have full autonomy as all other units run on various levels of AI as all but the diplomats are corpses animated via technology

Drone units are exceedingly plentiful and it is very willing to waste them to win a fight as it can recycle them. They have no autonomy and follow the last order given by any command unit or a designated commander.

Command units have additional AI code that allows them to make tactical decisions in the field

Medical units are fully trained in all manner of medical emergency both battle field and hospital based. Typically, the battle field are most likely to be met. They also are responsible for recycling post battle

Technical units are just that but their level of technology on all but cybernetics and warfare is similar to if not behind Earth by 20-40 years.

Exploratory units. They have the greatest decision making skills of all the dead units. They are designed for hazardous environments and their brief is to explore the universe to find places they can help.

Diplomatic units have real names as well as alpha numeric designations and tend to use their names in preference. They are people who are still alive purely by dint of actions taken by Computer Prime to save their lives and in return willing serve the AI.

Suggested Stats

Non hero	: B ≤ 7	A ≤ 2	V 0
Hero	: B ≤ 7	A ≤ 4	V ≤ 7
Nemesis*	: B ≤ 10	A ≤ 6	V ≤ 10

* Rarer than normal nemesis (once per event rather than)

Suggested feat amount

Non hero	: Flesh wounds, torture resist and Old College professor with open wormhole to base.
Hero	: Flesh wounds, torture resist, we have a job to do and Old College professor with open wormhole to base.
Nemesis	: Flesh wounds, torture resist and we have a job to do, Old college professor and 2 others

Suggested Skill amount

Non hero	: Pistol, Small arms, +1 (drones)
Hero	: ≤ 5
Nemesis	: ≤ 7

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Race: Kala’Ai

Humanoid race who lives in city sized ‘world ships’ rather than a planet of their own. They survive by teleporting the living creatures (including people) off a victim planet and converting them to energy to power their ships. They did have their own planet millennia ago, but drained it of all natural resources, leaving it a barren husk. Independent, powerful and arrogant, the Kala’Ai have the confidence that comes with a race that can destroy a planet in a single day.

Costume Requirements - Kala’Ai kit depends on the role. Those who do have a scientific or political role have a sci fi Corporate look to them, look human but may have adopted the facial tattoos of the Tau’r’ade (player choice, see note below). Troops are dressed in red coats/jackets with black sleeveless robes over the top. Troops may also, if they choose, wear facial tattoos.

NB – Tau’r’ade. The Tau’r’ade came from the same planet as the Kala’ai but followed a far less, holistic way of life more in tune with nature they lived with. They had been at war with the Kala’ai since the two races split. However when their leader, Ashval died, their new leader Caris, wanted an end to the war so agreed to join with the Kala’ai. As the Tau’r’ade are now officially merged with the Kala’ai, their traditional costume of fantasy/medieval with a sci fi twist may have been watered down, depending on the character. Tau’r’ade will have a strong fantasy element to their kit, but will be carrying and using modern weaponry as well as primitive. The Tau’r’ade wear facial tattoos as they believe that when they die, they become beams of light and the tattoos are the only way they can be identified in the afterlife.

Kala’ai Troop Stats

Non hero	: B ≤ 4	A ≤ 2	V 4
Hero	: B ≤ 7	A ≤ 4	V ≤ 7
Nemesis	: B ≤ 10	A ≤ 6	V ≤ 10

Suggested feat amount

Non hero	: ≤ 1
Hero	: ≤ 3 (must take 1 PSP)
Nemesis	: ≤ 5 (must take 1 PSP)

Suggested Skill amount

Non hero	: ≤ 3 (must take Small Arms)
Hero	: ≤ 5 (must take Small Arms)
Nemesis	: ≤ 7 (must take Small Arms)

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Race: Mechanical Creations (Drone example)

Description: Darting through even the most hostile environments with ease, Drones are guided by a networked AI of impressive capabilities. Data flows back and forth constantly between them, advising and distributing information on threats, optimal paths and targets instantaneously. Were these drones merely information-gatherers they would be dangerous enough, but their abilities to mark targets and destroy enemies make them immensely useful offensive weapons as well as the definition of machine-cunning. As an example the Galadeen use a few forms of Drone to protect and police their home world

Costume requirements / standard equipment: A mechanical creation of this size must be represented by an excellent physrep.

Suggested Stats

Non hero	: B ≤ 0	A ≤ 8	V ≤ 0
Hero	: B ≤ 0	A ≤ 10	V ≤ 0
Nemesis	: B ≤ 0	A ≤ 12	V ≤ 0

Suggested feat amount

Non hero	: ≤ 0
Hero	: ≤ 0
Nemesis	: ≤ 0

Suggested Skill amount

Non hero	: ≤ 1 (weapon type)
Hero	: ≤ 1 (weapon type)
Nemesis	: ≤ 1 (weapon type)



Race: Mechanical Creations (Walker example)

Description: Walkers are a deadly variant to a solider and are guided by a networked AI of impressive capabilities. Data flows back and forth constantly between them, advising and distributing information on threats, optimal paths and targets instantaneously. These Walkers can be dangerous even in small numbers, but their abilities to mark targets and destroy enemies make them immensely useful offensive weapons as well as the definition of machine-cunning. As an example the Galadeen use a model of walker to protect and police their home world

Costume requirements / standard equipment: A mechanical creation must be represented by physreps or excellent costume. And should never appear in groups bigger than 2.



Suggested Stats

Non hero	: B ≤ 0	A ≤ 16	V ≤ 0
Hero	: B ≤ 0	A ≤ 24	V ≤ 0
Nemesis	: B ≤ 0	A ≤ 32	V ≤ 0

Suggested feat amount

Non hero	: ≤ 0
Hero	: ≤ 0
Nemesis	: ≤ 0

Suggested Skill amount

Non hero	: ≤ 1 (weapon type)
Hero	: ≤ 1 (weapon type)
Nemesis	: ≤ 1 (weapon type)

Stargate Bestiary

Race: Natural monsters Medium (humanoid sized example 4ft to 6ft in length / tall)

Description: across the galaxy many worlds have local creatures varying from the rapidly multiplying tribble to intelligent wolf packs. They range from aggressive to positively friendly or curious. They are all non-sentient and controlled by basic instincts such as hunger. When creating local creatures try to make them perfectly adapted to their natural environment and that will mean selecting the correct set of skills and or feats appropriate to this environment.

If you plan to have a lava world make sure they are resistant to heat and by the same measure if they are from an ice world cover them in thick fur. The monster below is a human sized wolf covered in fur to keep it warm as well as a tracker feat to represent its cunning or sense of smell. This would work well in any normal natural environment. This monster would travel in small packs (2-4) and would likely cause 2 points of damage with a bite or claw strike.

Costume requirements / standard equipment: Natural monsters can be quite simple to physrep with a mask and clothing wrapped in fur. Or specific physreps. The better the costume the better the immersion

Suggested Stats

Non hero	: B ≤ 8	A ≤ 0	V ≤ 0
Hero	: B ≤ 10	A ≤ 0	V ≤ 0
Nemesis	: B ≤ 12	A ≤ 0	V ≤ 0

Suggested feat amount

Non hero	: ≤ 1 Flesh wounds
Hero	: ≤ 3 (Flesh wounds, Die hard & Tracker)
Nemesis	: ≤ 3 (Flesh wounds, Die hard & Tracker)

Suggested Skill amount

Non hero	: ≤ 1 (Basic unarmed)
Hero	: ≤ 1 (Basic unarmed)
Nemesis	: ≤ 1 (Basic unarmed)



Race: Natural monsters Large (humanoid sized example 6ft to 8ft in length / tall)

Description: The below monster is a larger than human sized monster covered in fur to keep it warm as well as a tracker feat to represent its cunning or sense of smell. This would work well in any normal natural environment. This monster would be solitary and would likely cause 4 points of damage with a bite or claw strike.

Costume requirements / standard equipment: Natural monsters can be quite simple to physrep with a mask and clothing wrapped in fur. Or specific physreps. The better the costume the better the immersion

Suggested Stats

Non hero	: B ≤ 10	A ≤ 0	V ≤ 0
Hero	: B ≤ 16	A ≤ 0	V ≤ 0
Nemesis	: B ≤ 20	A ≤ 0	V ≤ 0

Suggested feat amount

Non hero	: ≤ 1 Flesh wounds
Hero	: ≤ 3 (Flesh wounds, Die hard & Tracker)
Nemesis	: ≤ 3 (Flesh wounds, Die hard & Tracker)

Suggested Skill amount

Non hero	: ≤ 1 (Basic unarmed)
Hero	: ≤ 1 (Basic unarmed)
Nemesis	: ≤ 1 (Basic unarmed)

