

# **STARGATE**

## **LIVE ACTION ROLEPLAY**

### **RULEBOOK**



**V 9.3.1**

# Contents

Part 1 – Before the game.....	4
Character Design.....	4
Step 1 – Select character background.....	4
Step 2 – Apply SEF training.....	4
Step 3 – Select starting character skills.....	4
Step 4 – Starting statistics.....	5
Step 5 – Starting Feats.....	5
Part 2 – Important information.....	6
Safety.....	6
Out of Character Game Calls.....	6
Pyrotechnics & Smoke.....	6
IC / OOC.....	7
Public locations.....	7
System Referees.....	7
Consistency.....	7
Unacceptable play for players & crew.....	7
Bestiary.....	8
Part 3 - Rules.....	9
Backgrounds.....	9
Alien & foreign characters.....	10
Player Character Jaffa.....	10
Other Races.....	10
Skills.....	11
Main skills.....	12
Combat Skills.....	13
Medical Skills.....	13
Other Main Skills.....	14
Veteran Skills.....	16
Veteran Skills (Available at Chargen).....	16
Veteran Skills (Non Available at Chargen).....	18
Feats.....	23
Upgrading Feats.....	23
Temporary Feats.....	24
Permanent Feats.....	24
Upgradable Feats.....	25
Advancement Points.....	27
One Point AP Perks.....	27
Two Point AP Perks.....	28
Three Point AP Perks.....	30
Four Point AP Perks.....	31
Five Point AP Perks.....	31
Health.....	32
Health.....	32
Treatment.....	33
Medical Bay.....	33
Leading and assisting a medical treatment.....	33
Physiology.....	33
Medical Supplies.....	34
Extended medical rules.....	36

Combat & Weapons.....	37
Armour .....	37
Cover rules.....	38
Special Calls.....	38
Weapon Breaking.....	38
Weapon calls & damage.....	39
Weapon Statistics.....	40
Weapon Traits.....	40
Standard issue weapons .....	40
Alien & Non-Standard Weapons .....	41
Weapon variations.....	42
Part 4: OOC Information.....	43
Credits .....	43
Current Rules:.....	43
Acknowledgement.....	43
Appendix 1: Downtimes.....	44
Post-Event.....	44
Downtime Returns.....	44
Purchasing a Downtime.....	44
Development.....	44
Special Teacher Skill Usage .....	45
Downtimes, Primary / Secondary characters, Death & Retirement.....	45
IC teaching & training.....	46
Appendix 2: Card games.....	47
How many cards are appropriate? .....	47
Appendix 3: Crystal PDAs.....	48
Crystal PDA Rules: Standard (Non-SEF) Crystal Devices .....	48
CPDA Rules: SEF Devices.....	48
CPDA slot abilities.....	48
CPDA advanced Slot.....	49
Appendix 4: Cheating procedure.....	50
Step 1 - Informal Warning.....	50
Step 2 - Formal Warning.....	50
Step 3 - Final Warning.....	50
Step 4 -Exclusion from Playing.....	50

## Introduction

Welcome to Stargate LRP (Live action RolePlay).

This rulebook is designed to help you understand the systems, rules, and interactions you will encounter as you play our game. We hope you find this book useful and for further questions or clarity please do not hesitate to contact the 'System Referees'.

This rulebook is split into 4 parts:

1. Before the Game
2. Important Information
3. Rules
4. OOC Information (including the Appendices)

Some players like to have a printed copy of the rules at events to refer to, so for ease, we have attempted to collect all the most relevant reference sections into parts 2 & 3.

# PART 1 – BEFORE THE GAME

## Character Design

### OVERVIEW

Your first step is to develop the character you are going to play when you attend events. This should be done in conjunction with the Plot Coordinator, (Plot-Co), of the society.

They can be contacted at plotcoordinator\_sg1rp@hotmail.co.uk, and they must approve your character before you attend your first game.

### DESIGN CHARACTER CONCEPT

You begin by deciding what you want your character to be and do.

Are they heroic? What did they do before they were recruited into the Stargate Expeditionary Force (SEF)? Why would the SEF want to recruit this person?

At this stage it may be useful to liaise with the plot coordinator to discuss your concept and character ideas. Character Generation is often referred to as 'Chargen' in this book.

## Step 1 – Select character background

The SEF is a military organisation dedicated to protecting the planet from alien threats. Based in the United Kingdom, it draws its personnel from all walks of life but mainly the armed forces.

All characters are members of the SEF and are part of the command chain and subject to the laws, doctrines, and ethos thereof.

As a new character your background gives you a starting point to help you design and role-play as the character.

Your character should be unique, (not based on someone from television or movies), however you can draw your inspiration from anywhere.

The Stargate program is primarily a British organisation and as such extra-terrestrials and characters from outside the UK are rare and there are likely to be very few in the system at any one time.

For your first character, you must pick a background from one of three areas below:

- **Military** – You are a serving member of the United Kingdom's military Forces
- **Intelligence** – You are part of one of the United Kingdom's intelligence services such as MI5, MI6, or GCHQ
- **Civilian** - You are a civilian who has been contracted into the SEF based on excellence in your chosen area of specialist skills.

After you are familiar with the system and have played at least one character for a minimum of 3 events, you may apply to the Plot Coordinator to play a non- standard background.

These are subject to limited slots and to the world setting and plot, so requests are often rejected or put into a queue. These can include alien races, or special rule-set characters.

As playing a non-standard background is rare and special, it is expected that that the quality of kit for players doing so be higher than average.

## Step 2 – Apply SEF training

All SEF personnel receive a mandatory 10-day induction training course before they are sent onto deployment. From this course they receive the following skills:

- Pistols
- Basic Unarmed Combat
- Basic Melee

To attend an event without having completed the SEF induction requires special permission from the Plot-Co. This also includes all aliens that have joined the SEF prior to entering play.

## Step 3 – Select starting character skills

You have 40 months of 'training time' from which to 'buy' your starting skills.

You may 'buy' skills from the Skills and Veteran Skills sections of this rulebook but note that some Veteran Skills are not available to buy at Chargen. Each skill in the Skills and Veteran Skills sections of this rulebook have a noted training time required to purchase that skill.

Your chosen background determines which of these optional special starting skills you may choose to purchase.

- Experimental Kit
- Insider Information

- Dreaming Spires

These each cost 5 months of training time.

You must use all 40 of your initial training months at Chargen. All skills picked must be available at Chargen. You may partially purchase a single skill if you do not have enough months to complete it.

This can be completed with subsequent months of training earned once the character begins to earn Downtimes.

### Step 4 – Starting statistics

Your starting Maximum 'Body Hits' score is 6.

This is your health and indicates how much damage you can take before you are incapacitated or killed. This is referred to as either 'Body hits' or 'Body' throughout this rulebook.

Your starting Maximum 'Vitality' is 6.

This is your heroic ability to dodge damage, to avoid shrapnel and simply not be there when a blow lands.

Both Body Hits, (Body), and Vitality can be increased by purchasing certain 'Skills' or 'AP Perks' after the character has begun to earn 'Downtimes'. See the Health section of the rulebook for details on how 'Body' and 'Vitality' work.

### Step 5 – Starting Feats

Starting characters gain two feats when they are created. One is assigned randomly by the Plot Coordinator.

One is chosen by the player, from the list below:

- Personal Sense of Purpose
- Flesh Wound
- Die Hard

Once these 5 steps have been completed and the Plot Coordinator has confirmed that your character is finished, you are then able to book an event ticket and name that character as the one you are going to play.

# Congratulations and welcome to the Stargate Program!

## PART 2 – IMPORTANT INFORMATION

### Safety

Safety is of the utmost importance for both members of the society and the public.

It is important that referees and players check that Melee weapons are in a good state of repair and not unsafe.

Since even a safe weapon may be used dangerously it is important that all blows should be pulled, (i.e. the full strength of the blow should not be delivered), and if a referee thinks a weapon is being used in a dangerous fashion they have the power to ban a weapon or to stop combat to remove someone from play.

Everyone taking part is responsible for their own safety and for ensuring that they act in a manner that does not endanger the safety of others. This is a live action role-playing game, and melee and unarmed combat can and will take place. If you are unsure of how LARP combat works speak to a referee.

**AT NO TIME MAY A PLAYER STRIKE, KICK, TRIP, CHOKE, FORCIBLY RESTRAIN, THROW OR USE ANY MARTIAL ART ON ANY ANOTHER PLAYER.**

**Anyone who breaks this rule will be asked to leave the event.**

The main Physical Representation, (PhysRep), for ranged weapons in the game are BB/airsoft guns or similar non-LARP-safe items. These come in many shapes, sizes and are made from different materials. It is important to understand that at no time should BBs be brought onto site. It is also important that no non-LARP-safe weapon is used in melee combat.

Before the game starts, all melee weapons must be inspected by a referee.

Missile weapons are particularly dangerous if unsafe; therefore, it is recommended that you do not use arrows and bolts unless you are sure that they were made safely. Arrows should be constructed from blunts in such a way that the tip will not come through the foam head during use. The arrowhead should be larger than an eye socket.

Referees have the right to refuse or immediately ban the use of a PhysRep or prop that they deem to be dangerous.

### Head Hits

For safety reasons, no one should ever aim to hit someone else on the head. If, by accident, someone receives a head hit in-character they should role-play it after it has been confirmed that the player is uninjured.

### Radio Equipment

Chinese manufacturers have started selling radio equipment which can output power level in excess of the ICNIRP safe power limit for handheld radios. For the PMR 446 UHF frequencies used at Stargate this limit is 4 watts. Handhelds capable of greater output (Such as Baofeng 10 and 15 watt handhelds) must not be brought on site regardless of power settings and programming. We would also remind users of lower power radios that the legal limit for license free PMR446 radios is 0.5 watts and we expect players to adhere to this.

### Out of Character Game Calls

#### 'TIME FREEZE'

Stop where you are, close your eyes and hum quietly until "Time In" is called.

Don't chat out-of-character and pay no attention to anything you hear during this time.

This call is used to enable referees and crew to set up effects, move objects, brief individual's etc. As far as the characters are concerned, there is no gap in time.

#### 'TIME OUT'

Stop any in-character actions but remember where you were and what you were doing, so that you can pick the action up again later when "Time In" is called. This call will be made to stop play in the case of suspected genuine injury or other circumstance that requires play to halt for longer than a few seconds.

Be aware that important instructions may be issued to players in this time.

#### 'TIME IN'

Pick up the action from where you stopped when "Time Out "or "Time Freeze" was called.

#### 'MAN DOWN'

Someone is seriously injured. **THIS MUST NOT BE USED UNLESS A REAL-LIFE INJURY HAS OCCURED.**

If a player sustains a real injury, play should cease immediately so that appropriate measures may be taken – use a call of "MAN DOWN"

### Pyrotechnics & Smoke

While the event referees may, with approval from the site and exec ahead of the event, employ either pyrotechnic or smoke generating devices like airsoft grenades or smoke machines, players are not permitted to do so. Any such device can, (if used without the strict guidance and planning by event referees), hinder, obscure, or render elements of an event unsafe. Players are discouraged from bringing such items or devices to events without the express intention to hand them over for deployment by event referees and any player employing such items or devices will be deemed to have broken the rules of this document.

Anyone using one of these items without event ref and site permission will be breaking the rules of this document and potentially invalidate any agreement the society had in place with the hosting site. Any such breach will be discussed by the event referees and all attending system referees. This may result in the player being asked to leave the site and will then be raised with the exec for any further action if required.

## IC / OOC

Wounds received in-character should be acknowledged and reacted to: e.g., writhing in agony and/or crying out in pain.

If a situation has developed which has a strong atmosphere (e.g., fear of a monster, tense anticipation, or other focused role-playing) do not deliberately attempt to break the mood.

Stay in-character between adventure encounters unless a "Time-out" has been called. These periods of time are excellent for developing in-character relationships and finding out more about your environment and companions.

Please remember that the props used during an adventure are somebody's property. While some props may be made to be destructible, always check with a system or event Referee before taking any action that may cause damage to a prop.

### In-Character (IC) Definition

When you are roleplaying and actively participating as a 'player character' (PC) or 'non-player character' (NPC) in an area of the game that has been designated for IC activities.

### Out of Character (OOC) Definition

When you are not actively participating in the game as a PC or NPC in an area of the game that has been designated for IC activities. All players are assumed to be IC at all times in an IC area.

### Going Out of Character (OOC)

If, as a player you need to go out OOC for any reason, you need to inform an event organiser or member of the committee where possible before you do so.

You must remove yourself to an OOC of area and cannot participate in the game until you are both able and have informed a referee that you wish to re-join the game.

You will then be allowed to re-join the game by event organisers at an appropriate point.

The safety of the members is paramount, as such, if you are unable to role-play certain activities because of medical issues you should inform the event organisers at the start of the event.

Failure to do so may cause play to be suspended or disjointed for you or others.

While the event referees will do everything possible to provide a safe and enjoyable experience for everyone, they can only act on what they are aware of.

If you develop OOC medical issues during an IC action, you should be aware that your character may still suffer the consequences of this action, even if you are OOC, and not physically present.

It is preferable that you request to go OOC 'before' you attempt a potentially dangerous IC action if you feel there is a chance you may have issues before completing the action.

In short, no in game reason is significant enough to endanger or drive a player to endanger themselves.

If your character would jump over a log, but you fear your personal safety may be compromised, don't jump over the log.

### Public locations

Although many of the sites we use are closed (i.e., not usually open to the public) if a member of the public is encountered during a mission, treat them with courtesy. If their path takes them through an encounter, stop the action with a "Time Out" call to allow them to pass. You will not be penalised for dropping out of character to talk with the public.

Be aware that the weaponry carried may cause alarm to the public.

The local Police will have been informed of the type of game that is being run and may visit the site. 'Time Out' must and will be called until they leave.

Respect private boundaries. Never stray into an area where you are not permitted to go and never engage in any activity that is likely to damage the adventure site (e.g., climbing over stone walls or damaging trees).

Remember that some woodland used for adventuring may have rules regarding smoking. Please be diligent and ensure any cigarettes are out to avoid fires. Never drop litter during an adventure, this includes biodegradable items such as food.

After an event, make sure you leave the location in the same, or better, condition than you found it. Do not leave rubbish around.

### System Referees

System Referees are still able to monitor cheating, rules abuses, call 'weapon breaks' etc. while playing their characters, and will step in where necessary.

### Consistency

Players must obey all rules of the game and respect the authority of the referees, obeying their instructions promptly and without argument. There may be more to the situation than you are aware of.

Never argue with a referee or crew member about an aspect of the rules during the game, save any grievance until after the mission or take it up with the organiser away from the action.

## Unacceptable play for players & crew

Play that:

- Could cause physical harm to a player.
- Contains OOC remarks that are either insulting or upsetting.
- Contains IC Remarks that are deliberately intended to cause OOC upset.

Will be subject to action by the exec committee.

## Bestiary

There is a 'Bestiary' document available in the download section of the website where this rulebook is held. This document is updated and maintained by the System Referees as an appendix of this Rule Book.

The 'Bestiary' document is a tool with two main purposes:

1. For those members of the society who are running events this document outlines the statistics, ecology, and details for all currently available races and/or creatures. Event runners can use the statistic lines from the 'bestiary' as written without a requirement for further approval from the System Referees.  
(The Plot-Coordinator must always be approached to approve the plot of an event. This allows them to have the final say on if a race/creature/person from the bestiary can be portrayed at an event from a position of theme and tone of story.)  
If Event runners wish to use a race/creature/person outside the stat lines from the 'bestiary' they must submit this request to the System Referees and receive approval in the normal way.
2. Members of the society who have created or are otherwise contributing to, a race/creature in the Stargate LRP world are encouraged to use the blank page within the 'bestiary' to submit their work for the system referees to approve and add to the document.  
If a monster is portrayed outside of the lines of the 'bestiary' without having been approved before the event, the rules as listed above have been broken and the System Referees will need to be informed.

## Monster Etiquette

It is considered poor etiquette for a monster to attack a player that is prone on the ground and opening or reading a wound card.

If a player believes they have taken excess damage due to the above, they must wait until after the current combat and explain the situation to a system referee with an event referee present. The system referee will make the final call in this situation.



## PART 3 - RULES

### Backgrounds

#### Standard character backgrounds table

Background	Overview	Example	Automatically granted skills	Training Months to spend	Skills you MUST include in your starting Months	Skills you MAY include in your starting Months
Military Soldier	You are a soldier in the British Army, Royal Air Force or Royal Navy. You are most likely an NCO or expert in combat and work in the field. You are the backbone and workhorse of the SEF, holding the line against aliens who threaten Earth.	Your starting rank will be that of an NCO of a rank of Private or Lance Corporal.  With plot-coordinator permission you may be an officer with the rank of Lieutenant.				Experimental Kit (5 Months)
Military Specialist	You are a specialist in the British Army, Royal Air Force or Royal Navy, you have a particular area of expertise which is why you have been assigned to the project. Bringing your specialist skills and combat expertise to the SEF you can work under heavy fire on alien planets.	Your starting rank will be that of an NCO of a rank of Private or Lance Corporal.  With plot-coordinator permission you may be an officer of Lieutenant Rank.			Small Arms (3 Months)	and/or  +2 Vitality (5 Months)
Intelligence Operative	You work for the security services in the field, doing the dirty work for the government, working for MI5 or MI6 or one of the non-secret services, such as the Police.	You will normally come from a background of being a field agent or police officer / detective.	Pistols  Basic Melee  Basic Unarmed Combat	40 Months		Insider Information (5 Months)  and/or  +2 Vitality (5 Months)
Intelligence Analyst	You work for the security services, normally in an office, you are an expert at encryption and decryption and languages – you're less used to field work but have a much larger network of information to draw from.	You may have worked for the Police, Secret Service, or G.C.H.Q. as a desk operative.			N/A	
Civilian	Neither serving military, nor intelligence service, you are a civilian, recruited into the SEF for the unique or expert specialist knowledge or experience in your field.	You will normally come from an academic or scientific background be it linguistics, archaeology, medicine, or the sciences for example.				Dreaming Spires (5 Months)  and/or  +2 Vitality (5 Months)

## Alien & foreign characters

Playing a foreign character or alien of any race requires permission from the Plot Coordinator.

Playing an alien race other than Jaffa requires approval from the creator/main writer of that race where applicable.

## Player Character Jaffa

You are a Jaffa, formerly working for a Goa'uld who you have turned against.

You must choose a Faction of Jaffa that you originate from.

You are likely to be untrusted and may have a hard time persuading those who you work with that you're working for the good side. Your Character generation follows these special rules:

Starting Stats	Automatically granted skills	Training Months to spend	ONLY skills you can select from at 'Chargen'		Jaffa also have the following special abilities
Vitality = 4 Body = 8	Culture – Jaffa Goa'uld Weapon Principles Languages Goa'uld/Jaffa + 1 Faction language Basic Language - English	40 Months	Electrical Engineering Mechanical Engineering Human Psychology Archaeo-Anthropology Expert Unarmed Melee Weapons +2 Vitality Armourer Endurance Training Medic History	Material Science Primitive Weaponry Fish and Game Navigation Religion & Occult Philosophy Astronaut Pilot Technology: Goa'uld (+1 Class) Advanced Endurance Training (Requires Endurance Training)	<b>Special:</b> "Regeneration" - your healing times are halved  <b>Special:</b> "Natural Resistance" - As a starting character, you gain a free Natural Resistance Feat  <b>Special:</b> you do not need to have the pre-requisites normally required to know Goa'uld Weapon Principles.
If you take a relevant skill, you also receive the appropriate Goa'uld "Principles" skill for free. If learnt in play, Goa'uld principles skills require 1 month less training time					
Factions –Egyptian (Arabic), Charlemagne (Latin), Hephaestus (Greek), Assyrian (Persian/Farsi), Thunderbird (1 Native American Language)					

## Other Races

Player Character Race	Overview	You generate your character based on the standard backgrounds with the following adjustments:
GGC	You are from Grandine, a planet whose specialties are communications and spaceship technology.	If you take a relevant skill, you also receive the appropriate alien "Principles" skill for free. If learnt in play, your own races' alien principles skills require 1 month less training time. You can only choose "GGC Technology" as your starting Piloting Technology. You can take Subspace Communications, Starship Engineering, Pilot Technology: GGC, Pilot Technology: Goa'uld at Character Generation.
Inner Britannia	You are from Inner Britannia, a group of Victorian Explorers who went through the Stargate and got trapped off world.	You cannot select: Communications, Computing, Electrical Engineering, Nuclear Physics, Bio-Engineering or Astronaut at Character Generation
GBR	You are from the Großer Bundesrepublik, a society whose specialties are in ground combat, genetics, and weapons technologies.	If you take a relevant skill, you also receive the appropriate alien "Principles" skill for free. If learnt in play, your own races' alien principles skills require 1 month less training time. You automatically gain "Basic Language – German" (Instead of English). You can only choose "GBR Technology" as your starting Piloting Technology. You may select any 3-month Alien Culture Skill as part of your initial skills selection.
Elysia	You are from Elysia, a planet where Tesla technology became prevalent, and they are plagued by the great old gods. They specialise in old ways and ancient knowledge.	If you take a relevant skill, you also receive the appropriate alien "Principles" skill for free. If learnt in play, your own races' alien principles skills require 1 month less training time. You can only choose "Elysian Technology" as your starting Piloting Technology. If you take Dreaming Spires, you add "Alien Language" and "Alien Culture" to your list (but only for your own research purposes).
Telmark	You are from "Space Rome", most likely a former gladiator that was liberated by the SEF or a member of Roman society.	You Cannot select any main skill areas Except Botany, Pure Mathematics and Structural Engineering. You cannot Select Pilot, Astronaut or Bioengineering. While you gained Pistols during your time training to be in the SEF, if you are playing a Military background, you do not get Small Arms, you instead get melee weapons. You automatically gain "Basic Language – Latin" (Instead of English)

# SKILLS

Skills are where most of a character's expertise and knowledge are found.

Skills are gained by spending time to train in them, and every skill is listed with the cost in 'months' for you to complete that training. See the 'Downtimes' section for more information on training.

Only the skills listed in the book can be gained, any requests for new skills must be approved by the System Referees through the Plot Coordinator.

Some skills will need to be used in combination to perform certain tasks or meet certain challenges. For example, it may be necessary to have Nuclear Physics, Explosives Training and Electrical Engineering to defuse nuclear weapons.

There are 6 types of Skill in this rulebook:

- Main Skills
- Main Skills with applicable Card Games – (Skills marked with an [^] have Skill Card Games.)
- Basic Veteran Skills (Available at Chargen)
- Veteran Skills (Available at Chargen)
- Veteran Skills (Not Available at Chargen)
- Veteran Engineering Principles Skills

## Main skill card game rules

Some skills require delicate actions or complex procedures that forces the character to spend some time working on a particular problem. To represent this, the skills below have a separate game that is played to determine the outcome of a character's attempts.

The applicable skills have sets or "decks" of cards associated with them, and players use these cards to apply their trained skills and solve problems. These cards can be downloaded separately, and you should ensure that you have one set for each of the skills your character is trained in.

You must have a copy of your deck of cards with you, to engage with a problem game. The applicable skills are:

- Communications
- Computing
- Electrical Engineering
- Mechanical Engineering
- Explosives Training
- Larceny
- Medic/Paramedic/Doctor

A number shown on your character sheet, (your 'Hand Limit'), may be chosen from your deck and taken out with you on a mission. Cards gained and added to your available deck from skills, (like Earth Crystals), count towards this hand limit.

You may never have 2 copies of the same card in your deck.

These chosen cards are referred to as your 'hand', and it must be chosen BEFORE you interact with a problem game. You MUST have your chosen hand separate from the remainder of your deck. If a problem game is being worked on near you, it is considered cheating to build your hand once it has begun and the challenges of that problem discussed.

## ADVANCED TECHNOLOGY

For technology, which is close to Earth Level (GGC/GBR/Elysian etc.), you will normally use your full hand limit of cards available.

For problems which are vastly different from conventional Earth technology, the referee running the card game may play the "Advanced Tech Problem" card at the beginning of the game. If the Advanced Tech Problem Card is played, you will need to have a suitable alien technology skill or your hand limit is halved, rounding down.

For technology which is more advanced than Earth (e.g. Goa'uld/Ancient/Asgard) or very different (e.g. Silvalis), then the referee will nearly always play the "Advanced Tech Problem" card.

## PHYSREPS

The cards represent the expertise and actions required by the character to solve a particular technical problem. To use a card:

- OOC: Players must have a suitable PhysRep for the equipment required (based on the name of the card)
- IC: Characters must have access to/permission to use the relevant technology.

For example, if you are trapped off world with no tools you cannot use cards which require tools you cannot make.

Also if your card requires alien technology the SEF must not only have the item, but your character must have permission/access to use the item.

## PROBLEM CARD GAMES

A referee will have selected a set of "problem cards" that represent the challenges in the game.

They will explain what the problem is (in role-playing terms) as they play each card and you should appropriately role-play the effects of any cards that you are playing to resolve them.

If you do not have a card that can overcome the problem, then you cannot achieve what you are trying to accomplish. Other people can assist to overcome certain problems, should you be unable to deal with a specific problem card.

Note: No more than two people can work on any one problem, and unless you have ambidexterity you can only work on one problem at a time.

A copy of the player cards for you to print & laminate, etc. can be found on the Stargate website.

For further guidance on this process, please see Appendix 2: Card Games.

## Main skills

### Scientific Skills

**Training Time:** It costs 12 months to gain the first skill in each of these area blocks. It costs 6 months for each subsequent skill in a block where you already have a skill

Skill Area	Skill	Description & Rules
Biological Sciences	Genetics & Evolutionary Biology	Evolutionary Biology is the study of how living things have developed in response to their native environments. In addition to the study of Genetics, this field can be applied to determine how a living organism came to be and what sort of environments shaped it. Conversely, it can also be used to theorise how an organism would adapt in response to a given environment.
	Physiology	Physiology is the study of the mechanical, physical, and biochemical functions of living organisms. The study of anatomy and the interaction of cells. This skill combines both human and animal physiology.  This skill reduces the training time of Doctor by 6 months.  If purchased at Character Generation, you gain the physiology of your race. If purchased for the first time by being trained by someone you learn the physiology that is being taught to you. For the cost of 6 months training time, and access to another race's physiology, you can gain extra alien Physiology skills.
	Botany	Botany is the study of plant life. Botany covers a wide range of scientific disciplines that study plants, algae, and fungi including structure, growth, reproduction, metabolism, development, diseases, and chemical properties and evolutionary relationships between the different groups.
	Pathology	Pathology is the study and diagnosis of disease; this is done through the examination of organs, tissues, bodily fluids, and autopsies. It also encompasses the related scientific study of disease processes.
Physical Sciences	Astrophysics	This incorporates astronomy, the calculation of stellar distances and the exploration of other worlds. It also includes stellar navigation and stellar matter.
	Material Science	The study of materials & their properties and uses. This includes Chemistry and Physics.
	Nuclear Physics	The study of radioactivity & the fundamental principles of the universe. This includes Quantum Physics.
	Explosives Training [^]	Expertise in making and disposing a variety of devices aimed at blowing things up. Grants the knowledge of where to place a device for maximum effect. This is sometimes used in conjunction with other skills to make elaborate devices.
Maths & Computer Science	Pure Mathematics	The study of numbers, algebra, geometry, statistics, and the flow of how numbers affect the world. Anyone with Pure Mathematics gains +1 Flash of Insight per day that can be used when trying to solve any mathematical problem.
	Communications [^]	The study, use and maintenance of telecommunications, monitoring & satellite technology. This also grants the knowledge required for the development of new signalling devices. This skill can be used with Electrical Engineering for research into new devices.
	Ciphers	Ciphers is the study of codes, cryptography, and hidden meanings, used for code breaking.  You start off with Level 1 - which allows you to solve ciphers problems, and to once per day ask for a full translation of a specific word in a cipher. You can upgrade to higher levels of ciphers, which gives you more translations per day (and may allow you to solve much harder ciphers) by spending 3 months downtime per point. There is no limit to the number of times it can be bought.
	Computing [^]	The study of computer systems. This skill allows you to hack into other operating systems and develop new systems yourself as well as countermeasures towards hackers.
Engineering	Mechanical Engineering [^]	This deals with Thermodynamics and Kinematics. This skill is fundamental in the design, manufacture, and maintenance of mechanical systems, vehicles, industrial equipment & robotics.
	Electrical Engineering [^]	This deals with the study and applications of electricity, electromagnetic forces, and electronics. Also deals with power, control systems, integrated circuits, and circuit boards.
	Structural Engineering	This deals with the design, construction and maintenance of buildings, structures, and the environment - including bridges, roads, canals, dams, and aqueducts. Also, surveying, and environmental engineering fall into this category.
	Military Engineering and Logistics	This is the practice of designing, building, and supporting military operations, maintaining lines of military transport and communications out in the field, and performing logistics behind large scale military tasks.  A military engineer can use one free "Flash of Insight" feat per day on an Engineering or Explosives Training problem that they are working on or can supervise a repair or building project that incorporates electrical or mechanical engineering and reduce the time taken to perform non card-based problems on that task by 50% (this can only occur once per project, irrespective of the number of military engineers working on it).

## Combat Skills

Skill Name	Training Time	Required Skills	Description & Rules
Pistols	1 Month (Automatic to Standard Backgrounds)		You can use a Pistol.
Advanced Pistols	2 Months	Pistols	You can use Heavy Pistols, Machine Pistols, and Tasers.
Small Arms	3 Months	Pistols	You can use Small Arms. This skill is required for all military characters.
Sniper Training	7 Months	Small Arms	You can purchase and use the Marksman feat and associated perks.
Support Weapons	4 Months	Small Arms	You can use Support Weapons.
Basic Unarmed Combat	3 Months (Automatic to Standard Backgrounds)		You gain the following ability: <ul style="list-style-type: none"> <li><b>Strike</b> (unlimited): You cause SINGLE damage.</li> </ul> You <b>Cannot</b> use Crack Shot feats with this skill.
Expert Unarmed Combat	9 Months		You gain the following abilities using your hands: <ul style="list-style-type: none"> <li><b>Trip</b> (unlimited): You call "Zero Knockdown"</li> <li><b>Strike</b> (unlimited): You cause SINGLE damage.</li> <li><b>Grapple</b> (3 times per hour): You can keep the target restrained for 10 seconds. The target may still use small weapons, (Not Unarmed strikes), against you, provided they were holding them when the grapple began. You <b>MUST</b> use both hands to grapple, or it ends immediately. ANY unarmed call you make after the grapple begins. (Except Choke), ends it. If you are incapacitated or rendered unconscious the grapple automatically ends.</li> <li><b>Throw</b> (3 times per hour): You call "Single Knockdown". The target must role-play being thrown away from you and Knocked Down.</li> <li><b>Break hold</b> (3 times per hour): You call "Break Hold". The target must release you from a grapple, or you can resist a throw as you've broken their hold.</li> <li><b>Choke</b> (requires feats): You can, after 10 seconds of grappling an opponent, render a person unconscious immediately.</li> <li><b>Disarm</b> (requires feats): You must drop/place your weapon on the floor, or otherwise release it with both hands.</li> </ul> You <b>can</b> use Crack Shot feats with Expert Unarmed Combat to call Critical Hit only.
Basic Melee	2 Months (Automatic to Standard Backgrounds)		You are proficient with melee weapons. You may use Melee weapons to a reduced standard. (See the Weapons Statistics section for details). You <b>cannot</b> use Crack Shot feats with Basic Melee Weaponry
Melee Weapons	5 Months		You can use melee weapons. This does not allow the use of alien exotic melee weapons unless you have the relevant Alien Weapon Principles Skill.
Primitive Weaponry	7 Months		You can use bows, crossbows, thrown daggers, shuriken, blow pipes and other thrown and ranged weapons. This does not allow the use of alien exotic thrown / ranged weapons. You may also craft improvised versions of these weapons with appropriate materials when providing appropriate PhysReps.

## Medical Skills

Skill Name	Training Time	Required Skills	Description & Rules
Medic	3 Months		You are a trained first aider. You can perform triage and assist paramedics and doctors by finding out the severity of injuries. You can also treat minor issues as they occur. <b>Medical Abilities:</b> Stabilise Casualty, Read All Wound Cards <b>Treatable Keywords:</b> First Aid
Paramedic	6 Months	Medic	You are a trained paramedic. You can treat and assist in the treatment of medical injuries and may choose a medical specialty. <b>Specialties:</b> Battlefield Paramedic, Nurse <b>Medical Abilities:</b> Stabilise Casualty, Read All Wound Cards, Prep for Movement <b>Treatable Keywords:</b> First Aid, Minor Procedure <b>Assisting Keywords:</b> All
Doctor	24 Months (18 Months if you have the Human Physiology Skill)	Paramedic	You are a trained medical doctor. You can treat and assist in the treatment of medical injuries and may choose a medical specialty. When you gain the doctor skill, (if you do not already have a Physiology Skill), you automatically gain the Human Physiology skill. <b>Specialties:</b> Battlefield Surgeon, Surgeon <b>Medical Abilities:</b> Stabilise Casualty, Read All Wound Cards, Prep for Movement <b>Treatable Keywords:</b> All <b>Assisting Keywords:</b> All

Medical Specialist Area	6 Months Each	Paramedic	<p>The following skills improve the range of medical knowledge, allowing characters to excel in a particular field. Learning specialties will allow you to speed up treatments when they relate to your specialist area and may allow other effects to occur.</p> <p>Each time you learn this skill, you choose one of the following:</p> <ul style="list-style-type: none"> <li>• Cardiothoracic</li> <li>• Hematology</li> <li>• Infectious diseases</li> <li>• Oncology</li> <li>• Plastic Surgery</li> <li>• Neurosurgery</li> </ul> <p>Other specialties are available, ask a system referee.</p>
-------------------------	---------------	-----------	--

## Other Main Skills

Skill Name	Training Time	Required Skills	Description & Rules																																							
+2 Vitality	5 Months	Only Available at Chargen	This skill adds 2 to your character's maximum vitality																																							
Archeo-Anthropology	12 Months (1st Two Skill Areas) 6 Months (Every Subsequent Skill Area)		<p>You hold a qualification in Archaeology or Anthropology. You understand:</p> <ul style="list-style-type: none"> <li>• The development of human societies.</li> <li>• How to identify and recognise the artefacts, myths, and cultures of our ancestors.</li> <li>• How to recognise the cultural roots and ethos of an alien world's history.</li> <li>• How to identify and recognise the key elements of alien languages. (This does not grant the ability to read languages beyond those you are skilled in.)</li> </ul> <p>Characters with Archaeo-Anthropology must also select two specialist cultures. Should you wish, having this skill may aid you with assimilating into a culture like one of your specialties, as if you were truly a native.</p> <p>Examples of Specialty Areas:</p> <ul style="list-style-type: none"> <li>• Egyptian</li> <li>• Mesoamerican/ Maya</li> <li>• Celtic, Greco/Roman</li> <li>• Native American Indian</li> <li>• Middle Eastern</li> <li>• Far East, Indo-Aryan</li> <li>• Germanic/European</li> </ul> <p>Once per hour, after a period of studying a native culture, you can gain an insight into the culture as if you had used a Flash of Insight feat</p>																																							
Dreaming Spires	5 Months	Only Available at Chargen	<p>You have access to the best research establishments in the world, and the library card to prove it. You are a very well-known academic and during downtime you tend to learn pieces of information from the world of academia. Information gained in this way can refer to new technology discoveries and procedures, or academic rumours which may be helpful to your character.</p> <p>This is a Special Teacher Skill. You may use this skill to gain an NPC teacher for one of your 3 Downtime Development Training slots, while you are using that slot on one of the skills in the list below. Only one Special Teacher Skill can be used during a single downtime. You cannot use a Special Teacher Skill to give an NPC teacher to another player. (See the Downtime section of the rulebook)</p> <p>Skills that Dreaming Spires can grant a Special Teacher for:</p> <table border="0"> <tr> <td>Archeo-Anthropology</td> <td>Bio Engineering</td> <td>Mechanical Engineering</td> </tr> <tr> <td>Astrophysics</td> <td>Botany</td> <td>Medic</td> </tr> <tr> <td>Basic Biology</td> <td>Ciphers</td> <td>Military Engineering</td> </tr> <tr> <td>Basic Botany</td> <td>Communications</td> <td>Nuclear Physics</td> </tr> <tr> <td>Basic Chemistry</td> <td>Computing</td> <td>Paramedic</td> </tr> <tr> <td>Basic Computers</td> <td>Doctor</td> <td>Pathology</td> </tr> <tr> <td>Basic Engineering</td> <td>Elec. Engineering</td> <td>Philosophy</td> </tr> <tr> <td>Basic Geology</td> <td>Forensics</td> <td>Physiology</td> </tr> <tr> <td>Basic Language</td> <td>Genetics &amp; Ev. Bio</td> <td>Politics</td> </tr> <tr> <td>Basic Mathematics</td> <td>History</td> <td>Pure Mathematics</td> </tr> <tr> <td>Basic Physics</td> <td>Human Psych.</td> <td>Religion &amp; Occult</td> </tr> <tr> <td>Basic Psychology</td> <td>Linguistics</td> <td>Structural Engineering</td> </tr> <tr> <td>Basic Zoology</td> <td>Material Science</td> <td></td> </tr> </table>	Archeo-Anthropology	Bio Engineering	Mechanical Engineering	Astrophysics	Botany	Medic	Basic Biology	Ciphers	Military Engineering	Basic Botany	Communications	Nuclear Physics	Basic Chemistry	Computing	Paramedic	Basic Computers	Doctor	Pathology	Basic Engineering	Elec. Engineering	Philosophy	Basic Geology	Forensics	Physiology	Basic Language	Genetics & Ev. Bio	Politics	Basic Mathematics	History	Pure Mathematics	Basic Physics	Human Psych.	Religion & Occult	Basic Psychology	Linguistics	Structural Engineering	Basic Zoology	Material Science	
Archeo-Anthropology	Bio Engineering	Mechanical Engineering																																								
Astrophysics	Botany	Medic																																								
Basic Biology	Ciphers	Military Engineering																																								
Basic Botany	Communications	Nuclear Physics																																								
Basic Chemistry	Computing	Paramedic																																								
Basic Computers	Doctor	Pathology																																								
Basic Engineering	Elec. Engineering	Philosophy																																								
Basic Geology	Forensics	Physiology																																								
Basic Language	Genetics & Ev. Bio	Politics																																								
Basic Mathematics	History	Pure Mathematics																																								
Basic Physics	Human Psych.	Religion & Occult																																								
Basic Psychology	Linguistics	Structural Engineering																																								
Basic Zoology	Material Science																																									

Experimental Kit	5 Months	Only Available at Chargen	<p>Experimental kit gives you access, (after your first event), to study a wide set of alien skills that require appropriate alien materials to learn.</p> <p>This is a Special Teacher Skill          You may use this skill to gain an NPC teacher for one of your 3 Downtime Development Training slots, while you are using that slot on one of the skills in the list below.          Only one Special Teacher Skill can be used during a single downtime.          You cannot use a Special Teacher Skill to give an NPC teacher to another player. (See the Downtime section of the rulebook)</p> <p>Experimental Kit can grant a Special Teacher for the Engineering, Weapons, Computing and Medical Principles Veteran Skills for:</p> <ul style="list-style-type: none"> <li>• GGC</li> <li>• GBR</li> <li>• Palmira</li> <li>• Elysia</li> <li>• Goa'uld</li> </ul>																								
Insider Information	5 Months	Only Available at Chargen	<p>You have access to the best covert skills training in the world. You are highly connected among the intelligence community, during downtime you tend to learn pieces of information from the world of covert intelligence, this can be information around new technology discoveries or procedures or can be intel rumours which may be helpful to your character.</p> <p>This is a Special Teacher Skill          You may use this skill to gain an NPC teacher for one of your 3 Downtime Development Training slots, while you are using that slot on one of the skills in the list below.          Only one Special Teacher Skill can be used during a single downtime.          You cannot use a Special Teacher Skill to give an NPC teacher to another player. (See the Downtime section of the rulebook)</p> <p>Skills that Insider Information can grant a Special Teacher for:</p> <table border="0"> <tr> <td>Advanced Pistols</td> <td>Communications</td> <td>Pilot</td> </tr> <tr> <td>Basic Chemistry</td> <td>Computing</td> <td>Primitive weaponry</td> </tr> <tr> <td>Basic Computers</td> <td>Cyphers</td> <td>Psychology</td> </tr> <tr> <td>Basic Explosives training</td> <td>Expert Unarmed Combat</td> <td>Small arms</td> </tr> <tr> <td>Basic Language</td> <td>Explosives Training</td> <td>Sniper Training</td> </tr> <tr> <td>Basic Mathematics</td> <td>Larceny</td> <td>Support weaponry</td> </tr> <tr> <td>Basic Physics</td> <td>Linguistics</td> <td></td> </tr> <tr> <td>Basic Psychology</td> <td>Melee weapons</td> <td></td> </tr> </table>	Advanced Pistols	Communications	Pilot	Basic Chemistry	Computing	Primitive weaponry	Basic Computers	Cyphers	Psychology	Basic Explosives training	Expert Unarmed Combat	Small arms	Basic Language	Explosives Training	Sniper Training	Basic Mathematics	Larceny	Support weaponry	Basic Physics	Linguistics		Basic Psychology	Melee weapons	
Advanced Pistols	Communications	Pilot																									
Basic Chemistry	Computing	Primitive weaponry																									
Basic Computers	Cyphers	Psychology																									
Basic Explosives training	Expert Unarmed Combat	Small arms																									
Basic Language	Explosives Training	Sniper Training																									
Basic Mathematics	Larceny	Support weaponry																									
Basic Physics	Linguistics																										
Basic Psychology	Melee weapons																										
Larceny [^]	12 Months		<p>Larceny is the ability to breach physical security measures. You can pick locks, bypass security measures, hotwire cars, open locked doors etc.</p>																								
Linguistics	12 Months		<p>The linguistics skill is the study and application of language. With this skill you are able to communicate effectively in any earth language both spoken and written. Alien languages will be gained with the purchase of the applicable alien race culture skill if you have this skill.</p> <p>At ref discretion you may be able to piece together an alien language (those not covered by existing culture skills) through the use of a Flash of Insight or extended study with this skill.</p>																								
Psychology	12 Months		<p>You possess a professional qualification in psychology.          You have spent time understanding and learning to treat the mind, enabling you to offer counselling, understand and anticipate actions and analyse the dysfunctional.</p> <p>If purchased at Chargen you gain the psychology of your race.          If purchased for the first time having been trained by someone, you learn the psychology that is being taught to you.          Human Psychology is only effective on humans and Jaffa of human descent.          For the cost of 5 months training time and access to another source of training/time spent amongst another race, you can gain extra race specific psychology skills (must be approved by the Plot Coordinator).</p> <p>3 times per hour, after role-playing with someone for at least five minutes you may do the following:</p> <ul style="list-style-type: none"> <li>• See whether someone's last statement was a lie.</li> <li>• See whether someone in the general conversation is concealing something.</li> <li>• Find out what someone is trying to achieve (in broad terms) through their words.</li> <li>• Detect their current emotional state.</li> </ul> <p>Once per hour, after role-playing with someone for at least twenty minutes you may do the following:</p> <ul style="list-style-type: none"> <li>• Detect someone's psychological flaws.</li> </ul> <p>Once per hour, you can falsify the response to a psychological challenge as per above.</p>																								

## Veteran Skills

These are skills which, while not as wide ranging as the main skill set, have their uses and add flavour to characters.

### Basic Veteran Skills (Available at Chargen)

These skills, while being simpler and lesser versions of full skills, can assist in the training of them by 3 months.

Once you have used a basic skill to decrease the training requirement of a full skill you cannot use it to decrease the training time of any other skill. Example:

If you have Basic Biology, Physiology will then only cost 9 months, rather than 12.

However, if you then trained in Physiology, you would be able to use Basic Biology to reduce the time needed to learn Pathology.

They represent a basic grounding in those areas.

If someone is teaching the full skill which relates to a basic skill, you can choose if you wish to learn the full or the basic skill from that training course. Note: Material Science which relates to a number of these skills when trained only goes towards learning ONE of the basic skills, not all three.

When you gain the full skill, you do not add the 1 card from the basic skill to your Hand Limit. The full skill's Hand Limit replaces the 1 card from the basic Skill.

However, if the basic skill gives you cards to another skill game you do not have the full skill for, you still have that hand limit of 1.

Example: Basic Computers grants 1 card in Computing and 1 card in Communications.

If you were to then learn Communications, your hand limit in Communications card games would be 6, but you would still have a hand limit of 1 for computing card games.

Skill Name	Training Time	Reduces	Description
Basic Biology	3 Months	Genetics, Pathology or Physiology	You have learnt the basic techniques of biology
Basic Botany		Botany	You have learnt the basic techniques of botany
Basic Chemistry		Materials	You have learnt the basic techniques of chemistry
Basic Computers		Computing or Communications	You have learnt the basic techniques of computer science. You gain the ability to use one card from Computing and one card from Communications when preparing for a skill game
Basic Engineering		Mechanical, Electrical, Military or Structural Engineering	You have learnt the basic techniques of engineering. You gain the ability to use one card from Mechanical Engineering and one card from Electrical Engineering when preparing for a skill game
Basic Explosives Training		Explosives Training	You have learnt the basic techniques of Explosives & Demolitions. You can only use C4 & Claymores. You gain the ability to use one card from Explosives Training when preparing for a skill game
Basic Geology		Materials or Archaeo-Anthropology	You have a good understanding of rocks, minerals, and landscapes
Basic Language		Linguistics	You have learnt to speak/read/write one specific Language. This skill may be bought repeatedly for extra languages with each reducing the cost of Linguistics skill. The cost of the Linguistics skill may be reduced to zero months through 4 purchases of this skill.
Basic Larceny		Larceny	You have learnt the basic techniques of Larceny. You gain the ability to use one card from Larceny when preparing for a skill game
Basic Mathematics		Pure Mathematics or Ciphers	You have learnt the basic techniques of mathematics. You can attempt to solve a cipher using this skill, but the time taken will be significantly increased
Basic Physics		Nuclear Physics or Materials	You have learnt the basic techniques of physics
Basic Psychology		Psychology	You are knowledgeable in Interrogation - as a subset of psychology. Once per scene, when actively interrogating someone, you can force them to answer one question truthfully.
Basic Zoology		Veterinary Science	You have learnt the basic techniques of zoology

### Veteran Skills (Available at Chargen)

Skill Name	Training Time	Required Skills	Description & Rules
Advanced Endurance Training	3 Months	Endurance Training	You have spent a long time in the gym and have honed your body to a high standard, to the exclusion of all else. You gain 3 Body Hits. This replaces, and does not stack with, the 1 Body Hit gained from Endurance Training. You must spend 2 Months of either Training or Research time every downtime maintaining this skill, or it is lost. (You only begin maintaining this skill once you have it, and maintaining or training this skill automatically maintains its prerequisite skill Endurance Training.)
Armourer	6 Months		You can repair damaged equipment and making weapons or ammunition if you have the required tools and supplies. (See an event referee). <ul style="list-style-type: none"> <li>It takes 5 minutes to repair 1 point of armour.</li> <li>It takes 10 minutes to repair any weapon except Support Weapons</li> <li>It takes 20 minutes to repair Support Weapons</li> </ul> Signature weapons may be repaired while at an event, however they are no longer considered signature weapons for the remainder of the event.



Astronaut	6 Months		You are adept at using space suits and maneuvering in Zero-Gravity environments. This may give you an advantage when in space, or similar.												
Bioengineering	9 Months (Reduced by 3 Months with a Physical Science Skill)	Doctor or a Biological Science Skill	You are an expert at Bioengineering. This science covers both Engineering and Biology, including genetic engineering, modification of plants and tissue engineering.												
Catering	3 Months		You are an expert at field catering. You can create edible and nutritionally balanced meals from any viable ingredients, on any world												
Earth Crystals	3 Months (1 Month if you have Alien Crystals)		You have a variety of knowledge with crystal technology based around Earth technologies. If you have: <ul style="list-style-type: none"> <li>• Material Science – you can grow and repairing crystal technology</li> <li>• Electrical Engineering – you gain the Electrical Engineering Card: Spare Crystal and Controller</li> <li>• Communications – You gain the Communications Card: Earth Resonant Crystal</li> </ul>												
Endurance Training	3 Months		You have spent a long time in the gymnasium and have honed your body. This comes with a price, and you must maintain your endurance. You gain 1 Body Hit You must spend 1 Month of Training or Research time every downtime maintaining this skill or it is lost. (You only begin maintaining this skill once you have it.)												
Fish and Game	3 Months		You are an expert hunter. You can find food, water, and shelter while you're in the wilderness. You're also good at capturing small animals and fishing.												
Forensics	3 Months		You understand the basics of forensic science. You can also use forensics in conjunction with other skills you have to enable you to interpret information according to your skills.												
History	6 Months		You have a grasp of History and have a basic knowledge of the main events that have occurred throughout recorded history.												
Hypnosis	3 Months		You are knowledgeable in Hypnosis as a subset of psychology. If the subject is willing, you may: <ul style="list-style-type: none"> <li>• After 5 minutes of roleplay, detect the subject's emotional state once every 15 minutes.</li> <li>• After 20 minutes of roleplay, detect the subject's psychological flaws or hidden information in their mind.</li> </ul>												
Law	3 Months		You are an expert in both military and civilian Law. You are qualified for and experienced in representing both civilian and military personnel in court. If you spend time with alien cultures, you may be able to also take their own legal systems as a skill.												
Navigation	3 Months		You are a skilled navigator on land, at sea or in the air. Given a compass, a map or just the night sky you can find your way.												
Philosophy	3 Months		You have studied the art of thought, from the Greek philosophers to modern ethicists.												
Pilot	6 Months		You are an accomplished pilot. You may choose one class and one Technology from below: Note: Characters with Medium Class Naval are assumed to be able to Operate Light Naval. (This does not confer the ability to pilot light craft of any other class)												
		<table border="1"> <thead> <tr> <th>Tech / Class</th> <th>Light</th> <th>Medium</th> <th>Heavy</th> </tr> </thead> <tbody> <tr> <td>Aerospace</td> <td>Cessna, Lynx, Apache</td> <td>Chinook, Typhoon, Leer jet</td> <td>747, Globemaster</td> </tr> <tr> <td>Naval</td> <td>Dinghy, Mini-Sub</td> <td>Patrol Boat, Fishing Trawler</td> <td>Battleship, Vanguard</td> </tr> </tbody> </table>		Tech / Class	Light	Medium	Heavy	Aerospace	Cessna, Lynx, Apache	Chinook, Typhoon, Leer jet	747, Globemaster	Naval	Dinghy, Mini-Sub	Patrol Boat, Fishing Trawler	Battleship, Vanguard
Tech / Class	Light	Medium	Heavy												
Aerospace	Cessna, Lynx, Apache	Chinook, Typhoon, Leer jet	747, Globemaster												
Naval	Dinghy, Mini-Sub	Patrol Boat, Fishing Trawler	Battleship, Vanguard												
Politics	3 Months		You understand the basics of the political system and the back-office politics that occur behind the scenes.												
Religion and Occult Studies	3 Months		You are Knowledgeable in the major religions, their beliefs, and practices. You are also knowledgeable in a variety of occult practices and their beliefs.												
Taxidermy	3 Months		You can stuff animals and people.												
Veterinary Science	9 Months (6 Months if you have Paramedic) (3 Months if you have Doctor)		You know how to treat animals. This skill aids in animal-based treatment and care. You can help and healing injured creatures and possess some knowledge of natural animal behaviour.												

## Veteran Skills (Non Available at Chargen)

Skill Name	Training Time	Required Skills	Description & Rules
Advanced Cybernetics	6 Months	Basic Cybernetics AND Basic Nanotechnology	You are an expert at cybernetic control systems and how they interface with the human body. You can develop simple cyberwear that can do complex tasks and may even pass for life like in certain circumstances. Cyberwear created for player characters need to be approved by both the plot coordinator and system referees.
Advanced Nanotechnology	4 Months	Basic Nanotechnology AND Material Science AND Nuclear Physics	You are an expert at nanotechnology generally and the nanotechnology that the SEF has developed in particular. You can reduce the time taken to use any Computing, Communications and Electrical Engineering Card Tasks by 1/2. (This may be applied to Larceny Cards that are noted as accelerated by either Comms, Computing or Electrical Engineering) This does not stack with Basic Nanotechnology. Nanotechnology skills do not stack with Quantum Computing. Nanotechnology uses nanites to perform tasks, there may be times where this is used against you.
Alien Crystals	3 Months (1 Month if you have Earth Crystals)		You have a variety of knowledge around crystal technologies, based on alien technologies. If you have Material Science – you are capable of growing and repairing crystal technology If you have Electrical Engineering – you gain the Electrical Engineering Card: Spare Crystal and Controller If You Have Communications – You gain the Communications Card: Crystalline Enhancer
Alien Culture	3 Months (unless stated)	Teacher OR Time Spent with Culture	You have spent time amongst people of an alien culture and have observed their ways and their customs. You are therefore more proficient in dealings with people from this culture and may, at a referee's discretion, be given more information in dealings with these specific cultures and other benefits in negotiation and infiltration.  Alien Culture expands the following skills: <ul style="list-style-type: none"> <li>• History</li> <li>• Law</li> <li>• Linguistics</li> <li>• Philosophy</li> <li>• Politics</li> <li>• Taxidermy</li> <li>• Religion and Occult</li> </ul> If you have these skills, they also extend to alien cultures you are trained in where relevant.  This skill can be taken for any Non Earth Based Culture and takes 3 months to learn EXCEPT for those listed below which take 5 months to learn. <ul style="list-style-type: none"> <li>• Ancient</li> <li>• Asgard</li> <li>• Silvalis</li> </ul> If you have a relevant Archaeo-anthropology skill the training time is reduced by 1 month.
Basic Cybernetics	4 Months	Human physiology AND Bioengineering AND Mech. Engineering AND Elec. Engineering AND Computing	You are an expert at cybernetic control systems and how they interface with the human body. You are capable of developing simple cyberwear that can do simple tasks. Cyberwear created for player characters need to be approved by both the plot co-ordinator and system referees
Basic Nanotechnology	3 Months	Elec. Engineering AND Communications AND Computing	You are at the entry level of nanotechnology generally and the nanotechnology that the SEF has developed in particular. You can reduce the time taken to use any Computing, Communications and Electrical Engineering Card Tasks by 1/3.(This may be applied to Larceny Cards that are noted as accelerated by either Comms, Computing or Electrical Engineering) Nanotechnology skills do not stack with Quantum Computing. Nanotechnology uses nanites to perform tasks, There may be times where this is used against you.
Bioenergy Generation	4 Months	Bio-Engineering AND Mech. Engineering AND Material Science	You are capable of developing, building and repairing earth based bioenergy generation batteries and equipment to manufacture those batteries. This grants the Mechanical Engineering Card : Cellular Battery
Dial Home Device	4 Months	Crystals (Earth or Alien)	As long as you have the correct equipment you are capable of fixing, hacking & repairing Dial Home Devices depending on other skills you may have in conjunction with this skill. This may take a variable period of time depending on how experienced you are with this skill.

Medical Nanotechnology	4 Months	Basic Nanotechnology AND Physiology	<p>You can use Nanotechnology to assist in basic medical tasks. Using medical nanotechnology gives a time reduction to surgery if you have the skill and are taking part in the surgery. This reduces the procedure time by 5 minutes if you are a Paramedic, or 10 minutes if you are a Doctor. This reduction can only be applied once to each procedure. This skill may also allow you to develop new medical technologies. These developments will take time and have to have system referee and plot coordinator approval. Nano technology uses nanites to perform tasks, There may be times where this is used against you.</p>
Pilot Additional	3 Months	Pilot And Access to Appropriate Craft PLUS Astronaut for Light Space Vessels OR Astrophysics for Capital Space Vessels	<p>You gain one additional Technology Group which must be compatible with a class you are already conversant with or one additional Class Group which must be compatible with a technology you are already conversant with.</p>
Quantum Computing	4 Months	Computing (10 Cards)	<p>You have learnt how to make Quantum Computer Programming part of your day to day life. This skill reduces <b>ALL</b> computing card times by 10% when using a CPDA. You can buy this skill up to three times (for a total of 12 months). Each additional purchase of quantum computing reduces card times by a further 5% (for a total of 20% at three purchases).</p>
Shield Engineering	6 Months	Nuclear Physics	<p>You can apply your knowledge to Shield Technologies. Examples include:          If you have Electrical Engineering and the relevant alien Engineering Principles, you can repair personal shield devices          If you have Electrical Engineering and Starship Engineering, you can repair Shields on an Earth Starship          If you have Electrical Engineering and Starship Engineering and Goa'uld Engineering Principles, you can repair Shields on a Goa'uld Starship</p>
Stargate Theory	9 Months	Goa'uld Eng. Principles OR Ancient Eng. Principles PLUS Dial Home Device AND Subspace Engineering AND Computing AND Nuclear Physics AND Mech. Engineering AND Elec. Engineering	<p>You are capable of knowing the theory of Stargate travel, both theoretical and practical knowledge around gates and gate travel.</p> <p>While you cannot build one from scratch you know more about them than most and can theoretically perform things with a Stargate that others cannot.</p> <p>If you also have Ancient Computer Science Principles AND Ancient Engineering Principles and a source of materials you can, given time, <i>potentially</i> build a Stargate.</p>
Starship Engineering	5 Months		<p>You can apply your knowledge to Starship Applications. This includes the large-scale design, maintenance and construction of devices for use on and in starships. Examples Include:          If you have Structural Eng. – you are capable of designing structural components etc.          If you have Mechanical Eng.– You are capable of building flight systems, engines etc.          If you have Nuclear Physics – You are capable of designing reactor cores etc.          If you have an Alien Eng. Principles Skill (e.g. Ancient Engineering Principles) you can apply it to this skill, maintaining, building, designing and constructing ships based off alien technology.</p>
Stay with Me	3 Months	10 Vitality	<p>You can take one other character under your wing. If you are actively leading them or protecting them and you are within 50 feet with line of sight they gain +4 to their Maximum vitality. This vitality increase cannot take their maximum vitality above your Maximum Vitality. You can spend 2 months gaining extra people added to your Stay With Me (There is no maximum to the amount of times you can purchase this skill)</p>
Subspace Engineering	6 Months		<p>You are familiar with the principles and theoretical applications of subspace engineering. You can apply your existing knowledge to subspace technologies. Examples Include:          If you also have Mechanical Engineering, you understand the principles behind subspace flight systems and Hyperdrives.          If you have structural engineering and Subspace Engineering, you can design craft capable of withstanding subspace.          If you have Communications, you understand the principles behind subspace communications</p>

Teleportation Engineering	6 Months	Nuclear Physics	You are familiar with the principles and theoretical applications of matter transportation and Quantum Entanglement. You can apply your knowledge to Teleportation technologies. Examples Include: If you have Mechanical Engineering and Starship Engineering, you can make and repair Teleporters on an Earth Starship If you have Mechanical Engineering and Goa'uld Engineering Principles, you can Make and repair Ring Devices.
Xenozoology	9 Months (6 Months if you have Basic Zoology)		You know the basics of what makes alien flora and fauna tick. This skill allows you to make educated guesses about the motives and habits of non-sentient alien creatures.

## Veteran alien principles skills (not available during Chargen)

Veteran Alien Principles skills expand your existing skills to apply to alien technology:

- The Computer Science Principles Skill Allows you to use your Computing, Communications and Ciphers skills on Alien Technologies
- The Engineering Principles Skill allows you to use your Engineering, Physical Science and Larceny skills on Alien Technologies
- The Medical Principles Skill allows you to use your Medical Skills on Alien Technologies
- The Weapons Principles Skill allows you to use your Armourer skill and your Combat Skills on Alien Technologies

(Certain technologies are at Earth weapons tech level and you can use their weapons without this skill. They are noted below)

In addition: If you have the relevant alien technology principles skill, it can be used to counter the "Advanced Tech Problem" card played during a card game problem, and may use your full hand size.

		Computer Science Principles		
Principle	Training Time	Requires	Description & Rules	Card(s) added
Aethernaut	3 Months		You understand the Computer Science Principles of the Aethernauts – this skill allows you to use any relevant Skills from the Maths & Computer Science Tree in relation to Aethernaut Technology.	This grants the Communications Card: Aethernaut Communications Device
Ancient	6 Months		You understand the Computer Science Principles of the Ancients – this skill allows you to use any relevant Skills from the Maths & Computer Science Tree in relation to Ancients Technology.	This grants one of the Computing Cards: The Foretelling, The Understanding
Asgard	6 Months		You understand the Computer Science Principles of the Asgard – this skill allows you to use any relevant Skills from the Maths & Computer Science Tree in relation to Asgard Technology.	This grants the Communications Card: Holographic Transmitter
Elysian	3 Months	Access to appropriate Technologies or training material.	You understand the Computer Science Principles of the Elysians – this skill allows you to use any relevant Skills from the Maths & Computer Science Tree in relation to Elysian Technology.	This grants the Computing Card: Old Encryption Knowledge
Galadeen	6 Months		You understand the Computer Science Principles of the Galadeen – this skill allows you to use any relevant Skills from the Maths & Computer Science Tree in relation to Galadeen Technology.	
GGC	3 Months		You understand the Computer Science Principles of the GGC – this skill allows you to use any relevant Skills from the Maths & Computer Science Tree in relation to GGC Technology.	
GBR	3 Months		You understand the Computer Science Principles of the GBR – this skill allows you to use any relevant Skills from the Maths & Computer Science Tree in relation to GBR Technology.	This grants the Computing Card: Security Bypassing
Goa'uld	3 Months		You understand the Computer Science Principles of the Goa'uld – this skill allows you to use any relevant Skills from the Maths & Computer Science Tree in relation to Goa'uld Technology.	This grants the Communications Card: Goa'uld Communications Device
Silvalis	6 Months	Access to appropriate Technologies or training material + Botany	You understand the Computer Science Principles of the silvalis – this skill allows you to use any relevant Skills from the Maths & Computer Science Tree in relation to silvalis Technology. But unless you are genetically half plant you may not be able to use their technology.	

Engineering Principles					
Principle	Training Time	Requires	Description & Rules	Card(s) added	
Aethernaut	3 Months	Access to appropriate Technologies or training material.	You understand the Engineering Principles of the Aethernauts – this skill allows you to use any relevant Engineering Skills, or Physical Science in addition to larceny, in relation to Aethernaut Technology.	This grants the Electrical Engineering Card: Aethernaut Generator	
Ancient	6 Months		You understand the Engineering Principles of the Ancients – this skill allows you to use any relevant Engineering Skills, or Physical Science in addition to larceny, in relation to Ancients Technology.	This grants the Mechanical Engineering Card: ZPM	
Asgard	6 Months		You understand the Engineering Principles of the Asgard – this skill allows you to use any relevant Engineering Skills, or Physical Science in addition to larceny, in relation to Asgard Technology.	This grants the Mechanical Engineering Card: Ion Power Generator	
Elysian	3 Months		You understand the Engineering Principles of the Elysians – this skill allows you to use any relevant Engineering Skills, or Physical Science in addition to larceny, in relation to Elysian Technology	This grants the Electrical Engineering Card: Projected Energy System	
Galadeen	6 Months		You understand the Engineering Principles of the Galadeen – this skill allows you to use any relevant Engineering Skills, or Physical Science in addition to larceny, in relation to Galadeen Technology.		
GGC	3 Months		You understand the Engineering Principles of the GGC – this skill allows you to use any relevant Engineering Skills, or Physical Science in addition to larceny, in relation to GGC Technology	This grants the Mechanical Engineering Card: Fusion Generator	
GBR	3 Months		You understand the Engineering Principles of the GBR – this skill allows you to use any relevant Engineering Skills, or Physical Science in addition to larceny, in relation to GBR Technology.	This grants the Electrical Engineering Card: Efficient Engineering	
Goa'uld	3 Months		You understand the Engineering Principles of the Goa'uld – this skill allows you to use any relevant Engineering Skills, or Physical Science in addition to larceny, in relation to Goa'uld Technology.	This grants the Mechanical Engineering Card: Naquadah Generator	
Silvalis	6 Months		Access to appropriate Technologies or training material + Botany	You understand the Engineering Principles of the silvalis – this skill allows you to use any relevant Engineering Skills, or Physical Science in addition to larceny, in relation to silvalis Technology. But unless you are genetically half plant you may not be able to use their technology.	

Medical Science Principles					
Principle	Training Time	Requires	Description & Rules	Card(s) added	
Aethernaut	3 Months	Access to appropriate Technologies or training material + Doctor + Material Science	You are knowledgeable in Aethernaut Medical Technologies, including cloning, and bio-gel related technologies.	This grants the Electrical Engineering Card: Aethernaut Generator	
Ancient	6 Months	Access to appropriate Technologies or training material.	You are knowledgeable in Ancients Medical Technologies, although without the Ancient Gene you may not be able to use them.	This grants the Mechanical Engineering Card: ZPM	
Asgard	6 Months		You are knowledgeable in Asgard Medical Technologies, including stasis, cloning and replication.	This grants the Mechanical Engineering Card: Ion Power Generator	
Elysian	3 Months		You are knowledgeable in Elysian Medical Technologies	This grants the Electrical Engineering Card: Projected Energy System	
Galadeen	6 Months		You are knowledgeable in Galadeen Medical Technologies.		
GGC	3 Months		You are knowledgeable in GGC Medical Technologies	This grants the Mechanical Engineering Card: Fusion Generator	
GBR	3 Months		You are knowledgeable in GBR Medical Technologies.	This grants the Electrical Engineering Card: Efficient Engineering	
Goa'uld	3 Months		You are knowledgeable in Goa'uld Medical Technologies, including Goa'uld medical hand devices, and Goa'uld sarcophaguses.	This grants the Mechanical Engineering Card: Naquadah Generator	
Silvalis	6 Months		Access to appropriate Technologies or training material + Botany	You understand the Engineering Principles of the Silvalis – this skill allows you to use any relevant Engineering Skills, or Physical Science in addition to larceny, in relation to Silvalis Technology. But unless you are genetically half plant you may not be able to use their technology.	

Weapons Principles					
Principle	Training Time	Requires	Description & Rules	Card(s) added	
Aethernaut	3 Months	Access to appropriate Technologies or training material	You can now use your relevant Earth based skills in relation to Aethernaut Weapons. If you have Armourer, you can make and repair Aethernaut Weapons. If you have Small Arms, you can use Aethernaut Long Rifles.	This grants the Explosives Training card: Aethernaut Disposal Equipment	
Ancient	6 Months		You can now use your relevant Earth based skills in relation to Ancients Weapons. If you have Armourer, you can make and repair Ancient Weapons. If you have Small Arms you can use Ancient Weapons.		
Asgard	6 Months		You can now use your relevant Earth based skills in relation to Asgard Weapons. If you have armourer, you can make and repair Asgard Weapons.		
Elysian	3 Months		You can now use your relevant Earth based skills in relation to Elysian Weapons. if you have armourer, you can make and repair Elysian Weapons	This Grants the Explosives Training Card: Explosive Redirection System	
Galadeen	6 Months		You can now use your relevant Earth based skills in relation to Galadeen Weapons. If you have armourer, you can make and repair Galadeen Weapons.		
GGC	3 Months		You can now use your relevant Earth based skills in relation to GGC Weapons If you have armourer, you can make and repair GGC Weapons. GGC Weapons are of Earth Level Technology and can be used without this skill.	This grants the Explosives Training Card: Emergency Suppression System	
GBR	3 Months		You can now use your relevant Earth based skills in relation to GBR Weapons If you have armourer, you can make and repair GBR Weapons. GBR Weapons are of Earth Level Technology and can be used without this skill.	This grants the Larceny Card: Brute Force Entry	
Goa'uld	3 Months		You can now use your relevant Earth based skills in relation to Goa'uld Weapons. If you have armourer, you can make and repair Goa'uld Weapons and armour. If you have Small Arms you can use Staff Weapons. If you have Advanced Pistols you can use Zat'Ni'Katels. If you have Melee weapons you can use Staff Weapons as Melee Weapons. If you have Support Weapons you can use a Staff Cannon.		
Silvalis	6 Months		Access to appropriate Technologies or training material+ Botany	You can now use your relevant Earth based skills in relation to Silvalis weapons. However, unless you are genetically half plant you may not be able to use their technology.	

# FEATS

Feats represent additional abilities your character can use. They are defined and time specific actions or abilities that have a specific and finite effect. ALL FEATS MUST BE CALLED OUT-LOUD BY PLAYERS AND NPCs AT THEIR TIME OF USE

Feats are gained at a set rate detailed below and must be written on each players character sheet before they enter play each day.

- For a standard event, 3 feats are gained each day.
- For a social or Holiday event, 5 feats are gained for the whole event, all on the first day.

There are 3 types of Feat:

- Temporary Feats are used once. Once these are used, they are gone.
- Permanent Feats are Permanent once bought. They are not used up when they are activated.
- Upgradable Feats start off as Single Use but can be upgraded to be used multiple times

## Upgrading Feats

There are 3 levels of upgradable feat:

- 'Single Use' feats, which you can choose to gain as part of your daily selection above.
- 'Advanced' Feats, which you acquire by having gained and used enough 'Single Use' versions of the feat. These Advanced Feats do not get spent, but rather can be used regularly. (Typically, once a day)
- 'Expert' Feats, which you gain by gaining enough Advanced Feats and electing to trade them in for an Expert version. Expert Feats do not get spent, but rather can be used more regularly. (Typically, once an hour).

To go from Single Use to Advanced feats, you must use 5 Single Use feats, plus the current number of the advanced feats you have. These upgrades occur between events during downtime.

Example:

- To obtain your 1st upgraded feat of Advanced Crack Shot you will have to use 5 'Crack Shots' ( $5 + \text{current level } [0] = 5$ ). To obtain a 2nd Advanced Crack Shot you will have to have used a further 6 'Crack Shots' ( $5 + \text{current level } [1] = 6$ ).
- To obtain a 3rd Advanced Crack Shot you will have to have used a further 7 'Crack Shots' ( $5 + \text{current level } [2] = 7$ ), etc.

To go from Advanced to Expert feats, you must have 3 advanced feats, plus the current number of Expert feats you have. You then elect to trade that many of your Advanced feats in for an Expert version.

These upgrades occur between events during downtime.

Example:

- To obtain your first Expert upgrade feat of Ambidexterity you will have to have gained 3 Advanced versions. (I.e., have used a total of 18 Single Use Ambidexterity Feats).
- Then elect to trade in these three Advanced Ambidexterity feats for one Expert Ambidexterity.
- To obtain your second Expert upgrade feat of Ambidexterity you will have to have gained 4 Advanced Ambidexterity (I.e., have used a total of another 26 Ambidexterity Feats).
- Then elect to trade in these four Advanced Ambidexterity feats for your second Advanced Ambidexterity.

## Temporary Feats

Feat Name	Description & Rules
All Guns Blazing	For the duration of the scene, the player is not required to roleplay changing their magazine, or calling reloading while using special damage calls. At the end of the combat/scene your weapon is damaged due to overheating and needs to be repaired by an armorer before it can be used again. Only weapons with the All Guns Blazing trait can be used with this Feat.
Cat Like Reflexes	You can ignore calls of Knockdown, Mass Knockdown, and Global Knockdown for one combat.
Die Hard	Providing they are above zero body, the character regains body to their current maximum. This feat can only be used once every 10 minutes.
Drug Resistance	The character can resist the effects of a drug that has entered into his system for up to five minutes. This must be role-played, as the effects of the drug are slowly creeping up on the character.
Flash of Insight	The player may request a hint as to how to approach or solve a particular problem. This may be used as a form of 'Spider Sense' (ref's discretion). You may be asked if you want to use this feat by a ref in certain situations. If a group of people (3 minimum) get together after an hour of discussion about their relative areas of expertise and the problem at hand, and 1 of them using a Flash of insight then a detailed hint as to how to approach or solve a particular problem will be given.
Flesh Wounds	Providing they are above 2 body hits, the character restores 6 points vitality (up to their current maximum). This feat can only be used once every 10 minutes.
Going Burko	If another character who is a close friend of the character goes to -1 or below, the character immediately gains the ability to use all weapons of their home planet's Technology level. They must attack the source of their anguish, and keep going until they or their target is brought down.
Killing Blow / Killing Strike	A choked (Using the Choke Feat), Unconscious, restrained or unresisting creature may be killed by a character with unarmed combat, or by a single shot to the back of the head. This is a close quarter skill and requires you to be able to physically place the weapon (or use unarmed) on the person in order for it to work. Note the monster must have a visible weak spot for this to work. This may be used on Player Characters to cause 1 pt of damage to a PC already at -5. This Feat cannot be given to monsters without approval prior to the event from the system referees.
Last Heroic Act	This feat allows you to carry out a last heroic action and lasts for up to 5 minutes, or until the action is completed (if shorter). The Feat can only be used for "heroic" actions. These should be selfless in nature such as protecting others at the cost of your own life. Selfish actions such as carrying out revenge may not benefit from this feat. Whilst under the effects of this feat you may ignore all damage and all restraining calls and ignore the effects on any previously opened wound cards. You also immediately gain all combat skills. Once the feat has run its duration you collapse and may have a minute after your companions gather around to do the cinematic last speech then dies. Once this feat is used, you are dead and cannot be saved or resurrected.
Natural Resistance	The character can resist the effects of any one natural toxin or disease permanently. Note - that although you are resistant to the toxin or disease - you still get some symptoms and should role-play the effect. (Even if you won't die or take damage from the toxin). You must note what you are now immune to on your character card when you use this feat. This is made as a permanent note on your character card after the event.
Old College Professor	You may act as though you have an Earth Academic (Chargen) skill you don't have for the solution of one particular problem. This does not confer any cards or special abilities. You need to roleplay where the knowledge of this skill has come from.
Personal Sense of Purpose	Providing they are on full body, the character regains vitality to their current maximum. This feat can only be used once every 10 minutes.
We Have a Job To Do	Through calls of encouragement/a speech, inspires all friendly personnel who can hear, restoring 6 points vitality (up to their current maximum). This feat can only be used once every 10 minutes. Once affected by this feat (from anyone), you cannot be affected by another 'We Have A Job To Do' feat for 10 minutes.

## Permanent Feats

Skill Name	Required Skills	Description & Rules
Death's Door	Requires	Each death's door increases the amount of bleed time per level by 30 seconds. This feat can be taken up to three times.
Extra Break Hold	Expert Unarmed	You can gain an extra break hold to your unarmed. This feat can be taken a max of 10 times.
Extra Choke	Expert Unarmed	After having successfully grappled a person for the full 10 seconds, you can choke someone, and render them unconscious for 30 seconds once per hour. This feat can be taken a max of 10 times.
Extra Disarm	Expert Unarmed	A character in unarmed combat may call 'Disarm' once per hour. This feat can be taken a max of 10 times.
Extra Grapple	Expert Unarmed	You can gain an extra grapple to your unarmed ability. This feat can be taken a max of 10 times.
Extra Throw	Expert Unarmed	You can gain an extra throw to your unarmed ability. This feat can be taken a max of 10 times.
Firm Grip	Expert Unarmed	A character in melee combat may negate a Disarm (Call "Firm Grip") used against them if they are using a melee weapon. This feat can be taken a maximum of 10 times.
On Your Feet Soldier	Doctor or Paramedic	Using your skill and appropriate PhysReps, (bandages or dressings etc.), you can cause a person on -3 body hits or above to be able to run with your assistance. This feat ends when you are no longer in physical contact with the player OR up to a maximum of five minutes. During this time, The player is no longer Bleeding, but cannot use any feats or any weapons other than Pistols. This Feat breaks Stun and Paralysis. Once the effect of this feat ends, if the character has not been stabilised, they begin bleeding again.
Self-Stabilise		The character, (if at -1, -2 or -3 body hits), may use an appropriate improvised method to stabilise themselves and prevent the descent to -6 through bleeding. You must be conscious to use this feat, and use an appropriate PhysRep to stop bleeding.



## Upgradable Feats

Skill Name	Required Skills	Description & Rules
Ambidexterity		<p><b>Advanced – 1/DayExpert – 1/Hour</b>            For five minutes you can use two hands just as well as one.            When performing a task, (such as working on two computers, using two consoles etc.), a character may perform a task with both hands.            Unarmed abilities, except grapple, can be performed with both hands at the same time (for one use of their relevant feats).</p> <p>Some Weapons (See Combat Section), can be used ambidextrously.            With Unarmed and Melee you do the damage from each hand / weapon separately.            If used with firearms (see combat section for what weapons allow Ambidexterity) then the following can occur:</p> <ul style="list-style-type: none"> <li>- A firearm can be used independently in either hand.</li> <li>- Both firearms can be fired at the same target in single shot mode at the same time.</li> </ul> <p>This causes your damage call of the most damaging firearm to go up by one (single -&gt; double, double -&gt; triple) but you use one bullet from both guns for this effect            If both firearms use a special damage call (e.g. a three round burst or semi-auto mode capability) and are fired at the same target this causes your damage call of the most damaging firearm to go up by one (3 damage, to 4 damage, four to 5 damage) but you use listed amount of ammunition from both guns.</p>
Bodyguard		<p><b>Advanced – 1/DayExpert – 1/Hour</b>            You can nominate an attack that would normally hit another person (within 10 feet of you) to hit you instead. You cannot avoid this damage with Vitality.            You cannot use a Jammy Bastard feat to ignore the damage.</p>
Botch Job	Relevant Skill or Principle	<p><b>Advanced – 1/DayExpert – 1/Hour</b>            Within reason, (ref's discretion), you improvise with what you have and repair any device of earth technology or in an area where you have the relevant Alien Principle Skill.            The device will only work for 1 scene before it breaks down again.</p>
Crack Shot		<p><b>Advanced – 1/DayExpert – 1/Hour</b>            At the time of using this feat choose one :</p> <ol style="list-style-type: none"> <li>1. Call "Critical Hit"            You do Quad Through - only weapons with the accurate trait can critical.</li> <li>2. Call "Called Shot"            Only weapons with the accurate trait can perform called shot. May only be used to target limbs or items.           <ul style="list-style-type: none"> <li>- If a limb is targeted: immobilises the targeted limb for 30 seconds.</li> <li>- If an item is targeted: breaks the specific item [Which is repairable with the appropriate skills and time].</li> <li>- Note you cannot use Jammy Bastard to stop the damage to an item.</li> <li>- If Called Shot is stopped by a Protector Feat, the damage of the call is 4-Through.</li> </ul> </li> <li>3. Call "Blind Shot"            If you cannot see the person you are attacking, (due to darkness, smoke etc...), you can call Blind Shot and then do a normal damage weapon call at a target.            This can be used by any weapon not just accurate ones.            This cannot be augmented by further feats (it must be a normal damage call, not a critical hit or a sniper shot). Note that you need to be able to identify specifically a target (You cannot simply call blind shot on 'the person who shot me')</li> </ol>
Escape Artist		<p><b>Advanced – 1/DayExpert – 1/Hour</b>            You are an expert at twisting and turning your way out of bonds. You may use this skill to escape from being tied up. At referee's discretion this may allow you to help with movement in a confined space.</p>
Insight *		<p><b>Advanced – 1/DayExpert – 1/Hour</b>            The * on the feat name is selected when you purchase the feat and can be one of the following:</p> <ul style="list-style-type: none"> <li>- Explosives Insight: Requires Explosives Training</li> <li>- Electrical Insight: Requires Elec Engineering</li> <li>- Computing Insight: Requires Computing</li> <li>- Communications Insight: Requires Communications</li> <li>- Mechanical Insight: Requires Mech Engineering</li> <li>- Larceny Insight: Requires Larceny</li> <li>- Medical Insight: Requires Paramedic or Doctor</li> </ul> <p>You can automatically solve one problem card from a skill game that you are attempting of the appropriate type (with a time of 0) You must state that you are using this feat before the problem solving has begun and indicate which card it is to be used on before any are revealed – and only one feat of this type can be used per problem (no matter how many people are helping with the problem)</p> <p>You can choose whether to upgrade from Advanced to Expert – if you do so – once you gain the Expert skill- you can remove one card from EVERY problem of that type that you do. If you do this, you lose (and cannot gain) any other (Type) Insight cards.</p>
Jammy Bastard		<p><b>Advanced – 1/DayExpert – 1/Hour</b>            This enables the character to dodge out of harm's way and take less damage from a blow.            You negate four points of damage from any one damage call and if the damage is reduced to 0 or less then you take no effects from the call either.            Only one Jammy can be used per damage call.            You cannot use a Jammy Bastard if you are restrained or unconscious. You cannot use a Jammy Bastard against a Grapple Feat</p>

<p>Marksman</p> <p>Sniper Training</p>	<p><b>Advanced – 1/DayExpert – 1/Hour</b>  Only weapons with the Sniper Trait can use the Marksman Feat. At the time of using this feat – choose one :  1. Call "Marksman or sniper shot" x  Before making a call of Marksman, you must spend 10 seconds aiming, and during that period you cannot perform any damage calls.  Whilst aiming you are permitted to perform a "slow walk" but your damage is capped at 12  Making a damage call during this period means your timer resets to 10 seconds.</p> <p>The sniper may then choose to make the call: Call "Marksman 8" You do 8 damage.</p> <p>Alternatively the sniper may continue to aim beyond that point adding 4 damage per each 5 extra seconds aim time up to a maximum of 20 damage. The weapons call acceptable for Marksman is now:  Target – marksman/sniper shot 8 ( zero extra time after initial aiming)  Target – marksman/sniper shot 12 (5 extra seconds after initial aiming)  Target – marksman/sniper shot 16 (10 extra seconds after initial aiming)  Target – marksman/sniper shot 20 (15 extra seconds after initial aiming)</p> <p>2. Call "Called Shot"  Only weapons with the accurate trait can perform called shot. (Called Shot rules per the Crack Shot Feat)</p> <p>This Feat cannot be given to monsters without approval prior to the event from the system referee's.</p>
<p>Negotiator</p>	<p><b>Advanced – 1/DayExpert – 1/Hour</b>  Providing there has been no combat in the last 10 seconds, a character may force a target to listen to them. This target must listen and make no offensive moves against the character or their allies.  The target does not need to be swayed by the character.  The effect will end after 5 minutes OR If a referee believes the negotiations have broken down or failed. OR If the target is attacked.</p> <p>Advanced Negotiator - Now affects 5 people.  If the negotiator has the appropriate Psychology skill, it is considerably more likely that the target/s will be swayed by the negotiations.</p> <p>Expert Negotiator - As Advanced Negotiator, but now affects 10 people.</p>
<p>Protector</p>	<p><b>Advanced – 1/DayExpert – 1/Hour</b>  You can nominate an attack that would normally hit an item (within 10 feet of you) to hit you instead.  You cannot avoid this damage with Vitality.  You cannot Jammy Bastard to ignore the damage.  If Called Shot is stopped by a Protector Feat, the damage of the call is 4-Through.</p>
<p>Tomb Raider</p>	<p><b>Advanced – 1/DayExpert – 1/Hour</b>  You can study an ancient artefact outside of your speciality area and after a period of time (ref's discretion) you can identify one thing about it.</p>
<p>Toolkit *</p>	<p><b>Advanced – 1/DayExpert – 1/Hour</b>  The * on the feat name is selected when you purchase the feat and can be one of the following:  - Explosives Toolkit: Requires Explosives Training  - Electrical Toolkit: Requires Elec Engineering  - Computing Toolkit: Requires Computing  - Communications Toolkit: Requires Communications  - Mechanical Toolkit: Requires Mech Engineering  - Larceny Toolkit: Requires Larceny  - Medical Toolkit: Requires Paramedic or Doctor</p> <p>You can use one extra card, (selected at random), from those in your deck that are not in your hand.  You can declare this at any time during the problem card game, and it does not have to be declared before the game begins.  Each character involved in the game may use this feat only once. This may be used by a Technical Mentor joining the game.</p> <p>You can choose whether to upgrade from Advanced to Expert – if you do so – once you gain Expert – you may gain one extra random card for EVERY problem of that type that you do.  If you do this, you lose (and cannot gain) any other toolkit cards.</p>
<p>Torture Resistance</p>	<p>Advanced – 1/Day Expert – 1/Hour  This feat allows you to:  - Ignore the effects of torture or the feat 'Negotiator', (and its upgrades), for one scene.  - If you have been affected by alien mind control, you may resist and break out of the mind control for 5 minutes.  - Using a torture resistance reduces Stun and paralyse time from 30 and 10 seconds to 0 seconds and grants immunity to further stun or paralyse calls for another 60 seconds.  Note: This does not work on Psychology Challenges</p>
<p>Total Focus</p>	<p>Advanced – 1/Day Expert – 1/Hour  This can be used for a character to continue a non-combat task after time-out. They can receive their results at time-in the following morning.  In the case of a 24-hour event this may be used for a player to go out of character to sleep, while their character continues their non-combat task.</p>
<p>Tracker</p>	<p>Advanced – 1/Day Expert – 1/Hour  You can track by asking the referee for details about local tracks and which direction they lead.  Following tracks must be done slowly. You can find out the number of individuals that have gone past, the type, (bipedal, quadruped), and approximate size. You can also get a sense of the speed of movement.</p>

# ADVANCEMENT POINTS

New characters gain +1 Maximum Vitality after each of their first 4 events. After these 4 events they begin to accrue Advancement Points (APs) at a rate of 1 per downtime.

You can only gain 1 AP per downtime.

If you play more than one character, the character that you elect to get the downtime receives the AP.

These Advancement Points allow you to customise your character beyond Skills and Feats, to make you excel in specific areas. During the Downtime, you can trade APs in for an Advancement Point Perk abilities which are permanent and 'always on'.

Each AP Perk can be taken only once, unless otherwise stated.

You can only choose to purchase these Advancement Point Perks during downtimes. They cannot be selected during an event.

If you decide to purchase an Advancement Point Perk and it has an effect in the downtime period, it can affect the downtime period it was purchased in.

## One Point AP Perks

Skill Name	Required Skills	Description & Rules
Analyse This	Human Psychology	You can detect Psychological Flaws Twice Per hour
Animal Empathy		You can use your negotiator feats on non-sentient animals, by the use of soothing noises and non-hostile actions. As per the feat, the animal will not take hostile action if not threatened.
Armourer Efficiency	Armourer	You now repair 2 points of armour every five minutes.
Bar Room Brawler		The character may now use improvised LRP Safe Objects for base damage attack equal to normal unarmed damage
Bodyguard Mastery 1	at least 1 Advanced Bodyguard Feat	When using the bodyguard feat, All Normal (Non Through) Damage is now split 50/50 vitality/body rather than going completely to body (halves round to vitality). Through Damage continues to go direct to body.
Bodyguard Mastery 2	Bodyguard Mastery 1	When using the bodyguard feat you now take all normal (non through) damage to vitality rather than body. Through damage continues to go through to body.
Bodyguard Mastery 3	Bodyguard Mastery 2	You may now use feats to mitigate body guarded damage, including Crack Shot and Marksman effects.
Bootstrapping		You are capable of making technical tools out of the most basic of materials (flint, bone, wood etc.) with an uncanny degree of precision. You may, given time, put together a set of technical tools for use with the Mechanical Engineering, Electrical Engineering, or Larceny card games, from materials available in your natural environment. These may only be used to allow access to tool cards, not components. E.g. - Precision tools would be allowed, a generator would not. Can also be used to create sets of tools for any non-card game skills for roleplay purposes.
Card Mastery 1 (Skill)	9 Cards in Skill Area	This increases your current and maximum cards in a particular skill area to 10.
Criminal Intent	Human Psychology & Forensics	Once per day, you can use a flash of insight to gain an insight into the motivations and psychology of a crime scene
Do You Feel Lucky, Punk	Advanced Pistols	The clip size of heavy pistols is considered to be 1 higher for you. (If the clip or weapon is given to someone else, the remaining ammo is reduced by 1 back to its correct level).
Double Tap	At least 1 Advanced Crack Shot Feat & Relevant Weapon Mastery	You can select one semi-automatic (non Bolt Action, Non Single Shot, Non Full Auto Only) weapon type to be able to increase your Damage (but not Special Damage) by 1 at the cost of an extra bullet per shot. This does not stack with Signature Weapon or Ambidexterity/Duel Wielding, but does with Weapon Mastery. This AP can be taken multiple times, but each time must be for a different weapon type.
Dual Wielding	at least 1 Advanced Ambidexterity Feat & Relevant Weapon Mastery	You can pick one of the following to be permanently Ambidextrous with : - Heavy Pistols - Melee - Pistols - Sub Machine Gun This AP can be taken multiple times, but each time must be for a different weapon type.
Expert Pilot	Pilot	You gain an extra class, or Technology Group (Requires Plot Co Approval)
Extra Feats		You gain 5 feats of your choice. This AP can be bought any number of times.
Fly It Like You Stole It	Pilot	You may spend a Flash of Insight to gain an Additional class or Technology Group in order to pilot a craft in which you would not normally be skilled for one scene. Pre- Requisites for these are ignored, however characters without the pre-requisites will be at a severe disadvantage to those that have them.
Heroic Vitality	4 Downtimes on Character	+1 Maximum Vitality (This AP can be bought a maximum of five times)
Improved Stay With Me	Stay With Me	You gain an extra person for your "Stay With Me" ability. You can take this any number of times
Inspired Stay With Me	Human Psychology	You may inspire a mission commander to be the target point of your stay with me as if they were you for 1 hour. During this PERIOD, for this period your stay with me is in use.
Micro expressions	Human Psychology	Your 5 minute roleplaying psychological skills can now be done through observation rather than interaction. You must be close enough to observe the target's micro-expressions. This can be done through video or other means

Painkiller		When taking painkillers, you can take twice the amount before you overdose
Poker Face	Human Psychology	You can now falsify responses to psychological challenges 5 times per hour
Protection Mastery 1	at least 1 Advanced Protector Feat	When using the Protector feat, All damage is now split 50/50 vitality/body rather than going completely to body (halves round to vitality). Through Damage continues to go direct to body.
Protection Mastery 2	Protection Mastery 1	When using the Protector feat you now take all damage to vitality rather than body.
Protection Mastery 3	Protection Mastery 2	When using the Protector feat, you now ignore all damage from that weapon call.
R&R (Skill)		You are excellent at and gain any one skill that is not in the rulebook and has no effect on game balance (system referees will arbitrate this on a case by case basis, and you should put this request into the system referee's before you buy it). Some examples of this skill are: "Golf", "Rugby", and "Knowledge of bad TV" etc.
Royal Jaffa Armour	Jaffa Race, Astronaut	Jaffa Armour suit counts as a full Sealed environment Suit/ Space Suit when helm is on. NPCs with this AP should be of the Elite type.
Stay Down	Small Arms	You can choose to call 0 damage Knockdown when using a shotgun, in addition to normal shotgun calls. This is only usable within 30 feet.
Therapist	Human Psychology	You tend to know more about mental conditions than normal and when counselling, your sessions count as double for psychological treatment
Toughness 1		You gain +1 Body, which stacks with Endurance Training or Expert Endurance Training
Weapon Mastery (name)	skills for use of chosen weapon	Pick one from the list below. <ul style="list-style-type: none"> <li>- Pistols</li> <li>- Small Melee</li> <li>- Unarmed</li> </ul> You do +1 damage and +1 Special Damage (where applicable) with the chosen weapon.

## Two Point AP Perks

Skill Name	Required Skills	Description & Rules
Armour Specialist	Armourer	The armour that you're wearing counts as if it was +1 protection higher. This applies to your whole suit, not each piece individually.
Break Hold Mastery	Expert Unarmed	You are granted +2 Extra Break Hold Feats. The maximum number of Break Hold Feats you may now have is 15.
Buzzer Beater	Shot Clock	When using a weapon with the Sniper Trait, this AP reduces your Marksman Feat Countdown by 10 Seconds. This AP does not Stack with Shot Clock.
Card Mastery 2 (Skill)	Card Mastery 1 in Skill Area	This increases your current and maximum cards in a particular skill area to 11.
Choke Mastery	Expert Unarmed	You are granted +2 Extra Choke Feats. The maximum number of Choke Feats you may now have is 15.
Commando	Small Arms	You may now use Spray Fire as a special ability when using an assault rifle.
Disarm Mastery	Expert Unarmed	You are granted +2 Extra Disarm Feats. The maximum number of Disarm Feats you may now have is 15.
Don't Lie To Me	Human Psychology	All five minute psychology abilities can now be used 5 times per hour
Expanded Knowledge		You can gain up to 6 months training to a single academic skill (anything which is learnable through Dreaming Spires). This can only be used once for any skill. Additionally this can be used for medical, Archaeo-Anthropology and Linguistics specialisms. Each specialism counts as a separate skill. This can be taken more than once, but must be in a different skill each time.
Expert Diagnostician	Doctor	The time taken to diagnose illnesses is reduced to 25% of any time given by a referee
Firm Grip Mastery	Expert Unarmed	You are granted +2 Extra Firm Grip Feats. The maximum number of Firm Grip Feats you may now have is 15.
Grapple Mastery	Expert Unarmed	You are granted +2 Extra Grapple Feats. The maximum number of Grapple Feats you may now have is 15.
Grenadier	Small Arms	For the cost of 1 Vitality Point, you can ignore the effects of your own grenades as long as you are further away than 3 feet from the point of impact
Hard to Read		You can now falsify responses to psychological challenges twice per hour. This does not stack with Poker Face.
Hawkeye	Weapon Mastery Primitive	You may use your bow for Marksman feats, as long as it is Accurate and you have Mastery for it
Instant Reading		Once per day, you can gain an insight into a social situation as if you had used a flash of insight.
Look Out Sir!	Weapon Mastery *	You may use your weapon for Crack Shot feats, as long as it is capable of single shots and you are skilled with it. (NPCs with this trait must be of the Elite type)
Psychoanalyst		Your time for detecting psychological flaws is reduced from 20 minutes to 5 minutes of roleplaying
Pilot's Licence		You gain the Pilot Veteran Skill.
Royal Armour HUD	Royal Jaffa Armour	You Gain use of One Blind shot feat per day

Signature Weapon	Weapon Mastery for Weapon Selected	<p>You gain a personalised, named, signature weapon. Depending on the weapon type it will have a different special effect (See Below). This cannot be transferred to another PhysRep once it is used in game.</p> <p>This is an IC item, which if lost, stolen or destroyed must be re-purchased with additional AP. You can only have one signature weapon at a time.</p> <p>Only the weapon types below can be assigned as a signature weapon, and does NOT stack with Weapon Mastery's damage increase, Special Ammo, Ambidexterity or Double Tap unless it deliberately states in the list blow.</p> <p>You can choose which effect occurs per shot.</p> <ul style="list-style-type: none"> <li>- Assault Rifle – You can now do Double Through with Single Shots with this weapon.</li> <li>- Automatic Shotgun - Slug shells now do Through for you, and do not lose the All Guns Blazing trait"</li> <li>- Heavy Pistol– You can now do Double Through with this weapon</li> <li>- Heavy Machine Gun – You now only use ten bullets (instead of fifteen) when performing a heavy fire call with this weapon.</li> <li>- Large Melee - You can now do Triple Through Knockdown with this weapon.</li> <li>- Light Machine Gun – You now only use five bullets (instead of ten) when performing a spray fire call with this weapon.</li> <li>- Machine Pistol –You can now do Double Through (Uses 3 Bullets) with this weapon.</li> <li>- Medium Melee – You can now do Double Through. Can be used ambidextrously with this weapon.</li> <li>- Pistol – You can now do Single Through with your Pistol.</li> <li>- Shotgun – Gains the Accurate trait.</li> <li>- Small Melee – You can now do Single Through. Can be used ambidextrously with this weapon.</li> <li>- Sniper - You can now do Double Through with Single Shots with this weapon.</li> <li>- Anti-Material Rifle – This weapon is no longer required to be stabilised, and you may fire this weapon while moving.</li> <li>- Staff weapon – All Cooldowns on special Features are Halved.</li> <li>- Sub Machine Gun–You can now do Double Through (Uses 3 Bullets) with this weapon.</li> <li>- Taser – Increases range of Taser from 15ft to 30ft</li> </ul>
Technical Mentor	Card Mastery 1	<p>You can now play a card on a problem which is already being worked on by two people. You can only play one card on a problem, and once a Mentor card has been played on a problem, no-one else can use Mentor on that problem. Note: this AP only needs to be bought once, but can only be used on problems where you have Card Mastery 1 in that area.</p>
Tic Tok Mother F**cker	Demolitions Training	<p>Reduce the time required to deploy a premade explosive with the bomb trait (claymore, IED etc) by 1 minute</p> <p>For every further point of ap put into this you may reduce the time to deploy a premade explosive with the bomb trait (claymore etc) by an extra minute.</p>
Throw Mastery	Expert Unarmed	You are granted +2 Extra Throw Feats and can now be taken up to a max of 15.
Toughness 2	Toughness 1	You gain +1 Body, which stacks with any Endurance Training skills / Toughness 1
Weapon Mastery:(Name)	skills for use of chosen weapon	<p>Pick one from the list below.</p> <p>You do +1 damage and +1 Special Damage (where applicable) with the chosen weapon.</p> <ul style="list-style-type: none"> <li>- Assault Rifles</li> <li>- Automatic Shotgun</li> <li>- Heavy Pistols</li> <li>- Large Melee</li> <li>- Machine Pistols</li> <li>- Medium Melee</li> <li>- Shotgun</li> <li>- Sub Machine Gun</li> <li>- Staff Weapon (Melee)</li> <li>- Primitive</li> <li>- Taser</li> <li>- Sniper</li> <li>- Anti-material Rifle</li> </ul>
Zorro	a Weapon Mastery in one of the three Melee types	This AP allows the purchase and use of the "extra Disarm feat" with the appropriate weapon skill in place of expert unarmed. You can now use your mastered weapon to use disarms.

## Three Point AP Perks

Skill Name	Required Skills	Description & Rules
Ammo Conservation	Support Weapons	You are more efficient at using ammo. When making a call of Covering, Spray or Heavy Fire, you make two calls for the normal cost of one
Bullseye	Sniper Training	You may use your weapon for Marksman feats, as long as it is Accurate and you have Mastery for it
Card Mastery 3 (Skill)	Card Mastery 2 in Skill Area	This increases your current and maximum cards in a particular skill area to 12.
Halls of the Learned		You gain the Dreaming Spires Skill, irrespective of your background.
Enhanced Stay With Me	Stay With Me	Your Stay with Me Ability now gives +6 Vitality rather than +4 Vitality (Up to your Maximum Vitality). Or instead of giving vitality to a person, you can give them a torture resistance feat which must be used within the next hour. (This feat use cannot be counted towards upgrading feats). If you use this option the target is considered to be "under your wing" for the next hour and you cannot swap or use this ability again for the duration.
Lifesaver	Paramedic or Doctor	You are an expert at performing surgery in the field, if you do perform surgery in the field, the first surgery you perform every day does not give the person a maximum vitality penalty.
Martial arts Mastery	WM: Unarmed & a Melee WM	Using a melee weapon that you have weapon mastery in, you can now use your expert unarmed Trip and Disarm abilities by appropriate contact with a melee weapon.
Medical Expertise	Paramedic or Doctor	You now gain the other treatment type speciality
Montage		During any applicable downtime, the character may teach one training course without using a downtime slot - but does not gain a feat for teaching.
Pack Rat		You're good at finding, storing and keeping ammo - you are considered to have twice the amount of ammo that you're carrying.
People Person		You gain the Insider Information Skill, irrespective of your background.
Rambo	Support Weapons	You may now use Heavy Fire as a special ability when using a Light Machine Gun and can use man-portable Heavy MGs.
Royal Armour Enhanced HUD	Royal Jaffa Armour	You gain the use of One Blind Shot per hour. If you already have the Ap Royal Armour Hud this AP Costs 1Ap point.
Royal Armour Plating	Royal Jaffa Armour	Character is immune to staff weapon area effect attacks. They take no damage or knockdown from Staff Weapon Special Calls.
Scar Tissue	Toughness 1	Once you have opened a wound Card, you can choose to open a second Wound Card of the same colour as the first. You must take that second effect. You cannot choose which to take.
Shot Clock	Sniper Training	When using a weapon with the Sniper Trait, this AP reduces your Marksman Feat count down by 5 Seconds.
Sign Me Up		You gain the Experimental Kit Skill, irrespective of your background
Toughness 3	Toughness 2	You gain +1 Body, which stacks with any endurance training skills / Toughness 1&2
Weapon Mastery: HMG	Support Weapons	When using the 5 bullet special damage call, you now call 5 Knockdown.
Weapon Mastery: LMG	Support Weapons	You can now use Crack shot Feats with a Light Machine Gun (Although it Uses 5 Bullets)
Weapon Mastery: Staff Weapon (Ranged)	Small Arms & Goa'uld Weapon Principles	+1 damage and adds Knockdown with a staff weapon (ranged).
Will to Live	Self-Stabilise Feat	Self-Stabilise is now automatic (you do not have to be conscious) and doesn't require a PhysRep to stabilise yourself.

## Four Point AP Perks

Skill Name	Required Skills	Description & Rules
Feat Mastery – All Guns Blazing		You may now use an "All Guns Blazing" Feat once per hour.
Feat Mastery – Cat Like Reflexes		You may now use a "Cat Like Reflexes" Feat once per hour.
Feat Mastery – Flash of Insight		You may now use a "Flash of Insight" Feat once per hour.
Feat Mastery – Going Burko		You may now use a "Going Burko" Feat once per hour.
Feat Mastery – Old College Professor		You may now use an "Old College Professor" Feat once per hour.
Hero		Once per day, you can reuse a feat that you have already used that day. This does not go towards gaining upgrade feats, and should be listed in the notes section of your character sheets as 'HERO Feat: (name)'. Once per Event you may choose to complete 1 Surgical Procedure caused by a wound card in 60 seconds. This may be used at any time, including when a surgery would otherwise fail - and mechanically counts as providing a solution to all Problem cards in that problem. This must be roleplayed by performing some form of dramatic and non standard medical solution.
Last-Second Chance		For the cost of 1 Vitality Point, you can ignore the effects of your own rocket damage as long as you are further away than 5 feet from the point of impact
Rocketeer		You can instruct someone in a skill that you have. If that skill has pre-requisites then the person you are teaching must have those pre-requisites. They retain this skill for one mission only (or an hour if remaining on base). This takes 30 minutes of roleplaying to complete. If it is a card skill then they get to pick 3 cards (But must have PhysReps). You can only have one person taught at a time, and they cannot use it to assist you with a task you are working on.
Tutor		

## Five Point AP Perks

Name	Required Skills	Description & Rules
Deadshot	Sniper Training	You may use your weapon for Marksman feats, as long as it is Accurate and you are skilled with it
Feat Mastery – Die Hard		You may now use a "Die Hard" Feat once per hour.
Feat Mastery – Flesh Wounds		You may now use a "Flesh Wounds" Feat once per hour.
Feat Mastery – Killing Blow / Strike		You may now use a "Killing Blow / Killing Strike" Feat once per hour.
Feat Mastery – Personal Sense of Purpose		You may now use a "Personal Sense of Purpose" Feat once per hour.
Feat Mastery – We Have a Job to Do		You may now use a "We Have A Job To Do" Feat once per hour.
Recuperation		Your vitality regenerates twice as quickly as listed in the health section

# HEALTH

## Health

There are 3 types or 'pools' of hit points each player character has.

### Body Hits.



Player characters typically start the game with 6 hit points or 'Maximum Body'. Certain Skills or Abilities can increase your Maximum Body.

'Body' hits represent your health and ability to take damage.

Damage dealt in combat is not specific to a particular location, (Arm, leg etc.), however some calls or effects may target a defined location and you must role-play any such damage accordingly.

Damage taken is removed from your current Body hits and can take your Body to below zero.

How a player chooses to roleplay their state of health above zero BODY is entirely down to the preference of the character.

- If your body is reduced to zero or below, you begin taking wounds and are considered 'Bleeding'
- At -3 or below, you are no longer able to move without being carried by another character. You may still shout for aid/take combat actions/perform card problems as normal, unless you have a wound card effect that states otherwise.
- At -5, you are no longer able to take combat actions, or contribute to card problems. You are considered Unresisting for the purposes of any effects. You are still conscious unless a wound card or other effect states otherwise.
- If you reach -5 you will only take damage at from bleeding, injury caused by a failed surgical procedure, or a killing blow.
- If you reach -6 you are terminal and you will die. You may choose to continue to play the character in a wounded state for as long as you choose for the remainder of the event. During that time, you may not take any part in combat nor contribute to any skill games. You cannot hit -6 from combat /normal damage.

Body Hits reset to the characters maximum after an overnight's rest, unless wound card effects state otherwise. All other healing of body is through feats/drugs/medicine or surgery. (Remember medigel heals two body hits as a slap patch.)

After any Successful Surgical Procedure - Body is reset to 1 if lower.

### Armour



Armour is gained by physically wearing it, and grants hit points according to the table in the Armour section of the rule book. Unlike Vitality, it does not refresh over time or with healing, but instead must be replaced or repaired.

### Vitality



Player characters also typically start with 6 Maximum Vitality.

Maximum Vitality can be increased at character generation and later through downtimes.

Vitality represents your "heroic ability" to shrug off damage, your energy levels and general well-being. Vitality cannot drop below 0.

Vitality hits refresh at a rate shown in the 'Vitality Refreshing Times' table below. ALL DAMAGE YOU TAKE IN CHARACTER MUST BE ROLEPLAYED APPROPRIATELY.

Vitality resets to maximum every time a character leaves to go on a linear. (It's a new heroic adventure.)

Vitality, Armour and Body hits stack and are damaged in that order. If combat damage is taken, it depletes first your Vitality and then your Armour before reducing your Body Hits. The exception to this rule is where damage is identified as 'Through', which ignores Vitality and goes immediately to Armour and Body. Details on weapons calls and effects are in the Combat section.

### Bleeding

If you are bleeding, (at a Body Hit total of 0 or below), you will need to be 'Stabilised'.

If you are not stabilised, you take 1 point of body damage every 30 seconds. Taking damage through bleeding can cause you to open a wound card.

### Wound Cards

There are 2 levels of Wound Cards and you will be issued with some before you enter play at each event.

These cards will identify the wound you have sustained, any role-play effects, and how it can be treated. These each include the Problem cards required to be solved to treat this wound (see the following for details) Only suitably trained characters can read the required treatments as detailed in the treatment section below. Where possible players will be issued NFC tags rather than paper wound cards. These can be read on a custom Android app or on an iPhone with a normal NFC app. NFC tags will be the sole method from 2024.

The Android app is available [here](#)

#### Yellow (Minor) Wound Cards – Represented by black NFC tags

You open a yellow wound card when you drop to or past zero health for any reason..

#### Red (Severe) Wound Cards – Represented by white NFC tags

You open a red wound card when you drop to or past -3 health for any reason.



## Vitality Refreshing Times

Current Situation	Vitality Refresh Rate
On a Mission / In Combat	Does Not Refresh
Non-Mission / Non-Combat	1/Hour
Asleep	2/Hour
Begin a new mission/linear	Resets to maximum

## Medical Abilities

Medical Ability	Description & Rules
Stabilise Casualty	Using whatever is to hand, you can stop a casualty from getting worse and stabilise them from the 'Bleeding' state. As soon as you reach and begin roleplaying with the character, they stop bleeding. You must remain with the wounded character. You cannot move the wounded character. If you leave or the wounded character moves they will begin bleeding again.
Prep For Movement	You can prepare a wounded character for movement after they have been stabilised. The wounded character can now be moved or left alone without them beginning to bleed again. You must role-play this medical procedure for 60 seconds.

## Medical Abilities Table

Skill Level	Stabilise Casualty	Read All Wound Cards	Prep for Movement	Specialities
Untrained	Y			
Medic	Y	Y		
Paramedic	Y	Y	Y	Battlefield Paramedic or Nurse
Doctor	Y	Y	Y	Battlefield Surgeon or Surgeon

## TREATMENT

Medical is a card skill as per our usual rules with a couple of alterations.

Card problems work as normal. Each wound card has the problems you encounter on it, so unless there is a complication, may be entirely self-reffed if necessary.

Medics get 1 card and can stabilise (effectively basic Skill)

Paramedics and Medics use non doctor times (in Black) and may not treat Condition cards but could use a feat to remove a complication card if it's drawn.(See below)

Doctors use the reduced times (in Red) and may treat the complication Problem Cards marked in red.

All medical personnel automatically get the card Medbay in hand without a reduction in hand size, when operating inside a set up medbay. (This card, however, cannot be used outside of one.)

## Complications

Complications are more complex Problem cards that may occur during treatment based on how often the character has had a Surgical Procedure this event and (in some cases on wound card) the length of time before a wound is treated.

Every time you undergo a Surgical Procedure (wound cards are divided between Surgical Procedures and First Aid.) you record it on your character card just like a used feat.( the Table will be on the reverse of the character Card.) Then you follow the rules the table below shows. After your character has undergone a surgical procedure (not first aid) - failed or successful, mark off the next row on the table on the back of your sheet.

When undergoing a surgical procedure, you modify the problem by the table on the back of your character sheet up to the level you have already marked. These do not apply to first aid.

## Medical Bay

A medical bay can be set up by a character with the Paramedic or Doctor skill given suitable circumstances, equipment and time. Please speak to an event runner or System Referee if you are attempting to set up a Medical Bay in character, as the validity of the situation will need to be confirmed.

## Leading and assisting a medical treatment

Each treatment must be performed by characters with a suitable medical skill and a maximum of two characters may participate in trying to solve the card problem.

## Physiology

If you are treating an injury on an race other than your own, for which you do not have the relevant Alien Physiology skill, you must operate with half your hand size. You must choose this half sized hand before treatment.

NOTE: Jaffa are human, and so require the medical character to either be human or have Human Physiology. The Symbiote however would require Goa'uld physiology skill.

## Medical Supplies

There are several medical drugs available for use by medically trained characters. Each of these drugs require a minimum of 10 seconds roleplaying to administer.

You cannot use these items on yourself or others unless you have the Paramedic or Doctor skill.

(The exception to this is "Strong Painkillers" which can be administered by a character with the Medic Skill)

Any character that takes or is administered one of these medical drugs must write it on their character sheet, along with the time and any overdoses. Drugs listed as 'Addictive' or 'Highly Addictive' will have cumulative effects and may lead to addiction. A system referee will inform you if you have become addicted and what your next steps are.

## Supplies Table

Name	Duration	Effect	Overdose Duration	Overdose Effect	Example	Addictiveness
Antibiotics	4 Hours	This will stop any wound card with the 'infection' keyword from having a further negative effect for the duration.	4 hours	Lose 2 Vitality (Diarrhoea)		
Anti - Overdose	1 Hour	As long as this is taken within 10 minutes of the overdose occurring, the 'effect' and 'Overdose effect' of that drug are cancelled.  DOES NOT WORK ON: Resuscitation (Adrenaline) Anti-Overdose	4 Hours	Every Additional dose causes you to lose 1 maximum vitality which cannot be regained for 48 hours	Naloxone	
Anxiety Relievers	1 Hour	For 1 Hour you have reduced anxiety and fear responses. You are calmer.	4 hours	You start shaking and your weapon damage is reduced by 1 for the next 4 hours	Valium	Addictive
General Anesthetic	20 Mins Minus Current Vitality	Render a person unconscious for the duration.	20 minutes	Every additional dose causes you to lose 1 Body Hit which cannot be regained for 48 hours	Propofol	Addictive
Intravenous painkillers	30 Minutes	When administered you can ignore the effects of all wound cards that you have already opened or open during the duration (Unless the card specifically states otherwise). If you open wound cards during the duration, you open double the number of cards.	8 Hours	Every additional dose causes you to lose 1 Body Hit which cannot be regained for 48 hours	Morphine	Highly Addictive
Medigel (Doctor Only)	Instant	When administered you regain 2 Body up to your maximum.  This Drug has a limited IC supply. If you have not been issued it at the start of an event, you do not have any.	1 Hour	No hits are healed		
Resuscitation (Adrenaline)	Instant	Can be used to restart the heart if a character is reduced to -6 Body Hits. A paramedic or Doctor MUST reach the wounded character within 30 seconds of reaching -6 Body Hits and immediately commence appropriate role-play. The injection requires 10 seconds to administer, after which the injured character is stabilised at -5 Body Hits. The wounded character loses 1 Maximum Vitality permanently. (This may be purchased back with 1AP and does not count toward the Heroic Vitality Limit) NOTE: Some effects in the game may be so catastrophic as to stop this drug from taking effect.	24 Hours	CONTACT SYSTEM REFEREES	Adrenaline	
Resuscitation (Defibrillation)	Instant	Can be used to restart the heart if a character is reduced to -6 Body Hits. A paramedic or Doctor MUST reach the wounded character within 30 seconds of reaching -6 Body Hits and immediately commence appropriate role-play. The Defibrillator requires 10 seconds to administer, after which the injured character is stabilised at -5 Body Hits. The wounded character loses 1 Maximum Vitality permanently. (This may be purchased back with 1AP and does not count toward the Heroic Vitality Limit) NOTE: Some effects in the game may be so catastrophic as to stop this from taking effect.				

Sedatives	1 Hour	<p>Aid in assisting sleep. The drug takes 5 minutes to take effect and then sends someone to sleep for 1 hour. Any damage taken by the person during the duration will wake them, but they remain drowsy for the full hour.</p> <p>Using a feat during the duration costs 1 Vitality.</p>	24 Hours	<p>Every additional dose doubles the duration, (To a maximum of 24 hours), and the rest becomes more fitful. Your Vitality refreshes at a rate of 1 every 2 hours, rather than the normal 2/hour while asleep.</p>	Barbiturates	Addictive
Stimulants	30 Minutes	<p>You gain 6 Vitality.</p> <p>At the end of the Duration you lose 6 Vitality (to a minimum of 0)</p> <p>At the end of the duration you take 1 Body damage. (you do not open wound cards or start to Bleed from this damage)</p>	12 Hours	<p>You have "The Shakes" for 24 hours. You may not use Marksman or Crack Shot feats for this time. Your Vitality refreshes at 1/Hour rather than the normal 2/Hour while asleep.</p>	Amphetamines	Highly Addictive
Strong Painkillers	4 hours	<p>You may ignore the pain of wound cards with the First Aid or Minor Procedure keywords that you already have open for the duration.</p> <p>If you take any body damage during the duration the effect of Strong Painkillers is immediately cancelled and the wound card pain is applied again.</p> <p>NOTE: This does not change the effect of the open wound cards, you may just ignore the pain from them.</p>	4 Hours	<p>Every additional dose causes you to lose 1 Body Hit which cannot be regained for 4 hours</p>	Vicodin	Addictive
Tritonin	24 Hours	<p>The Jaffa feel physically weaker than before and it is a psychological change.</p> <p>Any Jaffa PC starting on Tritonin does not get the Free Natural Immunity Feat.</p> <p>Jaffa on Tritonin must sleep as a human does and can no longer rest through meditation.</p> <p>If Tritonin is used on a non-Jaffa, contact the system referees.</p> <p>It will initially boost healing but has consequences.</p>	24 Hours	<p>If used on a Non-Jaffa contact the system referees. If a Jaffa overdoses, contact the system referees.</p>		Dependence
Truth Agent	5 Minutes (once drug has taken effect)	<p>Takes 30 minutes to work.</p> <p>During the following 5 minutes the person cannot lie unless:</p> <ul style="list-style-type: none"> <li>• They use a Drug Resistance Feat This will cause the drug to take 60 minutes to work, not 30.</li> <li>• They use a Torture Resistance Feat During the 5 minutes you may lie to 2 questions. If the same or similar question is asked more than once, you may answer the same way each time.</li> </ul> <p>(You may tell the referee secretly if you are using this feat in this way)</p>	1 Hour	<p>An overdose sends the person to sleep for 30 minutes.</p> <p>They can be woken but are groggy and cannot use any feats except Drug Resistance or Torture Resistance during this time.</p>	Sodium Pentothal	

## Extended medical rules

### Night City augmentation

#### **OVERVIEW**

The race of individuals known as the people from "Night City" have a cutting-edge form of cybernetic augmentation. This procedure can be requested by an 'Experienced' character, (One who has attended enough events to have a minimum of 10 Vitality), and this request must be made IN CHARACTER to the commanding officer and OUT OF CHARACTER to the system referees.

Each Player is limited to ONE 'Night City' augmented character EVER.

#### **RULES**

Upon the request being received IN and OUT of character, the system referees will check to ensure:

- The character is 'Experienced' (Attended enough events to begin gaining APs).
- The Player has not had a successfully augmented character before.

Once these checks are completed, and the request is accepted:

The character will be sent to an appropriate in character location for the procedure.

The player requesting the augmentation will meet with 3 members of the Executive Committee, including at least 2 system referees. A Coin will be tossed.

The requesting character will choose a coin side while the coin is in the air, and the toss result will be witnessed by all 3 members of the Executive Committee. If the requesting player loses the toss, the character dies on the operating table with no hope of survival.

If the requesting player wins the toss, the operation was a success and the character will return in an appropriate amount of time having received the first stage of augmentation.

EACH NIGHT CITY AUGMENTATION WILL BE WRITTEN BY THE SYSTEM REFEREES WITH THE SPECIFIC CHARACTER IN MIND.

- Each Night City augmentation will be represented with a permanent item card to be included in the character downtimes.
- Each Night City augmentation costs 2 permanent Vitality, which cannot be recovered in any way.
- A player character can only ever have 3 Night City augmentations.

# COMBAT & WEAPONS

Stargate LRP is a 'Calls Based' or 'Call Resolution' system, which means that all combat is resolved using a vocal and mathematical system to understand and decided what damage has been dealt and received. This section will cover how the weapons, armour and calls work in combat.

## PhysReps

Characters must have the appropriate weapon PhysRep in order to be issued with a particular weapon. Metal melee weapons or decommissioned weapons are not acceptable.

Please refer to the Safety section at the beginning of this rulebook.

All ammunition clips/magazines, munitions, grenades (Thrown or launched), booby traps, or explosives must also have appropriate PhysReps.

PhysReps for magazines are issued to the IC organisation for deployment to characters in character. If you were not issued IC with ammo, you do not have the ammo.

## Ammo Capacity PhysRep Table

Magazine Type	Description
Normal Magazine	This is the 'standard' issue ammunition supplied by the SEF. The ammo capacities listed in the Weapons Statistics section are Normal Ammunition type and size.
Extended Magazines	MUST be approved by a system referee before being used. These PhysReps must be physically larger than normal. These increase the capacity listed by 50% (Rounding down).
Drum Magazines	MUST be approved by a system referee before being used. These PhysReps must be physically larger than normal. These increase the capacity listed by 100%.
Variation Specific	MUST be approved by a system referee before being used. These PhysReps may need to be marked by a system referee. These PhysReps are specific to a type of weapon. See the Weapon Variations section.

## Reloading

You must role-play changing your magazine.

After the fire fight please hand empty, used magazine in to the Referee.

Also note that you must have PhysReps of ammunition to actually be using them, if you do not have a PhysRep for a magazine, you have no ammo for the gun.

For weapons that can have different ammunition, such as shotgun shells, you may not have magazines (including internal) containing mixed ammunition types.

Stocks of ammo may be regulated in character – and while you may have ammo clips Out of Character, if you have not gained ammo through in character means, you do not have ammo.

## Armour

Armour provides the character with extra protection but you must have an appropriate PhysRep. The table below shows the number of Armour Hits granted by each type of armour.

Armour must have a PhysRep – there must be some physical encumbrance in order for the armour benefit to be gained.

Armour is required to cover 50% of the protected location. An assault vest for example would not be classed as Body Armour, but a plate carrier (either with plates or foam inserts etc..) would be. While the standard level of armour available to the military is listed as Earth Tech issue, the SEF are routinely deployed with 'Waterhouse' level equipment.

Armour Type	Arms	Legs	Head	Body
'Waterhouse' Standard (SEF Issue)	1	1	2	4
'Blake' Covert (SEF Issue)	0	0	1	3
Standard (Earth Tech Issue)	1	1	1	2
Covert (Earth tech Issue)	0	0	0	1

'Blake' Covert armour is limited in supply. You must request this in supply. You must request this in character.

Arms and Leg values are for both limbs together – not per piece. Helmet must be a helmet with encumbrance There are some Feats that can increase your Body or Vitality hits, but these do not affect your armour.

When armour takes damage it is always applied in the order listed above. Arms, Legs, Head and then Body.

Example:

- If you take two points of damage to a full suit of Waterhouse SEF Issue Armour, the Arm and Leg armour is damaged. If you had instead taken four points of damage, the arm, leg and helmet are damaged.
- Damaged Armour requires repair from a character with the Armourer skill.

## Cover rules

When behind a covering, but not concealing object, (E.g. a tree or large rock), you only take every odd numbered damage call. (I.e. you get hit by the 1st, 3rd, 5th, 7th etc... shot)

## Area of Effect Calls & Cover

Call	Damage	Cost	Effect
[Target] Covering Fire	1- Through per call	5 Bullets per call	Covering Fire will hit the target, (or area targeted), and everyone within 20 feet of it. Only ENEMIES IN FRONT of the shooter are hit. Targets take damage for each individual call, where they are not lying flat on the ground - Standard Cover Rules apply
[Target] Spray Fire	2- Through per call	10 Bullets per call	Spray Fire will hit the target, (or area targeted), and everyone within 20 feet of it. Only PEOPLE/OBJECTS IN FRONT of the shooter are hit. Targets take damage for each individual call, where they are not lying flat on the ground - Standard Cover Rules apply
[Target] Heavy Fire	3- Through per call	15 Bullets per call	Heavy Fire will hit the target, (or area targeted), and everyone within 20 feet of it. Only PEOPLE/OBJECTS IN FRONT of the shooter are hit. Targets take damage for each individual call, where they are not lying flat on the ground -This call IGNORES the Standard Cover Rules.

## Special calls & Cover

Critical Hit, Called Shot, Blind Shot, and Sniper Shot are not mitigated by cover.

## Special Calls

Call	Description & Rules
Critical Hit	See the feats section for a full description (Marksman and Crack Shot)
Marksman / Sniper Shot	See the feats section for a full description (Marksman)
Blind Shot	See the feats section for a full description (Marksman and Crack Shot)
Disarm	You must drop/place your weapon on the floor, or otherwise release it with both hands, unless you have feats to stop this.
Choke	You are rendered unconscious for 30 seconds
Grapple	You are restrained and cannot move for 10 seconds although you may still use small weapons already held against the creator of the grapple until it has no ammunition left. You may not use fists.
Called Shot	A targeted limb or weapon has been struck – it is immobilised for 30 seconds (limb) or broken (weapon).
Throw	You are thrown away and to the ground – this is the same as a Single Knockdown

## Weapon Breaking

You must leave 1 second between making calls.

There are a variety of reasons – not least that it takes this long to mentally add up the number of hits that you've taken in a fire fight, but as multiple people begin to shout numbers in a fight, things can get busy, loud and complicated.

We understand that sometimes in the heat of combat, there may be a little excitement and adrenaline but in order to maintain game balance, if the referees or system referees see/hear people making calls more frequently than 1/second, (or "drum-rolling"), they may call a 'Weapon break' or 'Broken limb', (depending on the kind of weapon being used), at the player.

If this call is aimed at you or your weapon, either your ranged weapon or your unarmed limb is broken. You cannot use them until you repair the weapon or get medical attention.

If you believe this call was unfairly aimed at you – you should NOT complain at the time but rather, speak to a referee or system referee after combat has concluded.

## Weapon calls & damage

To make a damage call, you must identify a target, call the damage and apply any effects in that order. Format: "TARGET – DAMAGE – EFFECT"

### Call Component - Target

The first part of a damage call is identifying the target.

This can be a person, an object or a location and may include the target itself and/or an area around that target. If you do not identify a target, the shot misses.

Call	Example	Description & Rules
Target (Name)	"Jaffa in the blue shirt"	This targets ONLY the person/object/place you identify.
Target (Name) – Mass	"Jaffa in the blue shirt, Mass"	This targets the person/object/place you identify, AND everyone in a 10ft Radius around them.
Target (Name) - Global	"Jaffa in the blue shirt, Global"	This targets the person/object/place you identify AND everyone in a 20ft Radius around them.

### Call Component - Damage

The second part of a damage call is identifying the damage dealt.

Usually a number, (Single, Double, Triple Quad etc.), this tells the target the number of hits they are taking. The weapons in this section list the damage they can call.

### Call Component - Effects

The final part of a damage call are applicable effects.

Most weapons have these effects built into their 'damage' entry. This table defines those effects.

Effect	Description & Rules
"Knockback" (Written as KB)	You are knocked back 10 feet and should roleplay this. This Effect occurs even if you take no damage from the call associated with it.
"Knockdown" (Written as KD)	You are knocked down to the floor. You may choose either: The front or back of your torso must touch the floor. Or You must drop to your knee for 10 seconds and cannot move or initiate combat during this time. This Effect occurs even if you take no damage from the call associated with it.
Paralyse	The character is held in position unable to do anything but wriggle in extreme pain for 10 seconds. This Effect occurs even if you take no damage from the call associated with it.
Special	See Referee if you are hit by this call, after the combat.
Stun	Weapon Calls with the STUN Effect ONLY do damage to Vitality. Armour and Body are not damaged by STUN weapon calls. If you are taken to 0 vitality by, or are on 0 vitality when hit by this call, then you are stunned. You cannot move or use feats for 30 seconds.
Through	If damage is listed as "Through" then it ignores vitality and goes straight to Armour / Body
Shielded	While raising a hand device up and calling this effect (once per 10 seconds) You are immune to ranged damage.

# WEAPON STATISTICS

## Weapon Traits

In addition to causing damage, some weapons have additional attributes or traits.

Trait	Description & Rules
Accurate	Can use the Crack Shot Feat
Sniper	Can use the Marksman Feat
All Guns Blazing	Can use the All Guns Blazing Feat
Robust	Takes half the time to repair
Complex	Takes twice as long to repair
Ambidex	Can be used Ambidextrously
Bomb	It takes 5 minutes of roleplay to set the charge. Once set, a weapon with the bomb trait cannot be moved without first being disarmed. If moved without being disarmed, it detonates immediately. To Disarm a bomb: The character that set the bomb may take 10 seconds to disarm the device automatically. Any other person must meet the "To Disarm:" condition of the device. If a bomb is used in a 'non-heroic' way, speak to a system referee.
Stabilised	This weapon must be stabilised in some in way – either by a bipod mount, prone, a corpse etc... - it cannot be used while moving.
Mounted	This weapon must be used on a tripod mount – properly stabilised – it cannot be used while moving. This is normally a heavy weapon and are not normally man portable. Any weapons listed as Mounted Only must have system referee approval if they are intended to be man portable.
Covering	Can use the Covering Fire Special Ability
Spray	Can use the Spray Fire Special Ability
Heavy	Can use the Heavy Fire Special Ability
Galadeen	Weapons weigh 50% of the standard variant.
Cemat	These weapons use complex rails, coils and bio-electical power sources and will operate in any environment.

## Standard issue weapons

These weapons are readily available

## Melee Weapons

Weapon	Required Skills	Damage	Traits	Notes
Small Melee (<24")	Melee Weapons	2*	Accurate, Ambidex	*If only trained in Basic Melee – call 1 damage
Medium Melee (24"-48")	Melee Weapons	3*	Accurate, Ambidex	*If only trained in Basic Melee – call 1 damage
Large Melee (>48")	Melee Weapons	3 KD*		*If only trained in Basic Melee – call 2 damage

## Explosives

Weapon	Required Skills	Damage	Traits	Notes
C4 / PE4 (Plastic Explosive)	Basic / Explosive Training	2*	Bomb	To Disarm: 30 seconds of Roleplay.
Claymores	Explosives Training	6-Through In a 90-degree arc in front of the device for 10ft.	Bomb	Can be detonated remotely or by tripwire. The person who placed the device must call the damage. To Disarm: [Old Ordinance], [Simple Device], [All The Wires Are Grey]
Flash Bang	Small Arms	Mass 6 Stun		
Frag Grenades	Small Arms	Mass 6 KD		
IED / Booby Trap	Explosives Training	Mass 6-Through KD	Bomb	To Disarm: [Improvised Explosive], [Simple Device], [Unstable Device]
Thermite	Explosives Training	4-Through*		*4-Through per 1.5x2cm stick. Works on Inanimate objects only. Burns downward with gravity.

## Ranged Weapons

Weapon	Required Skills	Damage	Special	Ammo Capacity	Traits	Notes
Throwing Knives	Primitive Weaponry	1			Accurate, Ambidex	
Bows / Crossbows etc	Primitive Weaponry	2			Accurate	
Pistol (Semi-Automatic)	Pistol	1		12	Accurate, Ambidex, All Guns Blazing	
Pistol (Revolver)	Pistols	1		6	Accurate, Ambidex, Robust, All Guns Blazing	
Pistol (Heavy Semi-Automatic)	Advanced Pistols	2		8	Accurate, Ambidex, All Guns Blazing	
Pistol (Heavy Revolver)	Advanced Pistols	2		6	Accurate, Ambidex, All Guns Blazing	



Pistol (Machine)	Advanced Pistols	1	3 (6 Ammo)*	12	Accurate, Ambidex, All Guns Blazing	*Special Damage Call can only be used with Advanced Pistols Skill. Special Damage becomes 4 (6 ammo) with Mastery (in addition to the Mastery bonus)
Taser	Advanced Pistols	4 Stun		1		15ft Range. If target is stunned, damage may be called twice more to extend the Stun duration without expending more Ammo
Sub Machine Gun	Small Arms	1	5 (6 Ammo)	30	Accurate, Ambidex, Covering, All Guns Blazing	
Assault Rifle	Small Arms	2	4 (3 Ammo)	30	Accurate, Covering, All Guns Blazing	
Shotgun	Small Arms	See Shell table		Varied*	Robust (Double Barreled Only), All Guns Blazing	*Ammo Capacity is: 2 - Double Barreled 4 - Underslung Shotgun 8 - Pump Action Shotgun
Automatic Shotgun	Support Weapons	See Shell table		24	All Guns Blazing	
Machine Gun (Light)	Support Weapons		4 (4 Ammo)	100	Covering, Spray, All Guns Blazing	
Machine Gun (Heavy)	Support Weapons		5 (5 Ammo)	100	Covering, Spray, Heavy, Mounted, All Guns Blazing	
Sniper Rifle	Small Arms	4		10	Accurate, Sniper, All Guns Blazing	
Anti-Material Rifle	Support Weapons	6 KD		6	Accurate, Sniper, Stabilised, All Guns Blazing	
Grenade Launcher (Single-shot)	Small Arms	See Launcher Grenade table		1	Robust	
Grenade Launcher (Multi-shot)	Support Weapons	See Launcher Grenade table		Per PhysRep	All Guns Blazing	
Rocket Launcher	Support Weapons	Global 8 KD		1		

## Alien & Non-Standard Weapons

Deployment requires permission from the Plot Coordinator, who will also tell you your Ammo limits

Weapon	Required Skills	Damage	Special	Ammo Capacity	Traits	Notes
Goa'uld Stun Grenade	Small Arms & Goa'uld Weapons Principles	Mass 6 Stun				
Goa'uld Hand Device	Goa'uld Weapon Principles	1 Paralyse	Deflect (Call Shielded) Push (Call 3 KB)			
Staff Cannon	Support Weapons & Goa'uld Weapon Principles	Global 9 KD		6	Mounted	
Staff Weapon (Melee)	Melee Weapons & Goa'uld Weapons Principles	3 KD*				*If only trained in Basic Melee - call 1 damage
Staff Weapon (Ranged)	Small Arms & Goa'uld Weapons Principles	3	Mass 6 KD*	10		*May only be used once every 30 seconds
Short Staff Weapon (Melee <48")	Melee Weapons & Goa'uld Weapons Principles	2			Accurate	*If only trained in Basic Melee - call 1 damage
Short Staff Weapon (Ranged <48")	Small Arms & Goa'uld Weapons Principles	3		10	Accurate	
Zat'ni'katel	Small Arms & Goa'uld Weapons	0 Paralyse		10		

## Special Ammo

### Shell

Shotguns can use a variety of ammunition as shown in the table below. Please note as specified in the reloading rules that magazines cannot be loaded with a mix of shell types.

Shell Type	Damage	Special	Traits (added +/-removed -)	AP
Birdshot	Mass 2	3 Mass (2 ammo, Automatic shotgun only)	+Covering (2 ammo)	
Buckshot	3 KD	4 KD (2 ammo, Automatic shotgun only)	+Covering (2 ammo, Automatic shotgun only) +Spray Fire (2 ammo, Automatic shotgun and double barrel only)	
Slug	4	5 (2 ammo, Automatic shotgun only)	-All Guns Blazing	
12Ga Taser	3 Stun	N/A	-All Guns Blazing	Negates Double tap and Mastery effects
Frag12	Mass 2 Knock Down	N/A	+Complex -Robust -All Guns Blazing	Requires Mastery Negates Double tap and Mastery effects

### Launcher Grenade

Grenade Type	Damage	Special	Traits (added +/-removed -)	AP
40mm Flashbang	Mass 6 Stun	N/A	N/A	N/A
40mm Fragmentation	Mass 6 KD	N/A	N/A	N/A

### Weapon variations

The standard weapons listed are not the only tools available to the SEF. Over the years, many different items and weapons have been encountered and collected by the organisation. Through dedicated research by skilled and experienced armourers and specialists, this research can be put to practical use through R&D and field testing the SEF is at the forefront of weapons development.

Once R&D has been conducted, the new technology will be approved by the system referees and entered into the Variants table below.

### Limitations

The availability of variations are regulated both in and out of character. Please ensure you have the relevant permissions before using a variant weapon.

IC: the weapons are regulated by rarity, or scarcity of ammunition.

OOC: they are regulated by PhysRep requirement or applicable weapon type. Variant Weapons cannot be used with either Weapon Mastery or Signature Weapon AP's.

### Research

The format for researching and developing new weapon variations will differ depending on the technology and the plot it pertains to.

In all instances, research into weapon variations should be listed in your research section of the event downtime and the plot co will coordinate with the system referees to finalise a plan for any research project.

### Applying Variations

To apply a variant, simply take the entry for the weapon listed in Weapons (Standard) above and apply each variation to the characteristics of the weapon in turn.

Characteristics:

- Skills Required - Lists the skills or feats required to use this variant.
- Damage - add or remove the damage or effect. Damage cannot be reduced below 1 unless specifically stated. Special Damage - add or remove the damage or effect. Damage cannot be reduced below 1 unless specifically stated. Ammo Capacity - Add or remove the ammo as described. Always round up.
- Traits - Add or remove the traits as described.
- PhysRep Requirements - This details the required OOC PhysRep requirements for this variant.
- Weapon Types - This lists the weapons from the 'Weapons (Standard)' section which can be used for this variant.

### Variation Table 1

Variant Name	CEMAT	Intar	Galadeen
Skills Required	As Listed	As Listed	As Listed +Alien Weapon Principles Galadeen
Damage	+1	(As Listed) Stun	-1
Special	+1 (Ammo as listed)	Remove All	-1 (Ammo As Listed)
Ammo Capacity	As Listed	As Listed	As Listed
Traits Added	CEMAT, Complex	NONE	Galadeen
Traits Removed	Accurate	Accurate	None
PhysRep Requirements	Weapon and Ammo must have a blue mark or component. Must be approved by system referee	Ammo must have a yellow mark or component	Must be approved by system referee
Weapon Types	Assault Rifle, Heavy Revolver, Heavy Semi-Automatic Pistol, Sniper Rifle, Sub Machinegun	Heavy Semi-Automatic Pistol, Machine Pistol, Semi-Automatic Pistol, Sub Machine Gun	Assault Rifle, Semi-automatic pistol, Heavy Semi-automatic Pistol, Sub Machine Gun

## PART 4: OOC INFORMATION

---

### Credits

Original Game Concept:

System Design and Rules: 2005, 2006

Original Rules: Samantha Griffin, Tony Boyd, Matt Challenor, John David, Mel Duffy, Tony Kehoe

Original Design: John David

### Current Rules:

Incumbent System Referees (Dan Bradley, Orev Deniker, Marc Williams)

Current Formatting Design: Chris Smith

### Acknowledgement

StargateSG-1 and its characters are the property of Stargate Productions, SCI FI Channel, Showtime/Viacom, MGM/UA, Double Secret Productions, and Gecko Productions.

# APPENDIX 1: DOWNTIMES

Downtime, or Downtime Periods are the time between games.

Stargate LRP has 4 games a year, and subsequently 4 Downtime periods between them, each of roughly 3 months.

The downtime period starts immediately after the end of an event, and begins when you complete your character sheet with any wound cards opened, medical drug details, feats used/gained and other relevant information.

## Post-Event

For each downtime period, you get to complete a 'downtime return' that grants progression and improvements to a character. Your downtime is applied to the character that you named when booking your ticket for the event.

That character gets all parts and benefits of that downtime return.

Note: The character you name, when booking your ticket is the character you must intend to play at the event. You cannot split your downtime between multiple characters.

## Downtime Returns

After an event finishes, there will be a period of time where you are able to fill in a downtime form.

The dates for this period of time and the details needed to access the form will be listed on the forums and on [www.stargatelrp.co.uk](http://www.stargatelrp.co.uk). They may also be distributed via social media or email.

This form needs to be completed and submitted to the Plot Co-ordinator, whose email is both on the form, and on the website. As well as the below, the character you name in your downtime return will receive a bonus for having attended an event.

For their first four events, they gain +1 Maximum Vitality. After this, they instead gain 1 Advancement Point.

The Downtime Return is split into four sections:

- Development
- Special Teacher Skill Usage
- Research
- Miscellaneous

You can only utilise the immediate downtime after the last event you attended, you cannot "withhold" your downtime until a later date and fill in multiple downtimes. You must complete the downtime in the specified slot.

You may complete a downtime return if you:

- Played an event
- Crewed an event
- Organised/ran an event
- Purchased a downtime

## Purchasing a Downtime

It is possible for members of the society to purchase a downtime for an event they did not attend. These 'Purchased' downtimes are limited in the following ways.

1. The price for the downtime is usually £20, but is subject to variation.
2. You may only purchase a downtime for an event you did not attend.
3. If you purchase a downtime for a character that you have played at an event previously you receive a full downtime but gain no feats.
4. If you purchase a downtime for a character that you have not played at an event previously you receive a partial downtime where the limitations are:
  - a. You may only train and improve skills that are available at character generation.
  - b. You do not gain feats.
  - c. You may not select random Missions.
  - d. You may not participate in research or aid in ongoing projects.

## Development

Each downtime you get three slots in which to improve your character. In each of these slots you can do one of the following things. (You can do any of these multiple times unless stated).

### Development - Train

You can spend one slot towards learning a particular skill. This grants 1 month of training time.

If you have a teacher, you can gain a maximum of 1 month off each skill's training duration per downtime.

### Development - Random Assignment

You can spend one slot having a downtime adventure.

You may gain something for this, be it a random feat, training towards a skill, a unique ability, or maybe nothing. You will receive a full description of this mission in your downtime return.

### Development - Teach

You can spend one slot teaching someone a skill.

If you are teaching a combat skill you gain a Personal Sense of Purpose Feat, any other skill grants you a Flash of Insight Feat.

## Development - Improve

You can spend one slot learning more about certain skills you already have. (Communications, and Computing etc.). You can do this a maximum of once per downtime, and gain +1 to your card hand limit for each mission.

You can increase to a maximum of 9 cards in your hand limit at any one time through this method.

## Development - Upkeep

You can spend slots up keeping certain skills like Endurance Training. If you do not do this at least once in the downtime, you lose that skill.

## Special Teacher Skill Usage

Each downtime you can choose to use one Special Teacher Skill. (Dreaming Spires, Insider Information or Experimental Kit.)

To do this:

- Choose to use one of your 3 Development slots to train one of the skills in the list from the chosen Special Teacher Skill.
- In the Misc. section of the downtime return, indicate which Special Teacher Skill you are using and which skill you are training with it. You will be granted an NPC teacher for that skill training as if you had attended a course.
- You cannot use Dreaming Spires, Insider Information or Experimental Kit to grant another person an Extra Skill Course.

## Research

You can spend your downtime researching items which you have discovered at previous events. Your research directly influences any new technologies that come out of the Stargate Project. There is no limit to the amount of research you can attempt to do during downtime - but you only have a set amount of time to complete it in. So you can research one item in your downtime, or ten items in your downtime - but if you research just one item you are more likely to get a lot of useful information out of it than splitting your time between ten items.

You always run the risk of the experiment going wrong and a side-effect or bad thing happening... these things happen in the world of research.

When researching an item - you need to say what it is that you are researching, what skills you are using and what it is that you are attempting to get out of it - so if you're attempting to analyse a piece of moss that was found on planet X, you need to state that you're attempting to analyse "Moss from Planet X", using "Ecology", and "Attempting to find a way to turn the moss into a new food source that could feed the planet - assuming we can get rid of its nasty poisonous side effect."

Should two players join up to jointly work on a project they gain more benefit than if they research it themselves - but they both need to state in the research section of the downtime that it is a joint project, otherwise it's assumed to be separate workload. Your results will be returned to you in your downtime return.

## Downtimes, Primary / Secondary characters, Death & Retirement

In game you can have one "Primary" character, and any number of "Secondary" characters.

For each downtime period, your downtime goes on the character that you named when booking the event (note the character you name when booking is the character you must intend to play at the event) - and they get all the parts of the downtime: +Maximum Vitality or + AP / Training / Research etc... you cannot split your downtime between multiple characters.)

Retirement is considered permanent, if you retire your character, this character is considered to be removed from the system and cannot be played as a player character again, but may be available to the plot co-ordinator (With agreement from the original player).

Normally only Primary Characters will attain and hold positions of responsibility within the organisational chart of the SEF. This includes, but is not limited to Heads of Departments, group commanders etc. The plot coordinator will have final say on whether a secondary character can hold a position of responsibility.

If a character dies through the use of a 'Last Heroic Act', a boon or benefit to their next character is in no way certain. Any such situations for potential boons must be brought to the attention of the system referees for approval before being discussed with or granted to the player.

If your primary character dies or is retired, you can receive a number of benefits as listed below equal to the amount of events played by the character who died or retired to either one of your secondary characters or to a new primary character.

+1 Month Training Time (Per Downtime)                      Or                      +1 Feat (Per Downtime)                      Or                      +1 AP (Per 3 Downtimes)

There is a cap of a maximum of 15 months downtime that you can transfer to the new character, and you can only purchase training that would be available at Character Generation.

If a secondary character dies or is retired then you do not gain any benefit to other characters (i.e. if a secondary character dies or is retired, you do not gain any downtime benefits to a Primary or Secondary character).

If a new primary character is created between events for an existing player - then they are able to have training between events. The process is:

The Character is created using the Character Design rules and approved by the plot co as normal.

The benefits for a primary having died/retired above, are then applied and approved by the plot co as normal.

The new character may then be chosen on the downtime for the current live downtime period. Only skills available at character generation may be trained during this first downtime and any subsequent downtimes prior to the character being played at an event.

## IC teaching & training

Training in the following fashion can only occur at Xmas Social events, and at no others.

### Teaching a course at an event

You gain 1 feat for performing a training course at an event.

You will gain the feat as listed in the 'Teach' development option of the downtime:

"If you are teaching a combat skill you gain a Personal Sense of Purpose Feat, any other skill grants you a Flash of Insight Feat." Bonus Feats can be granted for exceptional work during a training course (with permission of plot Co-ordinator and System Referees)

### Training at events

The courses attended or taught at an event are applied during the downtime period that follows the event.

You get your normal 3 development slots in the downtime period after the event, but attending a course at an event can count as having a teacher for up to 3 skills.

Regardless of how many courses you attend at the event, you may only pick 3 of them to count as granting you a teacher. If you are trained at an event, it counts as having a teacher for a skill, per the development per the train rules.

If you are trained in a skill at the Xmas event, you cannot then benefit from a teacher on the same skill in the downtime period following the event, as you cannot gain a benefit from a teacher in the same skill twice in the same downtime period.

Example:

- You attend 4 courses at an event.
- Armourer. (6 month train time), Catering (3 month train time), Navigation (3 month train time), Philosophy (3 month train time).
- During the downtime period after the event you may pick 3 of the courses you attended to grant you a teacher. However you are not obliged to do so.

If you choose to use your development - train slots on some of the skills you attended courses for, you will get the benefit of training (reducing the cost to learn), and a teacher (reducing the time it takes).

If you do not choose to train in a skill you attended a course for, you do not get any benefit from having a teacher.

In the example above, if in the downtime period you chose:

- Development - train - Catering
- Development - train - Philosophy
- Development - train - Armourer

You would receive Catering (1 of 2 months trained), Philosophy (1 of 2 months trained) & Armourer (1 of 5 months trained) But would not get any benefit for having attended the Navigation course.

You can, of course also attend all 4 courses, and choose not to train in any of them. You may instead spend your development slots elsewhere.

## APPENDIX 2: CARD GAMES

Card Games are designed to help players who are not as knowledgeable out of character as their characters are in certain areas.

### How many cards are appropriate?

A simple guide is shown below. Human based is standard modern day technology available to most companies or government departments. Just beyond human is both Alien technology such as Goa'uld or other alien cultures and also human technology that is cutting edge such as what is available to the SEF. Far beyond human is analogous to Ancient or Keb based technology or that is so foreign to earth thinking that it's hard to comprehend.

# of Cards	Human	Beyond Human	Advanced
1	Simplistic		
2	Average	Simplistic	
3	Hard	Average	Simplistic
4	Extreme	Hard	Average
5		Extreme	Hard
6			Extreme

Remember that you can combine problem cards types.

So something could have 4 Computing cards with 3 electrical engineering and 2 communications cards to get to a single end point.

This should lead to two starting characters working together being able to solve most human and just beyond human problems. Which given the PCs are meant to be some of the best in their fields is intentional.

### Which cards Should be used?

The easy answer is whichever ones make sense as part of the story. Work out ahead of time what is it the players are trying to achieve and which problem cards work together given the situation. The most important point is that this whole system is designed around you knowing ahead of time what cards you are going to use. Not making it up on the spot when the players ask. For example if the player is trying to open a high security vault the following cards would help tell the story of what is needed to do so.

1. Numeric Keypad (once solved this powers up the retinal scanner)
2. Retinal Scan Needed (thereby revealing the lock)
3. Complicated Lock
4. One Tumbler Too Many (The lock was more complicated than expected)

The number of problem cards sets the difficulty and the solution cards are designed with probabilities of success in mind. Reusing of problem cards may make a problem impossible to solve.

Example:

- There are only two cards capable of defeating 7 seconds left on an explosives problem.
- Putting that problem in twice will probably lead to a failure and three is almost certain failure as the cards have other uses too.

### **WHEN SHOULD THE CARDS BE LAID OUT?**

Before the problem is started. This is because some feats require a player to use the feat before starting the problem. As such players need to know the difficulty of the problem to make an informed decision. Additionally if the problem is made up of multiple skills they should be informed of this too.

### **HOW MANY CAN WORK ON A PROBLEM?**

Each skill within a problem can have up to two people working on that discipline. If a problem involves multiple disciplines, then each discipline can have up to two people. So, a 3 communications 2 Computing problem could have up to 4 people. If given the nature of the problem, there is insufficient space for people to physically get to the problem then this number may be reduced.

### **WHO COUNTS AS WORKING ON A PROBLEM?**

Anyone who has played a solution card or has used a Practiced... feat counts as working on the problem. The one exception to this is a person using the Technical Mentor perk. This person can solve a single problem without counting as one of the two people working on it. This only works if there are already two people working on a problem, if there is only one person currently then the mentor becomes a full participant.

### **HOW MANY PROBLEMS CAN ONE PERSON WORK ON?**

Provided they are working in series a person can work on more than one problem however they would have to switch and change between problems. The use of the Ambidexterity feat allows them to work on two problems in parallel one with each hand.

### **WHAT IF THEY PLAY MULTIPLE CARDS?**

Each solution card has a time on it. If the player wishes to solve it quicker then they may use additional cards. If the cards played have the same amount of time the time required is reduced by 50%. If the time on the additional card is longer then it reduces the time for the first card by 25%. If the additional card played has a shorter time then this becomes the primary card and is reduced by 25% as the first card is slower. Any further cards have similar effects but work on the new time as a basis such that you can never reduce the time to zero. Time is counted from when the card is played.

Example: A mechanical engineering card of "FUBAR" needs to be solved. The initial card played is "Jack of All Trades" with a solution time of 600 seconds. The second person on the problem plays "Portable Generator" with a solution time of 120 seconds, so now the time to solve this has reduced from 600 seconds to 90 seconds (25% of 120 is 30). Now if a technical mentor then came along and also played a "Good Luck" card with a solution time of 30 seconds the time would reduce to 17 seconds (25% of 30 is 7 for 23 seconds. 25% of 23 is 6 for 17 seconds total). Of course if the team were less than 20 seconds to completion there would be little point the mentor helping

# APPENDIX 3: CRYSTAL PDAS

## Crystal PDA Rules: Standard (Non-SEF) Crystal Devices

A standard Crystal PDA (CPDA) using technology that is slowly being put out into the non-military world, has the following functions:

Function	Score
Processing Speed	0
Data Storage	0
EMP Hardening	0
Versatility	0
Security	0
Nano Security	0

## CPDA Rules: SEF Devices

SEF CPDA's are of a higher quality and technical level than the work of Legion. It takes 3-man months of research to build a CPDA, and requires Crystals (Alien or Earth) skill to build and use.

They have the following standard functions.

Function	Score
Processing Speed	0
Data Storage	1
EMP Hardening	0
Versatility	0
Security	1
Nano Security	0

Each SEF Crystal PDA has 4 points worth of upgrades in addition to what is listed above as standard.

Every extra level costs 1 slot, (unless specified below), and if you wish to get the higher levels of each ability, you must take all the levels before it.

## CPDA slot abilities

### Data storage

Score	Effect
0	+1 Tb (1 Tb Total)
1	+3 Tb (4 Tb Total)
2	+6 Tb (10 Tb Total)
3	+12 Tb (22 Tb Total)
4	+24 Tb (46 Tb Total)

### Processing speed

Score	Effect
0	Standard Processing Speed (as of top of the line standard computers but in a hand held device) [Costs 2 Slots]
1	The PDA has a cutting-edge processor built into it, this upgrade allows you to reduce the time for <b>ONE</b> suitable Computing and Comms cards by 10% to a minimum of 15 seconds (once per card game only). This upgrade does not stack with the benefits provided by nanotechnology or other time reduction abilities, effects, Skills, or AP's. (This may be applied to Larceny Cards that are noted as accelerated by either Comms or Computing) You must use the PDA in conjunction with the PhysRep for the card you are playing unless you have the Versatility (1) upgrade as well you may not use the PDA as the PhysRep except for in the circumstance listed above. The definition of "suitable" is where there is a logical reason that a crystal PDA can reduce the time - Comms Cord for example would not be made quicker by having a fast PDA.
2	[Costs 2 Slots] The processor has been upgraded to the fastest that the earth can supply, and as such the reduction on card time is now 20%

### EMP hardening

Score	Effect
0	PDA will reboot 30 seconds after a normal earth-tech level EMP attack, but you may lose data in the memory. Note: that the EMP from a nuclear detonation is not protected against at this level.
1	The PDA is hardened against most forms of EMP attack including nuclear detonation, if the device suffers from an EMP attack it will reboot after 30 seconds without having lost any data (if being used to play a skill card you may have to restart the card at ref discretion). This level of Hardening does not work on Naquadah enhanced EMP or better
2	The PDA has cutting edge EMP hardening. The PDA will reboot after 10 seconds against normal EMP. It will provide a measure of protection against Naquadah enhanced EMP, allowing the device to reboot after 30 seconds. More powerful EMP attacks will take suitably longer for the PDA to reboot (please consult with the ref at the time). If being used to play a skill card you may have to restart the card at ref discretion.

### Security

Score	Effect
0	A 3 Card Problem to hack into [Standard Encryption, Cutting Edge, Antivirus]
1	A 4 Card Problem to hack into [High Security, Standard Encryption, Cutting Edge, Antivirus]
2	A 5 Card Problem to hack into [Black Ice, High Security, Standard Encryption, Cutting Edge, Antivirus]



## Nano security

Score	Effect
0	There is no nano security.
1	<p>The Crystal PDA has been protected against hostile Nanite attacks through a combination of anti-nanite hardware and nanite security systems.</p> <p>The PDA gains the following effects:</p> <p>Any attempt to use nanotechnology to hack into the PDA suffers the following changes:</p> <ul style="list-style-type: none"> <li>• Basic Nanotechnology only provides a 20% reduction in time to play a card</li> <li>• Advanced Nanotechnology only provides a 1/3 reduction to the time required to play a card.</li> </ul> <p>Additionally you may exchange one problem card related to this PDA for the Nano Security Card. Additional protection from other forms of nanite attack will be determined by the ref at the time.</p>

## Versatility

Score	Effect
0	Can only act as PhysRep for "PDA Device" and cannot be used for Quantum Computing PhysReps
1	<p>[Cost 2 Slots]</p> <p>The PDA acts as a Multitool, maybe used as a PhysRep for any suitable computing or comms skill card, it requires 30 seconds or recalibrating to change from one tool to another.</p> <p>This upgrade also includes longer range wireless interface capability, please inform the ref that you have this capability, and they will let you know how far your connectivity is based on the tech you are trying to interface with.</p> <p>The definition of "suitable" is where there is a logical reason that a crystal PDA can be used – Comms Cord for example could not be PhysReped by a PDA.</p>

## CPDA advanced Slot

With 4 month of additional R&D work you may upgrade your Crystal PDA to have a 5th (Advanced) slot, this may be performed after you have created your initial PDA or you may extend the initial build by 4 months as you desire.

The 5th slot maybe used in part of full for any of the above upgrades or you may add one of the following into the 5th slot only (Please note additional upgrade options may become available over time as player lead research opens new options – all new additions require system referee approval).

Advanced Slot	Effect
DHD Interface	You may instantly retrieve the last gate address dialled without having to directly interface with the DHD, although you will need to be near the DHD unless you have the multitool upgrade.
Signal Booster	This upgrade allows you to boost the signal of the PDA or device it is linked to, this may be used at ref discretion to help push through jamming effects or interference from various sources, or even boost the range on a radio system.
Alien Tech	Your PDA has been suitably altered to be able to be the PhysRep for one alien comms or computing card, the card is chosen at the time you take this upgrade and may not be changed in the future.
Super Storage	Your PDA has +48 Tb above whatever the current storage is.
Artificial Intelligence	REQUIRES Storage (4) Your PDA can now house an advanced Artificial Intelligence (bear in mind that the friendly AI card is more of a super advanced Anti-Virus, a true AI requires significantly more specialised architecture) – the AI requires system referee approval and may have specific rules for what it can and can't do.
Explosives Specialism	Requires Processing Speed (1) and Versatility (1) You have converted the PDA to be able to give guidance on Explosives Problems rather than Comms and Computing Problems, scanning the device you are defusing and offering suggestions to a linked HUD. Your Comms and Computing problems now resolve at standard rate - but you now reduce the time for any one explosives training's card per card game by 10% to a minimum of 15 seconds.

## APPENDIX 4: CHEATING PROCEDURE

### Step 1 - Informal Warning

The player(s) are informed that they are infracting the rules, and are given the opportunity to give any reasonable reasons for their actions. If the ref does not believe the excuse is reasonable or they are receiving porky pies from the players(s), the referee will do the following.

- Give an informal warning and leave the matter there.
- Go straight to step 2, 3 or 4, if the offence warrants it.
- Apply any necessary adjustments to the character to undo the cheating that has taken play. Apply an IC penalty, deduction of temporary feats, vitality etc.
- The ref should then inform the other refs and event organizers at the first opportunity.

### Step 2 - Formal Warning

This takes place either due to gross cheating or after an informal warning has been given. Once again the ref informs the player that an infraction in play has taken place, the player then gets their opportunity to give any reasons for their actions. If the ref does not believe the excuse is reasonable or they are receiving porky pies from the players(s) the ref will do the following:

- Give the player a formal warning.
- Go straight to step 3 or 4, if the offence warrants it.
- Apply any necessary adjustments to the character to undo the cheating that has taken play. Apply an IC penalty, deduction of temporary feats, vitality etc.
- The ref should then inform the other refs and event organizers at the first opportunity, in addition the committee is notified after the event.

### Step 3 – Final Warning

If a player has been involved in an act of gross cheating or if this is the third time they have been brought up on a rules infraction during the event. Once again ref has a chat, if the player's reasons for their actions are not reasonable. The ref will do the following.

- Give the Player a Final Warning and warn them that any more incidences will result them in having their character removed from play. Go straight to step 4, if the offence warrants it.
- Apply any necessary adjustments to the character to undo the cheating that has taken play. Apply an IC penalty, deduction of temporary feats, vitality etc.
- The ref should then inform the other refs and event organizers at the first opportunity, in addition the committee is notified immediately.

### Step 4 – Exclusion from Playing

The player's character is removed quickly and quietly from play, the player's fate is handed over to the committee. They don't get to play again during the event but can help crew if allowed.