

# STARGATE

## SG-1™

### CHARACTER RECORD SHEET

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_  
SPECIALTY/SPECIES \_\_\_\_\_ RANK \_\_\_\_\_ SIZE \_\_\_\_\_ BASE SPEED \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_  
CLASS \_\_\_\_\_ LEVEL \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

	TOTAL	CURRENT	DIE TYPE	
<b>VITALITY</b>				
<b>WOUNDS</b>				SUBDUAL DAMAGE
<b>DEFENSE</b>		=10+	/	+ + + +
	TOTAL	CLASS / ARMOR	DEX	SIZE MISC

	TOTAL	WIS MOD	MISC
<b>INSPIRATION</b>			
<b>EDUCATION</b>			
	TOTAL	INT MOD	MISC

	TOTAL	CLASS	DEX	MISC
<b>INITIATIVE</b>				

	TOTAL	DIE TYPE	SPENT
<b>ACTION DICE</b>			

SAVING THROWS	TOTAL BONUS	BASE SAVE	ABILITY MOD	MISC MOD
<b>FORTITUDE</b> CONSTITUTION				
<b>REFLEX</b> DEXTERITY				
<b>WILL</b> WISDOM				

BASE ATTACKS	TOTAL BONUS	BASE ATTACK	ABILITY MOD	MISC MOD
<b>UNARMED</b>				
<b>MELEE</b>				
<b>RANGED</b>				

PRIMARY WEAPON		ATK	DAM	ERROR	THREAT	RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT				AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT		

SECONDARY WEAPON		ATK	DAM	ERROR	THREAT	RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT				AMMO TYPE	SPECIAL PROPERTIES	AMMO COUNT		

ARMOR	DEFENSE BONUS	DAMAGE RESISTANCE	ARMOR CHECK	TYPE	MAX DEX MOD	SPEED	WEIGHT	SPECIAL PROPERTIES

## SKILLS

MAX RANKS /

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MOD	MISC MOD	ERROR RANGE	THREAT RANGE	CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL BONUS	RANKS	ABILITY MOD	MISC MOD	ERROR RANGE	THREAT RANGE
<input type="checkbox"/>	APPRAISE ■	INT							<input type="checkbox"/>	LANGUAGES ■	WIS						
<input type="checkbox"/>	BALANCE ■	DEX*							<input type="checkbox"/>	LISTEN ■	WIS						
<input type="checkbox"/>	BLUFF ■	CHA							<input type="checkbox"/>	MECHANICS	INT						
<input type="checkbox"/>	BOATING ■	DEX							<input type="checkbox"/>	MOVE SILENTLY ■	DEX*						
<input type="checkbox"/>	BUREAUCRACY ■	CHA							<input type="checkbox"/>	OPEN LOCK	DEX						
<input type="checkbox"/>	CLIMB ■	STR*							<input type="checkbox"/>	PERFORM ■	CHA						
<input type="checkbox"/>	COMPUTERS ■	INT							<input type="checkbox"/>	PILOT	DEX						
<input type="checkbox"/>	CONCENTRATION ■	WIS							<input type="checkbox"/>	PROFESSION ( )	WIS						
<input type="checkbox"/>	CRAFT ( )	INT							<input type="checkbox"/>	( )	WIS						
<input type="checkbox"/>	( )	INT							<input type="checkbox"/>	( )	WIS						
<input type="checkbox"/>	( )	INT							<input type="checkbox"/>	SEARCH ■	INT						
<input type="checkbox"/>	CRYPTOGRAPHY	INT							<input type="checkbox"/>	SENSE MOTIVE ■	WIS						
<input type="checkbox"/>	CULTURES	WIS							<input type="checkbox"/>	SLEIGHT OF HAND	DEX*						
<input type="checkbox"/>	DEMOLITIONS	INT							<input type="checkbox"/>	SPORT ■ ( )	STR/DEX*						
<input type="checkbox"/>	DIPLOMACY ■	CHA							<input type="checkbox"/>	( )	STR/DEX*						
<input type="checkbox"/>	DISGUISE ■	CHA							<input type="checkbox"/>	( )	STR/DEX*						
<input type="checkbox"/>	DRIVER ■	DEX							<input type="checkbox"/>	SPOT ■	WIS						
<input type="checkbox"/>	ELECTRONICS	INT							<input type="checkbox"/>	SURVEILLANCE	WIS						
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*							<input type="checkbox"/>	SURVIVAL	WIS						
<input type="checkbox"/>	FIRST AID ■	WIS							<input type="checkbox"/>	SWIM ■	STR						
<input type="checkbox"/>	FORGERY ■	INT							<input type="checkbox"/>	TUMBLE	DEX*						
<input type="checkbox"/>	GATHER INFORMATION ■	CHA							<input type="checkbox"/>								
<input type="checkbox"/>	HANDLE ANIMAL	CHA							<input type="checkbox"/>								
<input type="checkbox"/>	HIDE ■	DEX*							<input type="checkbox"/>								
<input type="checkbox"/>	HOBBY ( )	WIS							<input type="checkbox"/>								
<input type="checkbox"/>	( )	WIS							<input type="checkbox"/>								
<input type="checkbox"/>	( )	WIS							<input type="checkbox"/>								
<input type="checkbox"/>	INNUENDO ■	WIS							<input type="checkbox"/>								
<input type="checkbox"/>	INTIMIDATE ■	STR/CHA							<input type="checkbox"/>								
<input type="checkbox"/>	JUMP ■	STR*							<input type="checkbox"/>								
<input type="checkbox"/>	KNOWLEDGE ( )	INT							<input type="checkbox"/>								
<input type="checkbox"/>	( )	INT							<input type="checkbox"/>								
<input type="checkbox"/>	( )	INT							<input type="checkbox"/>								
<input type="checkbox"/>	( )	INT							<input type="checkbox"/>								
<input type="checkbox"/>	( )	INT							<input type="checkbox"/>								

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.

Mark class skills with ☒. \*armor check penalty, if any, applies.

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## CAMPAIGN

## EXPERIENCE POINTS

## GEAR PICKS

### RESOURCE POINTS

## OPERATION GEAR

[illegible]

## PERSONAL BELONGINGS

[illegible]

## CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
<b>LIFT OVER HEAD</b> Equals max heavy load	<b>LIFT OFF GROUND</b> Equals 2x max heavy load	<b>PUSH OR DRAG</b> Equals 5x max heavy load

## COMBAT ACTIONS

INITIATIVE ACTIONS	TYPE	EFFECT
Delay	Free	You may voluntarily reduce your initiative by up to 10 + your initiative bonus, at which time you must act or lose your turn.
Ready	Full	Choose an action and a trigger that will prompt it; if it doesn't happen, you lose your turn.
Regroup	Half	+5 to your initiative total.
ATTACK ACTIONS	TYPE	EFFECT
Standard attack	Half	None; uses 1 shot.
Autofire	Full	Fire a number of 3-shot volleys up to one-third the ammo in your firearm and make an attack with a -1 penalty per volley; if you hit, one volley hits the target; for every 4 over the target's Defense, another volley hits; uses 3 shots per volley.
Burst (narrow)	Half	-3 attack; +2 damage; uses 3 shots.
Burst (wide)	Half	+1 attack; uses 3 shots.
Coup de grace	Full	Helpless target must make a Fortitude save (DC 10 + damage done) or die.
Cover fire	Full	Offer +4 dodge bonus to Defense of a single ally against enemies within your line of sight for one round; uses 5 shots.
Disarm	Half	Make an opposed attack roll; if you win, your target is disarmed.
Feint	Half	Make a Bluff check opposed by your target's Sense Motive; if you succeed, your target may not add his Dexterity modifier to Defense when you attack him next.
Grapple	Half	Special (see <i>Spycraft Espionage Handbook</i> , page 172).
Refresh	Full	If you are the target of no attacks this round, you may spend one action die at the end of the round to recover the result in vitality points, or 2 wounds.
Strafe attack	Full	Target a number of adjacent squares up to half the ammo in your firearm and make an attack with a -2 penalty per square beyond the first; all targets hit suffers the same damage; uses 2 shots per targeted square.
Strike object	Half	Special (see <i>Spycraft Espionage Handbook</i> , page 168).
Suppressive fire	Full	One target within your line of sight suffers a -4 penalty to attack and skill rolls for 1 round; uses 5 shots.
Taunt	Half	Make a Bluff check opposed by your target's Sense Motive; if you succeed, your target must attack you with his next action.
Trip	Half	Make a melee touch attack; if you hit, make a Strength check opposed by Strength or Dexterity; if you succeed, your target is prone.
MOVEMENT ACTIONS	TYPE	EFFECT
Standard move	Half	Move your Speed in feet.
Charge	Full	+2 attack, -2 Defense for 1 round.
Run	Full	Move 4x your Speed in feet.
Total defense	Full	+4 dodge bonus to Defense for 1 round.
Withdraw	Full	Move 2x your Speed in feet away from combat.
OTHER ACTIONS	TYPE	EFFECT
Aim ranged weapon	Half	+1 bonus to next attack.
Brace firearm	Half	+2 bonus to next attack.

## FEATS AND SPECIAL ABILITIES

[illegible]

## LANGUAGES

LANGUAGE	NATIVE	LANGUAGE	NATIVE
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
_____	<input type="checkbox"/>	_____	<input type="checkbox"/>
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