

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
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	CURRENT	DIE TYPE
VITALITY		
WOUNDS		
DEFENSE	=10+ /	
TOTAL	CLASS / ARMOR	DEX SIZE MISC

TOTAL	WIS MOD	MISC
INSPIRATION		
EDUCATION		
TOTAL	INT MOD	MISC

TOTAL	CLASS	DEX	MISC
INITIATIVE			

TOTAL	DIE TYPE	SPENT
ACTION DICE		

SAVING THROWS	TOTAL BONUS	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE CONSTITUTION				
REFLEX DEXTERITY				
WILL WISDOM				

BASE ATTACKS	TOTAL BONUS	BASE ATTACK	ABILITY MOD	MISC MOD
UNARMED				
MELEE				
RANGED				

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.

©2003 Alderac Entertainment Group, Inc. Permission granted to photocopy for personal use only.



GEAR PICKS

RESOURCE POINTS

[illegible][illegible]

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

Permission granted to photocopy for personal use only.

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 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 Spycraft Espionage Handbook, 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 Spycraft Espionage Handbook, 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.

[illegible]

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