BEGINNING:
Not tired of adventures in space and the things you could accomplish? Maybe a world of stars will help with that itch you have. A world of ancient technology and the discovery of new worlds with the legacy that is left behind. A world that only requires a gate to step through...

You are given +1000CP to spend for this world.

STORY:
Welcome to the world of Stargate! It's a big galaxy out there, so I hope you're keen for adventure!

There was a race of beings once called the Ancients. Beings who created advanced technology beyond anything ever seen, and the geniuses behind the eponymous Stargates. See, a Stargate is a nifty wormhole device that when you dial in a set of coordinates, it opens a spatial pathway that connects you to another world that could be hundreds of light-years away instantly. This technology along with other advances (such as the Zero-Point Module which collects energy from a pocket dimension) allowed them to not only colonize other worlds, but to also seed them with human life. At some point in their lives they learned to ascend to a higher plane of existence, but left all their technology behind.

Some time later, a race of parasitic life forms calling themselves the Goa'uld found some of the technology the Ancients left behind, and began to adapt it to their own purposes. Some of the technology they could not fully understand, but they managed to use enough that they were able to take most of the Milky Way Galaxy by force. The most powerful of these Goa'uld call themselves the System Lords, posing as the gods of the Egyptian religion in order to convince their armies to fight for them.

It is not as bad as it seems, however! The year is 1997, and the Earth has begun to fiddle with its very own Stargate in order to explore the galaxy in the name of Humanity. You will be placed somewhere during this time, ready to take charge of things. Be prepared, for it is a brand new world that is about to be unveiled.

LOCATION:
Where will you be in this world among the stars? It's time to decide. Roll 1d8 to decide your location, or pay 50CP to determine your location on your own.

1. Earth- Homeworld to the humans, and location of the Stargate under the Cheyenne Mountain Base. A lot of things occur here, and there will hardly be a dull moment so long as the Stargate exists.

2. Delmak- A highly industrialized world that's been long controlled by the Goa'uld. It changes hands after its moon Netu was destroyed, and is always a dangerous place no matter when you arrive. Be wary.

3. Gaia- A lush planet teeming with wildlife, this world is home to the Nox. The people here attempt to live in symbiosis with their environment, but the world contains a valuable Goa'uld secret.

4. Abydos- Where it all began. This world was once the domain of the System Lord known as Ra, but was liberated after his demise. It shall soon see an invasion by the System Lord 'Apophis', so be wary.

5. Chulak- The homeworld of one Teal'c, this world is currently under Apophis' rule. In the future it will be the birthplace of the Jaffa Rebellion, so it's sure to get interesting.

6. Cimmeria- A world which worships the Asgardians, which instead of Norse gods are actually grey alien beings. The weapon 'Thor's Hammer' is located here, an anti-Goa'uld weapon capable of detecting symbiotes. But you don't have one, right? ...right?

7. P3X-888- Homeworld of the Unas, this world is still in a medieval-like state with no modern technology to assist its population. Due to the wild Goa'uld larva in some lakes, it is speculated that this may be the Goa'uld homeworld.

8. Free Pick- Lucky you. The Ancients value free will over all, and have given you the chance to make your own destiny. Choose any planet in the Milky Way system.

RACES:
We're not quite done yet, my eager friend. You must choose a species you wish to be before you can move on.

-Human (Free): One of the most common species of the Milky Way Galaxy! Whether brought to a planet as slaves or hosts to the Goa'uld, or seeded on worlds by the Ancients, there's rarely a world which humans are not present on in some way, shape or form. With the right clothing and equipment, you could practically blend in almost anywhere in the known galaxy.

-Goa'uld (200CP): You seek power, do you? Well you shall receive it. You become a Goa'uld Symbiote, a parasitic life form that can take over other host bodies by wrapping around the spine and tapping into the nervous system/brain of the host. Goa'uld gain genetic memory and the instinctive knowledge to use all technology utilized by the System Lords. You are fortunately not corrupted so long as you avoid use of the Sarcophagus.

IDENTITY:
We've determined what you are and where you will start. Now it's time to decide who you are in this galaxy. Roll 1d8+25 to determine your age while keeping your gender, while Goa'uld must roll 1d8*25. Pay 50CP to change either of these.

-Drop-In (Free):

+No additional memories, instincts, or influences affecting you. You choose where you go, and nothing will keep you down.
-No additional contacts, allies, or organizations.
You are placed somewhere in the world of your choice, ready to engage in your adventures. What you do and how you will do it is up to you, just be sure to have fun while doing it!

-Special Ops (100CP):
+Training with firearms, tactics, and taking down opponents.
+Always keep a cool head in the fight.
-May not be the most understanding of alien technology.
-Some situations cannot be solved with bullets.
When it comes to exploring the stars, there are undeniable dangers that wait out there. It's the unknown, who knows what may need to be dealt with? You are the response to those dangers, the first line of defense against a myriad of forces. Or maybe you are the strike force ready to take over the known galaxy for your own machinations. It's a big Milky Way after all, why shouldn't you have some of it?

-Archaeologist (100CP):
+Dead languages and ancient ruins are easy to decipher.
+More likely to understand alien technology. How an Archaeologist knows is a mystery.
-Not very skilled in a firefight, and often at a disadvantage.
-May have skewed priorities on what's more important
There's a great deal of civilizations out there... and where there's people, there's ruins. Ancient technology waiting to be discovered, stories begging to be retold, and history to reveal to the world. It is this thirst for knowledge that pushes you on, your eagerness that motivates your journey to the stars.

-Commander (100CP):
+Charismatic and able to convince people to fight for your ideals.
+Never alone; there's always someone by your side.
-Ever hear of 'headhunters'?
-When things goes wrong, you're the first to blame.
Every group needs someone to lead them, and you'll be damned if that person isn't you. You know just what to say to encourage others, and the perfect angle to approach an argument to show your way is better. You've assembled your team, and you're ready to prove to the galaxy that you have the vision to make your ideals realized.

SKILLS AND ABILITIES:
It's time to decide what it is you are capable of in this world. Choose wisely, for your skills will have a great impact here.

-Round Telephone (Free): The Stargate is a pretty important piece of technology, that much is certain. It's the name of the series, of COURSE it's important. You have knowledge on how to decipher its interface, and as such can use it to go from world to world.

-Unleash the Snark (Free): All these aliens acting all hoity-toity... someone needs to take them down a peg. You always know what to say to be snarky at others, whether it be at a superior or a terrorist or an alien menace. They may have weapons and lasers, but the battle of wits belongs to you.

-Toxicology Reports (Free): That wasn't there before. For whatever reason your blood contains just a bit of Naquadah now. Not enough to drain yourself and siphon it, but enough to utilize and work the technology of the Goa'uld. As a bonus, this allows you to sense when other Goa'uld symbiotes are nearby.

-We Go Together (Free): Anyone in this world will tell you that you need allies. Whether it's teammates or minions, one person is nothing. You can import up to 8 companions for free as they gain human forms, along with skills in firefights and the use of various weapons. If human, you form the newly created 'SG-30' team, an exploration group meant to see new worlds. If Goa'uld, you choose to either be a minor Tok'ra resistance group or a new faction vying for the title of System Lord.

-Theoretical Astrophysicist (100CP) (Free: Drop-In): If you don't get what that means, it means you're smarter than most people. You've got a good understanding of the physics of the universe, including the physical properties (luminosity, density, temperature, and chemical composition) of celestial objects such as galaxies, stars, planets, exoplanets, and the interstellar medium, as well as their interactions. That doesn't mean you have a solid grip on things, but it means you'll be quicker on the upkeep than most.

-Weapon Familiarity (100CP) (Free: Special Ops): Something about the feeling of a rifle or the layout of a firing platform just feels right to you. All it takes is a few minutes for you to get used to a weapon and know how to fire it. The more complex it is the more time it will take, but enough time and you'll figure out almost anything.

-Dead Men Tell Tales (100CP) (Free: Archaeologist): Dead languages are exceptionally hard to translate, but not for you. You just need a bit of time to read it over and compare with other examples, and soon enough you'll know how to read all kinds of ancient messages left behind.

-Is This The Face of a Crazy Man? (100CP) (Free: Commander): You're rather convincing when it comes to talking to others. Whether you wish to be eloquent or blunt, you happen to know the right things to say in order to make people reconsider their thoughts at the moment. A good way to get your foot in the door.

-We MacGuyvered It, Sir (300CP) (50% off: Drop-In): You tend to think outside of the box. Like, a lot. Looking at different equipment and items you think of not what it was meant to do, but what it CAN do. That battery? Makes for a nice bomb. That phone? With a bit of frankensteining could make a quick scanner. On the field with little supplies, this comes in handy.

-They Will, In Fact, Calm Up (300CP) (50% off: Special Ops): When most people say 'suppression', they think it's a spray and pray. When YOU say 'suppression', you mean it. Your aiming skills are significantly increased, while making every shot count. Whether it's keeping a person pinned down or going for the

kill, you can get the most out of your weapons. Furthermore, you know just where to shoot to merely disable a target.

-Structural Analysis (300CP) (50% off: Archaeologist): You get a feel for unfamiliar ruins rather quickly. Just walking the halls you can tell that the left is where the ritual room is, that symbol means it's a trap... you get the idea. Ancient sites are much easier for you to figure out as a result, and as a bonus you will rarely be lost here.

-Actually, It's All Relative, Ma'am (300CP) (50% off: Commander): Your tactical skills and your methods of teaching them have grown. Studying an enemy will give you a good idea of what they will do, and in turn you can word things just right that your allies will learn how to counteract the enemy that much quicker. Through your mind and their efforts, learning how to maneuver the battlefield comes naturally.

-Remember The Time You Blew Up a Sun? (600CP) (50% off: Drop-In): Your intellect has been significantly increased, to the point where you know how to really get the most out of your technology... probably could have built a nuclear reactor in grade school. Crazy plans tend to succeed by virtue of how well you cover your bases, and whenever they work people KNOW it works. Expect to surprise people from just how off-the-wall your plans are... only to shock them when they work.

-You Are About To Explode (600CP) (50% off: Special Ops): They say there is honor in warfare. The people who say that are idiots. By instinct you know how to study a person's fighting skill and can quickly figure out any weak points they have, along with what lines they won't cross. As a result, you'll have an idea of how to exploit these reservations and weak points, ensuring that most of the time you can triumph in battle.

Xenoarcheaologist- (600CP) (50% off: Archaeologist): For whatever reason, understanding the civilizations of old means you're able to understand alien technology a lot better. You may not know everything off the bat, but upon first sight you have an idea of what it was meant for... and the longer you look at it, the more information you can glean. Fiddling with it will let you familiarize yourself with it more quickly.

-No Matter How Dense (600CP) (50% off: Commander): Your charisma and speaking skills are simply superb. You know just how to talk to someone, what to say, and how to act. Convincing people to come along with you becomes quite easy now, and with how you handle things you could convince a rampaging villain that their plan is not worth it... or a majority of civilians to follow you as their new leader. Expect to become a very prominent figure with this.

ITEMS AND EQUIPMENT:
We have your identity and your skills set in stone, my friend. But are you sure you want to leave now? Why not see what's available if you have some points left?

-FN P90 Submachine Gun (50CP) (Free: Human): A standard weapon for most humans as they explore the galaxy and the planets within it. It is a stable weapon for close-range skirmishes.

-Micro 16 Assault Rifle (100CP) (50% off: Drop-In): Also known as the 'Carter Special', it's a rifle the size of a submachine gun while losing very little stopping power. This allows you additional versatility when dealing with alien foes.

-Colt M16A3 Assault Rifle (100CP) (50% off: Special Ops): Standard assault rifle for the military, this weapon can equip a grenade launcher under the barrel. Meant for long-range fights and is more lethal than the FN P90.

-Kalashnikov AK-47 (100CP) (50% off: Archaeologist): When you absolutely, positively have to eliminate every enemy in your way? Accept no substitute. Even on alien worlds, this weapon remains remarkably effective.

-USAS-12 Automatic Shotgun (100CP) (50% off: Commander): A gas-powered weapon of utter destruction. Often comes with a 20-round drum, this weapon has formidable stopping power up-close.

-Zat Gun (100CP): More formally known as the Zat'nik'tel, this weapon shoots blue electrical energy as its foes. One shot will usually disable a target quite painfully, while additional shots will kill most subjects. The weapon itself is shaped like a serpent.

-Ma'Tok Staff Weapon (100CP) (Free: Goa'uld): Signature weapon to the Jaffa Forces, it is a two meter long anti-personnel weapon. The front of the staff opens to fire a high-energy plasma blast that can kill most humans if the center of the body is struck, while the other end allows for melee strikes.

-Jaffa Armor (100CP) (50% off: Goa'uld): An ornate chainmail armor that is surprisingly effective against small-arms fire, this armor also comes with a collapsible helmet that hides the user's face. This helmet can take the form of an animal head of your choosing. Whatever it is, it's sure to look intimidating and pretty slick.

-Goa'uld Healing Device (200CP): A device that consists of a large red gem that can be placed on the hand, this weapon can heal staff weapon wounds, most diseases, and even near fatal injuries. It requires a strong emotion to activate it however, and using it too many times in succession will require a 24 hour recharge time.

-Stargate Dialer (200CP): Who needs one of those clunky circular devices? Always out in the open where people can shoot you! Not so much with this device. Just being in close proximity to a Stargate will let you dial the address you want while still maintaining cover, allowing you all sorts of options!

-Portable Lab (200CP) (50% off: Drop-In): You can't exactly study alien ruins and biology without equipment... and most certainly not their technology. With this heavy briefcase, you'll have a majority of the tools needed to collect biological samples, scan metals, and even an attempt at analyzing alien technology. You'll never be unprepared.

-Ra'kek (200CP) (50% off: Special Ops): Also known as a 'sunburst grenade', this innocuous looking sphere will extend out multiple nozzles when it reaches its target zone. From there it will fire off

multiple staff weapon blasts all around it, turning the immediate area into a very dangerous location. Or one about to be filled with bodies.

-List of Addresses (200CP) (50% off: Archaeologist): This stone tablet has an impressive list of Stargate Coordinates, but no other hints or information on where they lead. Nonetheless, it could lead to some interesting adventure!

-Mobile Analytic Laboratory Probe (200CP) (50% off: Commander): When you need to scout the place out, this guy's the buddy you need! This option grants you a small robot on treads that's capable of analyzing the atmospheric conditions of a planet, can send video and audio feed back, and can even detect a Stargate's capability to dial back to your gate so there's no risk. If destroyed, you get another one a week later.

-Staff Cannon (200CP) (50% off: Goa'uld): A modified version of the Ma'Tok Staff Weapon, this cannon is normally mounted on a Death Glider or used as anti-artillery weapons. Yours has been modified however, and provided you have the strength you can walk around with it like it was an energy mini-gun. Go nuts!

-Naquadah Stash (200CP): A super-heavy mineral of unknown composition, this superconductive material is the building block of Goa'uld and Ancient technology. Purchasing this perk gets you a small burlap sack's worth of unrefined Naquadah, but I'm sure you'll find a way to make good use of it.

-Kara'Kesh Amulet (300CP): This multifunctional Goa'uld device fits upon the hand and forearm of the user, with a red gem sitting on the palm. The uses of this item range from blasting someone with kinetic energy, to firing electrical bolts at a victim's brain, or even erecting a personal force field which can protect the user from a barrage of fire. Be wary that too many strikes too quickly will render the shield inert (requiring a 24 hour recharge), and if something is slow enough it could bypass the shield anyway. Comes in silver or gold colors.

-Kull Armor (300CP): Become a black-clad juggernaut! Two layers of armor, practically bulletproof, and able to resist most energy weapons, this suit makes everyone realize who's the boss. As a plus it even comes with two energy repeater blasters that are slightly weaker than staff weapons, but able to fire much more rapidly. Be wary though, as kinetic force can still affect you and if fired at a high enough pressure, your suit can still be pierced...

-X-301 Interceptor (300CP) (50% off: Human): A human attempt at reverse engineering the Goa'uld 'Death Glider' fighter craft, this plane utilizes a propulsion system to get places, is capable of exiting the atmosphere under its own power, and somehow it even takes inertia out of the equation so the pilot doesn't need to worry about G-forces. As a bonus, it's armed with two staff cannon weapons and comes with its own shields.

-Tel'tak (400CP) (50% off: Goa'uld):This is a vaguely pyramid-shaped vessel with an elongated nose, but it's plenty capable in its own right. It comes with its own hyperspace drive, transportation rings, and

even four escape pods. This one has been modified to come with its own shields, but it has no weapons to speak of. You may need to find those on your own.

DRAWBACKS:
If you seek more points to accrue additional boons or just want to enrich your time here, you can choose a maximum of two drawbacks totaling up to 600CP.

-Jack's Closet (0CP): For whatever reason, instead of starting at your normal location you start inside Jack O'Neill's closet. None of you are sure how you got there, and Jack has treated it like an average Tuesday afternoon. This does not count towards your maximum drawbacks.

-No Respect (+100CP): What is it with people? Anything positive that you end up doing, it's attributed to that Jack O'Neill guy in SG-1. Even if there was a crowd around you when you did it, people will always think it was Jack's handiwork. Anything negative is still attributed to you.

-Xenophobe (+100CP): Something about alien technology seems... off to you. You just don't like it at all. You understand that the Stargates are sadly necessary, but Goa'uld and Asgard technology you absolutely refuse to touch.

-PR Disaster (+100CP): Something about your actions or your attitude just rubs people the wrong way. This is especially true for off-world civilizations. Interactions with other civilizations will often times go poorly, and attempts to be diplomatic fail nine times out of ten. Your missions will get much harder.

-Crazy Times (+100CP): Maybe it's the genetic memory in your system. Maybe it's being able to go to different worlds. Or maybe it's how medieval places react. Regardless, you have a higher chance of letting things go to your head, and becoming delusional as a result. Just don't start thinking you're a god... everyone knows how those stories end.

-Trust Issues (+200CP): The corrupt NID, and later the group called 'The Trust' has found you're in the world. They will attempt to steal anything of yours they can in order to analyze it and adapt it to their use, and they don't exactly pay mind to such things as 'privacy'. They will do what they can with the government's resources to keep you in a position where they can try to take your possessions.

-Buddy System (+200CP): This could be a problem. Through some manner of shenanigans you have an immature Goa'uld symbiote inside your stomach, and to boot it doesn't give you the extra healing ability either. You are just as dependent on it as it is on you, and should it be removed in any way the process will kill you. if Goa'uld, you're a freak of nature that's still dependent on this immature Symbiote, and will likely end up hearing it mock you plenty of times.

-Power Lockdown (+200CP): For the duration of your stay, you have no access to any of your powers. No fireballs, no psychic abilities, nothing of the sort. You will have to rely on good ol' fashioned tactics and technology, and maybe a side of charisma as well.

-System Lord Sortie (+300CP): The Goa'uld System Lords have decided you're a threat. Many of their worlds will deny you any help or information in fear of suffering the wrath of their gods, and their technology has been coded to simply not work for you outright. Attempts to make this technology work or change the opinions of their worshipers will always end horribly.

-No Memory (+300CP): You are a blank slate. You have no memory of who you were before this world, which will make your prior powers nearly impossible to access. Pray that your companions can keep you grounded without breaking your mind.

-Anubis Ascendant (+300CP): Anubis has noted your entry into this world, and he has decided you will serve as the perfect host. He has all the knowledge of the Ancients and is half-ascended himself, granting him access to a great deal of powers that make him dangerous. His will and determination is nigh-immeasurable, and should he fully possess you he will take your place while you get sent home.

-Hallowed (+600CP) (Takes up both Drawbacks): What is this. For some reason the Ori, a race of beings as powerful as the Ancients and further empowered by worship, want to drain you of all you own and are mobilizing early. Early as in 'near immediately'. Expect to be attacked soon by an army of warships, guided by the vastly powerful agents known as the Priors. This army will do anything for their gods, and right now their gods want you.

-Replication (+600CP) (Takes up both Drawbacks): A mechanical race called the Replicators have discovered you are present, and they want everything you own. Replicators consume everything in their path for raw materials meant for self-replication, and adapt to any technology they consume. They adapt to all of your techniques, and know where you are at all times. The machines come for you.

END CHOICE:
Though some manner you have survived this world and have likely explored a fair amount of the galaxy. It's time to make a decision:

-Go Home: You have traveled the stars and battled false gods, spanning the edges of the galaxy. But one planet remains close to your heart. You return home with all you have gained up to this point.

-Stay Here: There's just so much more to discover! Different civilizations, lost technology, you even heard there was Atlantis somewhere in the Pegasus Galaxy. Your affairs are put in order back home as you choose to spend the rest of your days here. Gain an additional 1000CP to spend.

-Move On: There are other worlds to explore, far beyond the reach of a Stargate. You have chosen to go where no one from your world has gone before. Go forth in the name of exploration.

NOTES:
-Death in any form still counts as a lose condition; the Sarcophagus will not change this fact.

-You can still use the Sarcophagus to heal injuries, but if you are driven mad by it, it will count as a lose condition and you are sent back home free of mental taint.

-If you are a Goa'uld, after the jump you may choose to either retain your form or return back to being human.

-Parasitic immunity from other worlds does not affect you if you are a Goa'uld. You ARE the parasite.

-Ascending in this world counts as choosing to stay, and will end your journey here. It should be note that Ascension will not work outside of the Stargate universe either.

-There is no Naquadah in the blood of the Goa'uld larvae on P3X-888.

-The Naquadah purchaseable perk will refill itself once every month should you run out in that time. If you have not run out, then it will not refill itself.