Stargate: Atlantis



A Jump-Chain compatible CYOA started by Myrmidont and continued by Amry.

Seeking allies and technologies to save Earth from an alien fleet led by the false “god” Anubis, the team SG-1 follow clues to an Ancient defence outpost buried under Antarctica; clues that also point to the location of a fabled city of the Ancients – the builders of the Stargate network – that was known to humanity in legends as Atlantis. Now, with Anubis’s fleet routed, the Stargate project has gathered volunteers from across the world and assembled an expedition to the Pegasus Galaxy. With the enormous energy requirements involved and other alien threats still looming over Earth, it may be a one-way trip.

It's 2004 and you will be joining this expedition, one way or another. So welcome aboard, have +1000 Chevron Points (CP) to help you get started in the Pegasus Galaxy, and mind that first step. It’s a doozy...

hey! pssst! read the Notes after the Epilogue if you have questions about the jump!
in fact, read them anyway!

Background

The Expedition initially consisted of roughly two hundred people from over a dozen nations; mostly highly skilled civilians with a military contingent for security and scouting. You may choose any age, gender or race reasonable for your background.

Administration

You might be a diplomat, administrator, official or other representative from Earth. You may not have military experience, but you are a leader. Normally only Dr Weir (the expedition leader) and Teyla (the representative of the Athosians) are found in this role, so maybe the IOA sent you along to keep an eye on things? Your general duty uniform has red panels. You're not expected to go on missions often.

Medical

You are responsible for maintaining the health, wellbeing and happiness of the expedition: as a doctor, nurse, medical researcher or maybe psychologist. You are probably going to be based in Atlantis, but will likely have to make a few "house calls" through the Stargate to other planets, and if you're unlucky perform battlefield medic duties under fire. Your uniform has yellow panels.

Science

You are a scientist, responsible for discovering and analysing whatever can be found through the Pegasus Stargates – technology, life forms or cultures. It is likely you had some exposure to the Stargate program before your selection for the expedition, such as through the various technology distribution efforts on Earth or the military's Area 51 program. You might be an archaeologist, a physicist, biologist or something else - in fact, you probably have multiple specialities. Pure science backgrounds have blue panels on their uniforms, while technicians have green panels.

Security

You are responsible for the safety and wellbeing of the expedition – you may have been seconded through the Air Force or Marines, or perhaps another of the Armed Forces. You probably have previous experience as a member of a Stargate team, or been based at Cheyenne Mountain. Your uniform has black panels.

Local

You are a human already in the Pegasus Galaxy. The natives of the Pegasus Galaxy are diverse indeed, but nearly all live in constant fear of the Wraith stealing away people via their beaming technology, so your culture probably deals with life and death a little differently; those who go 'missing' might be mourned as though dead, and those whose time has come might welcome dying among their friends and family. It is likely your people conduct trade through the Stargates. If you want, you'll meet the Atlantis Expedition within a month of your arrival with a decent opportunity to be part of the team.

Drop In

Pick another background for the purpose of age, gender, race and/or discounts. You have no documentation, history or skills save any you might have purchased or brought with you, but even if you don't start in Atlantis you'll have the opportunity to meet the Atlantis Expedition within a year of your arrival. Well, unless the Wraith get you first. Do you even know the language?

Starting Location

Roll d8 on the following table or take advantage of its fine print. Expeditionary background Jumpers who don't choose or roll Atlantis are assumed to have been MIA since about d8 years ago.

1-2 Atlantis / City of the Ancestors.

You either emerge from the Stargate along with the rest of the expedition, having just taken a one-way trip across millions of light years from Earth, or find yourself in the Gate Room watching as they arrive. The city itself still sits at the bottom of the ocean, protected from the crushing depths by only a failing force field. Any background except Local and Drop-In can select this option without rolling.

3-4 Inhabited Planet with a Stargate

You begin in a human settlement in the Pegasus Galaxy, not too far from the local Stargate. Possibly industrial but typically medieval or earlier in development, it might be anything from a simple village to a castle built on an Ancient outpost. Local backgrounds can select this option instead of rolling; the settlement can be the one you grew up in.

5-6 Uninhabited Planet with a Stargate.

You begin on an uninhabited, but human-compatible, planet somewhere in the Pegasus Galaxy. It may have ruins nearby, whether human, Wraith, Ancient or something else. The Stargate is… somewhere within an hour's walk, if you pick the right direction. Drop Ins can select this without rolling.

7 Wraith Hive Ship.

Not the most inviting place for a human, especially one in orbit around a planet or flying through hyperspace between cullings, but there's a fifty-fifty chance this one is instead parked on an otherwise uninhabited planet with a Stargate an hour's walk away. Try not to wake anyone up on your way out.

8 Free Pick

Anywhere you like in the Pegasus Galaxy. You can buy this for 50 CP if you don't want to roll.



Optional Scenarios

Continuity Of The Continuum

If you've already been to the first Stargate jump, you can choose to return to when you left (normally 2007) that same universe for another ten years by choosing to be a Drop In here. Hopefully your past actions haven't resulted in your new arrival location's non-existence, that could be awkward.

The Universe Welcomes Careful Drivers

This isn't Atlantis. Exploring your surroundings, it seems you're on board an Ancient starship seeding stargates across the universe; behind you, the Stargate is lighting up... This moves your starting date to 2009, when the Ancient starship Destiny was first discovered by modern humanity.

What's that? You want to take both of the above scenarios? You'll have to be creative.

Ghost In The Hive

(requires Local and Wraith Blood)

It's dim and misty when you wake, emerging from the grasp of a stasis cocoon, and you can feel the hungry presence of your kin in your mind – though only a few dozen of them are awake, you also know many thousands more are hibernating in cocoons just like yours. You are not human but instead one of the Wraith, aboard a Hive Ship en route to a world to be culled, and for the moment the others are as yet unaware of your newfound independence. Wait, you do have some way to hide your independent thoughts or if caught at least have the will to resist the psychic dominance of the ship's Keeper or its Queen, right? Right? If you purchase a Wraith Cruiser or Hive Ship, you may wake inside it instead.

Perks

A single 100 CP purchase matching your background is free, all others perks of your background are half price. Unless otherwise indicated, you may not purchase any given perk multiple times.

General Perks

ATA Gene – free during the jump, 50 CP to keep

You seem to have the Ancient Technology Activation gene: enough for Ancient devices to respond to you with concentration and training, which would make you valuable to the Atlantis Expedition for this reason alone. After this jump, you may choose to emulate the bare minimum gene sequences that biometric sensors look for in "friendlies" to reactivate, though you don't gain any functionality of those genes. Whether this perk involves actual biology or fiat is up to you, but either way it still won't help if the sensors are looking for individuals rather than a species.

ATA Natural – 50 CP, requires 50 CP purchase of ATA Gene

The ATA gene lets a person use Ancient technology; this perk lets you use it well, straight off the bat. You can instinctively use psychic interfaces better than most other people do even with training - you

don't accidentally fire off drones by mistake, and Puddle Jumpers respond to you like you've had years of practice – more or less starting you at Sheppard's level of aptitude.

It's All Kruvis To Me – free during the jump, 100 CP to keep

Whether you're in another country or another galaxy, understanding people you've never met before or reading the local signs just isn't a problem – everything you focus on seems to be spoken and even written in your language. Convenient! It doesn't even look dubbed or subbed unless you concentrate, which you can also do to toggle this perk and its reach (you or also those accompanying you). Works both ways when trying to communicate with people, but doesn't help with technobabble or if you aren't paying attention.

Still In There – free during the jump, 100 CP to keep

Molecules discorporated to be recorporated someplace else? Consciousness uploaded into a digital realm? Frozen for thousands of years as a cryogenically preserved meat popsicle? Split into multiple versions via technobabble? Or just being tortured, killed and resurrected over and over again? All of these arguably involve being technically or temporarily dead, which can end a Jumper's chain. But you no longer have to worry about such thesian maritime issues. Your continuity of self endures, even if there might not be much for you to be aware of. There's no worry of going mad (not from the death part anyway) if you were disposed to such things, but this perk only goes so far; if you die by accident or by the deliberate intent to end you permanently, this perk won't activate.

Arateus/Wraith-Human Hybrid – 200 CP, requires Wraith Blood

The best of both worlds, human and Wraith. You have the physical strength, regeneration and psychic strength of the Wraith and the ingenuity, determination and independence of a human. You can both leech life energy through your right hand organ, and eat normal food like a human. Wraith (and other beings of similar telepathic ability) cannot assert their dominance over you mentally. The Arateus Genetics perk is discounted for you regardless of your background.

Bad Feeling – 200 CP

Whether a feeling in your gut, a prickle over your spine or something else entirely, it's a warning that something really bad is about to happen, giving you a relatively brief window of time in which to avert disaster. Over time, if you survive long enough to become familiar with this feeling, you might even develop vague hunches as to what (not) to do in spite of having no observable context for it.

Built To Last – 300 CP

You probably took the saying "if it's worth doing, it's worth doing well" a little too closely to heart. You could build a city to last tens of thousands of years at full functionality or a battery that keeps its unused charge indefinitely. Mere time and weather will not erode your monuments, and your devices may lie dormant for eons, ready to reawaken at any time. It's up to you whether this is due to glowy space crystals (ahem, advanced materials science knowledge) or something stranger.

What are you, Captain Kirk? – 300 CP

You are gorgeous or handsome, with a magnetic personality that powerful people seem particularly drawn to, even if their culture, political position or even state of being is vastly different to yours. You also seem to generate a lot of intrapersonal chemistry that encourages attractive people to work or hang around with you.

Friendly – 300 CP

You have this strange knack for developing allies - people who aren't directly hostile tend to end up on your side. Something that starts out as an alliance of pure necessity ends up becoming something you can depend on, and eventually solidifies into actual alliance. Even someone who would normally be your enemy, but is forced on your side due to present circumstances, might find that their opinion of you shifts closer to "friendly" during the period of the truce. You could make friends with a Wraith, if the opportunity presents itself...though of course the Wraith are known to backstab even their closest friends when they need to.

Administration Perks

Ancient-y – 100 CP

As Sheppard would say it, you have an "Ancient-y" way of carrying yourself, a noble and distinguished bearing that conveys your years of experience with your presence: at least, others get the impression you have a lot of experience and wisdom. You also age gracefully; smile lines or greying hair gives you a distinguished appearance rather than diminishing your beauty or making you seem senile or weak.

Diplomat – 100 CP

You have the knowledge and training to establish diplomatic relations with other groups - how not to offend the other party, to couch your requests in polite language, to negotiate fair arrangements, and to determine whether treaties and agreements are fair to both parties or not.

Front Line – 100 CP

Despite your rank, duties and seniority (or lack thereof), you will find no objections from either your superiors or your subordinates to you joining patrols, field expeditions or ‘away teams’, or going to perform a field test of some fancy new tech in person, provided you are technically permitted to do so. You won’t get in trouble for sneaking out from behind your desk and doing something exciting, in other words. Well, other than from whatever’s so exciting; they call it the front line for a reason.

Talk Some Sense Into Them – 200 CP

People might not walk away from the argument all smiles, but you’re better than most at stopping violence before it starts.

Reassuring Voice – 200 CP

Your voice is an assertion that you are in control, however desperate the situation. Hearing your voice - in person or over comms - reassures your subordinates and keeps them calm in a crisis, unless they are truly out of their minds.

Resolved – 400 CP

You just don’t give up, do you. Enough willpower to overwhelm nanites trying to take control of your brain, yours is a resolute nature that doesn’t fold to threats (whether physical or diplomatic).

We're Not There Yet – 400 CP

Apply your morals to any organisation you lead. They won't do anything that breaks your moral code while they're on duty, even if they technically could get away with it within your organisation's rules.

It’s not an absolute effect, but it’s significant – even mavericks will find themselves paying attention. On your watch, nobody buzzes the tower and nobody (unless they’re a total ass) hazes the new hire.

Playing Their Games – 600 CP

You have a deft hand at playing internal and external politics, even pitting a committee meant to censure you against itself, or dividing a seemingly unified political bloc. When subcommittees start investigating you or a rival hive tries to broker an alliance, you can quickly work out what their real aims are, possibly using their very intentions as ammo for your own agenda, and weather any kind of blackmail they come up with. It would probably take a bullet to remove you from your position against your will.

Medical Perks

Bedside Manner – 100 CP

As a doctor, the wounded and sick seem to be thrust on you at a moment's notice, yet your calm voice and measured actions shows everyone else (especially your patients) that no medical emergency can faze you. You have urgency without panic, and carry out your duties quickly, but calmly. This especially proves useful if you ever need a patient to trust you with an experimental procedure.

Triage – 100 CP

Quickly tell who needs help and how badly - you might not understand exactly what help they need, but at least you can sort out patient priority with a glance. Are you sure you’re not psychic?

Voice of the Everyman – 100 CP

The multitude of problems that crop up on a seemingly weekly basis might appear scientifically complex, but when you take a step back you realise things are actually much simpler than they appear. You have a gift for visualising and summing up complex situations or things in layman's terms - and then acting on a clear plan.

House Calls – 200 CP

Perform surgery and even medical research without being hindered by the lack of proper operating theatre or the locals' less-than-sophisticated equipment. You still need some sort of equipment, or a space for surgery, but dodgy equipment or a dodgy place to operate won't hamper you.

Doctor's Orders – 200 CP

Once your patients are under your watchful eye, their speed of recovery is much greater, able to pull through from injuries that other doctors couldn’t save them from. It’s borderline miraculous.

Bioweaponry – 400 CP

While a prohibited field of study on Earth, it doesn't seem to bother the IOA or SGC if the research is happening in another galaxy or being used on Wraith (who aren't "technically" humans). You have the skill to convert virii or bacterial agents into bioweapons, tinker with their virulence and lethality, and design the all-important delivery devices.

Arateus Genetics – 400 CP

You have extensive knowledge of the Arateus bug and its unusual genes, which can be incorporated into human DNA. The sciences of Human/Wraith hybridisation, the retroviruses that can cause or

reverse the hybridisation process, and a novice's understanding of their feeding process are yours. This allows you - with the right materials, samples, test subjects and a lab - to create genetic chimeras and bug monsters from Arateus DNA, or cure those who have been transformed thus. Post-jump, you can learn to do the same with other similar biological abominations.

Best Doctor In Two Galaxies – 600 CP

Cure diseases nobody's seen before, use genetic retroviral therapy in new ways, complete research that was last worked on hundreds or thousands of years ago. House calls you to ask politely for advice, or would if he knew about you and could afford the long-distance charges.

Science Perks

Evasive – 100 CP

What does this perk do? It would be easier to tell you what it doesn't do, although rather more time consuming. Still, I'm sure you're smart enough that you already understand the scope and complexity of its details; it would be insulting to us both if I had to spell them out.

Speciality – 100 CP (additional purchases discounted to everyone)

Selected for your expertise in one relevant science, you hold at least one Masters degree and a PhD in related science topics of your choice. If you're not from Earth, it's the equivalent knowledge.

Mensa Candidate – 100 CP

The Ancients sure seem to love hiding things with puzzles, and you're good at solving them. You have a keener mind than most of the Science department and a gift for spatial, numeric and lateral thinking puzzles. You're no slouch at chess or most other board games, either.

Strange Readings – 200 CP

Proficiency in using and understanding the results of all sorts of sensors like Lantean life-signs detectors, geiger counters, radar or sonar, etc. You know the difference between your sensors playing up thanks to dodgy batteries or solar interference and the "strange" sort of readings that means "we should check this out". No guarantee that your discovery will be good, but better to be safe than sorry.

Programmer – 200 CP

You're seriously competent at the art of programming, even to the extent of adapting programs to run on alien computer architecture. You could debug kernel code in your sleep (and maybe you have). If you can (or learn to) read Lantean or Wraith this includes programming in their software languages.

Under Pressure – 400 CP

Work that would take a whole team a week to do, you can do by yourself in a day…when you're properly motivated. Unfortunately that proper motivation involves imminent demise: a gun held to your head, an incoming blast of solar radiation, anything that would wipe you or your friends out. The closer your death approaches, the faster and better you work – just keep in mind that some tasks are too large for even your accelerated competency to complete.

Rerouting Power – 400 CP

By accessing a damaged system, like the hyperdrive of a starship, you can temporarily restore function to it, but there is a better than even chance that your temporary fix will disable it entirely after a short period of operation. In order for this to work you need an very good understanding of its schematics and it has to have some life left in it – a burnt-out wreck or a puddle of slag isn't going anywhere no matter how many wires you cross, but where there's power, there's hope (even if there shouldn't be).

Mister Fix Anything – 600 CP

You boast that you can "fix anything", but really it's "fix anything from Earth and have a pretty good shot at working out the rest". As long as the core principles of exotic technology are known to you, you have reasonably even odds trying to operate, repair, dismantle or physically hotwire it, even if it's something you've never seen before. For you, it's much easier to turn the theoretical into a working device. You're also surprisingly adept at kludging different technologies together to perform (at least for a short while) feats which would normally take days or weeks of careful planning for a more permanent solution (but you can do that too). Honorary sonic screwdriver from The Doctor not included (but you do get an autographed packet of chewing gum from someone named "MacGyver").

Security Perks:

Hand-to-Hand – 100 CP

You are a master of at least one weapon-based or unarmed martial art; Earth humans know an Earth martial art like Kendo or Krav Maga, Pegasus locals know a martial art from their culture like Teyla's Athosian stick fighting, Genii staff styles, or Ronon's swordfighting, and the Wraith have their own styles of melee combat. You may begin with an ordinary example of the appropriate weapon for your style, if any.

Hold the Line – 100 CP

Sometimes the needs of the many outweigh the needs of the one. If you're making such a "last stand" or "valiant sacrifice", you'll find your strength, reflexes, resilience and luck all receive a temporary but significant boost. You'll likely still succumb, but the odds of those depending on you will go way up.

Relaxed Grooming Standard – 100 CP

You seem to get away with styled hair, unbuttoned shirts, rolled sleeves and stubble even in the military. Your commanders (or anyone, really) never seem to reprimand you for dress code or grooming policy violations unless you are not wearing your uniform at all…and even then you might still get away with it, as long as you're not naked. Doesn't work if you're a screwup in other areas.

That's An Order – 200 CP

You call the shots around here; snap off a command and people tend to obey, even if they aren't in your chain of command – and even if they're in a different military altogether. When emergencies occur, your voice cuts through the panic.

Gunboat diplomacy – 200 CP

The security of your leaders is paramount, but just because they only brought you along to keep them safe, doesn't mean the foreign diplomats can ignore you. Your presence as a bodyguard or military

liaison in diplomatic situations tends to swing negotiations slightly in your side's favour, implying the consequences of the alternatives with merely your presence.

Ace – 400 CP

Pilot human vehicles, puddle jumpers, F302's and even Wraith darts with surprising skill if you can get at the controls, pulling manoeuvres and surviving furballs that even professionals would balk at. Your talents include enough multitasking and situational awareness to not even need a copilot or gunner in a fighter craft (so long as the controls allow for it).

Trigger Finger – 400 CP

You're an excellent shot - the only excuse you have for not hitting your target is that you didn't have time to aim. You could pick off someone holding a meat shield in front of them without harming the hostage or hit a running man through a stand of trees. If you have Ace, it applies to vehicular combat as well - in a starfighter, you could target specific parts of other ships to disable them with only bare minimum collateral damage. You can probably do fancy spins with your pistol as you draw/holster it.

One Man Army – 600 CP

On a life-signs detector screen, you are the dot that makes the other dots go away. Your combat skills, use of concealment, knowledge of familiar ground, distractions and hit-and-run tactics makes you a formidable opponent on your own, even against multiple teams of enemies hunting you down. A building full of Wraith is a problem you can solve with enough guns and guts.

Local Perks

Contacts – 100 CP

You have access to networks of contacts or informants throughout the many human societies linked by the Stargate network. In future jumps you will find it particularly easy to set up your own networks of contacts and spies in many places – money loosens lips even in strange and far lands.

Fair Traders – 100 CP

You have a knack for bartering goods. You seem to haggle slightly more out of an exchange than others, and leave the other guy with the impression they got a good deal too. You can even work out fair (or unfair) deals when the goods or currencies are highly unusual – weighing the value of information against years of someone’s life, for example.

Local Legends – 100 CP

You are well versed in the stories of your planet, often passed down verbally through the generations. These legends sometimes provide hints to the nature of a present-day issue - why two clans are fighting, a tale of how the Ancients cured a local plague, the source of a local lord's Lantean weaponry, how soon the next Culling might be expected. In future jumps you’ll start out knowing many common and even some fairly obscure folklore and tales from "your" world, even when your background (or lack thereof) has no obvious means of coming across that information.

Wraith Blood – 200 CP

You have a psychic connection to the Wraith hivemind, despite being human. You begin at levels similar to Teyla Emmagan at the start of the series - able to sense whether Wraith are nearby or not - but with

practice and possibly hypnotherapy you may learn to access the Wraith hive-mind in the way they do, able to see through their eyes, communicate, or search their minds for information through a contest of wills. When developed, Wraith Blood heightens your psychic control: allowing you to pick up psychic messages other humans cannot sense, but also resisting unwanted side effects like psychic illusions and mental manipulations. In future jumps, this will also apply to other psychic communities.

Shrug It Off – 200 CP

It takes a hell of a lot more than normal to knock you out – be it tranquiliser darts, Zat shocks, Stunner blasts, or punches to the face. You are also much more resistant to pain, hardships and torture – you can keep fighting through pain that would cause another person to black out.

One To Find A Dozen To Keep – 400 CP

You possess the inexplicable ability to conceal dozens of small knives (actually it might be anything small, really) about your body, so that even a reasonably thorough pat down tends to miss them. The secret is to keep a poorly "hidden" knife to be confiscated and draw attention away from the properly hidden ones; oddly even those who should be aware of such tricks will find their vigilance lessened. This trick is the key to misdirection: you find you can apply it easily to other circumstances, such as performing some poorly hidden sabotage so that the more subtle sabotage goes unnoticed.

Jigsaw Tech – 400 CP

The Ancients and the Wraith; these two advanced species sometimes leave their technology behind for mere humans to collect, relics that are beyond present means of replicating. You have a knack for converting technologies from different sources so that they are compatible with each other. Some efficiency is lost in the process, but a power hog of a hyperdrive is better than no hyperdrive at all.

Hoktar – 600 CP

You’re not an Ascended, but you’re closer than most. You find yourself gifted with "weak" psychic abilities, such as telepathy, psychokinesis, clairvoyance, technopathy, regeneration, healing and so on and so forth, which you can develop and refine with sufficient time and practice. What you get is much more versatility than power – by comic book standards you’ll only be street tier – but entire alien species in this universe have successfully pretended to be gods with less.

Companions

Multiple companions can be purchased, but companions cannot buy companions nor take drawbacks.

Atlantis Team – 50 CP each (or all of them for 400 CP)

Bring your Companions along, each with a background of their choice plus 400 CP to spend on perks and items.

Local or Runner – 100 CP

Your exploration will soon bring you to a settlement where a local will be more than happy to act as a guide in exchange for your help in dealing with some local matter, and will then accompany you. Alternatively, if you want, you will come across a Runner during your time here. In return for removing the subspace transmitter from their spine, they will become a fast friend, guide, or bodyguard. Either way your new Companion has the Local background and 400 CP to spend.

A "Friendly" Wraith – 100 CP

You will encounter a lone Wraith on more or less friendly terms. This devious asshole will undoubtedly hold the solution to some current predicament of yours – but offers it only if you can help him out with his own problem. You might go separate ways after the first encounter, but they will find ways to warn you of Wraith activity or odd happenings in the galaxy, and come to you with "opportunities" that on the surface seem to serve your interests, but also serve its own just as well (or more). At the end of the ten years they may join you as a companion. Has 600 CP to spend and gets Wraith Blood for free.

Canon Companion – 100 CP

You are guaranteed an opportunity to strike up a friendship with one canon character who is not a replicator. Will have perks appropriate to their history, and Companion status if they want it.

Friendly Replicator Android v2 – 200 CP

Once McKay (or you) gets the nanite table in Atlantis working, you will find blueprints to produce a Friendly Replicator Android. FRAN v2 has a blank slate of memories and a somewhat naive and innocent personality. It can alter its own appearance and interface with the minds of other humans and Replicators (and presumably Wraith) by establishing physical contact, but can't alter her own coding. FRAN-2's default appearance can be either the same as FRAN's or to your specifications. Her systems are hardwired without the ability to self-replicate, but for a further 200 CP and with enough time, samples and the right skills the blueprints allow you to unlock further secrets of the replicators. Try not to accidentally engulf your Warehouse (or any planets) in a tide of nanomechanical spiders…

Items

There's plenty of shinies in the Pegasus Galaxy, but some of them are harder to come by than others. The good news is that the ones you buy here come with a fiat guarantee to work anywhere and if damaged, lost or stolen, they'll mysteriously turn up fixed in a couple of months. This includes any refurbishments or renovations you've done, and for a starship it includes anything that went with it.

Except as noted, you may purchase items multiple times. Items matching your background are half price; the first item reduced to 50 CP or less is instead free. Items purchased here that would normally require the ATA gene to function (Lantean Detector, Portable Medical Sensor, Puddle Jumper, etc) may instead be keyed to you, preventing anyone else using them, or have the lock removed entirely.

Items that require energy, fuel or other consumables to operate do not come with a fiat infinite supply except if individually stated, but can be conventionally recharged/resupplied (except for ZPMs which cannot be conventionally recharged due to the nature of their design, as fans of the series would know).

General Items

Atlantis Expedition Uniform – 50 CP, free all except Local

The trademark Atlantis Expedition uniform, in khaki or dark grey with colored panels based on your Background - black for Security, blue for Science, green for Technical, yellow for Medical and red for Administration. Drop Ins can pick orange or purple, Natives don't get colored panels. Includes other items of clothing (shirts, socks etcetera) and mission kit appropriate to your background. If you want,

wearing this uniform guarantees that other humans will instinctively recognise your role regardless of whether they're familiar with the expedition (eg: wearing the yellow uniform means their immediate impression of you will be that of a doctor or nurse), so long as you don't dispel the notion. Always comfortable, always clean and fresh every morning.

We Call These Guns – 50 CP

Your choice of any one longarm and sidearm commonly used by the Atlantis Expitionary forces, from Zats and P90's to portable SAM launchers. Comes with appropriate carry bag / sling / holster. Ammo (or whatever your choices use) replenishes hourly.

Wraith outfit – 50 CP, free Wraith Blood

An outfit of dark leather, silks or satin. Soldier Drones get the standard utilitarian outfit, normal Wraith get a more fashionable long coat, an appropriately flattering outfit is given to Queens and you get to choose which you receive.

Wraith Stunner Pistol/Rifle – 50 CP, free Wraith Blood

A wraith stunner pistol or rifle that incapacitates anyone it hits with a "bolt" of energy. One torso shot is usually enough to bring a person down; stronger humans may withstand up to three hits for a short period.

Pegasus Aesthetics – 50 CP

At any time you can apply or remove an "Ancient", "Atlantis" or "Wraith" aesthetic to your chosen possessions and properties. The Ancient asthetic is clean white tones with motifs cut at clean angles while the Atlantis aesthetic is blue and ochre walls and floors, clear pipes of bubbling water, with hexagonal motifs; both offer crystal-like fixture controls and flush light fittings. The Wraith aesthetic is dark biotech, dim blue lighting, webbing, and a low mist; this can be actual Hive biotech if you want, but such only replaces the framework and facade.

Lantean Detector – 50 CP

Detects life signs and the energy signatures of active tech (and possibly energy beings and biotech), but doesn't distinguish between human and Wraith, or even human and replicator. Also useful for finding the nearest puddle jumper or Stargate if you've lost your way.

VR Stasis Pod – 100 CP

Puts a body into suspended animation while the mind is active in a real-time VR simulation. From the inside, the VR can be indistinguishable from reality, provided those inside don't remember going in or try to tax the system too badly. Comes with a free selection of preset virtual environments plus instructions for more.

Wraith Retrovirus Notes – 100 CP

A binder of scientific and medical documentation on the production of the Wraith retrovirus, which can turn Wraith back into humans, giving them amnesia in the process. The current version is unstable and they revert back into Wraith if they are not kept regularly dosed, but with future work, who knows? You might also be able to use these notes for the opposite effect: turning humans into Wraith…

Ancient Knowledge Database – 200 CP

Not interested in buying a Lantean City Ship or infiltrating Atlantis itself to get your hands on all that wonderful science? This small server farm (the size of an olympic swimming pool) will be placed in your Cosmic Warehouse or other property of your choice with the appropriate power and network hookups. Don't expect to start churning out ZPMs just by buying this; first you'll have to sift through what is basically the Ancient scientific equivalent of our Internet - only instead of being a few mere decades worth of information produced by a people who've barely gotten off their first rock, this database holds tens of thousands of years of information collected by an entire intergalactic civilisation.

Jumper Technology Activation – 50 CP each or 200 CP for al a carte

This isn't so much an item as an upgrade you can apply to any item that you've bought with CP or personally made; its user interface will now only work for you and those (if any) you specify. You can change this "lock" on an affected device just by giving it new orders, but for any given individual this access is all or nothing. The upgrade will also prevent the interface from being bypassed unless it is physically removed, replaced or destroyed.

The Lucius Herb – 200 CP

A packet of leafy green herbs and its seeds, as well as a note for refining them into a serum. When eaten, the leaves turn a person's natural pheromones into a fragrance that is intoxicating and addictive to other humans who spend a lot of time around them – literally, others will suffer withdrawal when they are away from them. The refined serum is much more potent – someone could twist an entire settlement around their little finger if they use it right.

Personal Force-Field Device – 400 CP

A gem-like device that produces a personal force field and inertial dampening effect while still allowing filtered air to pass through it. You could be stabbed, shot, blasted, zatted, thrown off a tall building – none of it would harm you – but it's basically like walking around in a full-body oven mitt. It doesn't have an air supply so you can still suffocate without compatible air around you, and there's a trick you have to figure out to eat or drink. The mental trigger that activates it locks it to your biometrics. However, if the shield is left on for too long, absorbs too much damage, or sustains repeated strikes, it will expend its power source and deactivate, unable to be reused until fully charged again.

Regenerating ZPM – 400 CP, half price if bought with a starship.

A single fully-charged Zero Point Module; a containment vessel that is essentially a bottled false vacuum. It can supply massive amounts of power via controlled collapse of its artificial subspace towards maximal entropy, until its final depletion. If somehow catastrophically released all at once (requiring deliberate sabotage, as brute force just breaks it harmlessly) a full ZPM's energy could "destroy" a planet, whatever that means. Lantean ZPMs are not rechargeable but thanks to Jumpchain fiat shenanigans *this particular one* regenerates itself anyway (at a constant rate, taking an entire year to refill from empty). Comes with an omniversal adapter and in a color scheme of your choice.

Depleted ZPM – first one free, 50 CP each for additional purchases.

Unlike the 400 CP version, this ZPM is all used up. Well, almost. Thanks to Jumpchain fiat shenanigans it will somehow still be able to supply just enough power to keep the utilities running that are normal for peaceful day-to-day living on a starship you have purchased here (or anything lesser), so long as a

serious effort is being made to conserve power. Anything else just won't turn on. Nope, not even that. Comes with an omniversal adapter and in a color scheme of your choice.

Administration Items

The Game – 50 CP

A pair of Ancient 'game' consoles, which contains a Civilization-style RTS game where the players take on the roles of Oracles guiding their respective nations. It has a level of detail totally beyond any game the Tau'ri have – a level of detail that would make one wonder if the nations were more than just simulations. Fortunately these particular consoles are not linked up to a series of satellites over a distant planet… really. Multiple purchases can be networked together.

You Have Your Orders – 100 CP

A copy of the official orders from the SGC/IOA that gave you the position of a canon member of the Atlantis Expedition, with their role changing to that of your second-in-command or aide. Or perhaps you'd like to be their 2IC or aide instead. Either way, your chosen background must match their own (you can't be a Drop In) and you must start with the rest of the Expedition.

Lantean Control Chair – 200 CP

Allows a person sitting in it to mentally control any technology hooked up to it - such as a starship or a defense network. No need for invasive cybernetic implants or cables jacking into your head - just sit in the chair and let your mind do the controlling. Such chairs are normally locked to the ATA gene, but you can lock this one to whatever conditions you like. As a special offer, you can also (dis)connect this particular chair to anything you bought with CP just by picking it up and putting it in or on that thing.

A Note From The Past – 400 CP

These five gate addresses, in your own handwriting, used to be Lantean facilities powered by one ZPM each…ten thousand years ago. It may take some effort to track these ZPMs down, perhaps lost to time or stolen by locals who didn't know their value, and they might turn out to be powering devices that should be left alone. Or not. Even if the ZPMs are gone, the locations themselves may contain other similarly desirable Ancient technologies. This is a different list to the one Dr Weir receives. In future jumps, this piece of paper will list five coordinates or locations, each of which is where some priceless artefact is said to be found – e.g. in a pirate setting it might be the longitudes and latitudes of deserted isles hiding buried treasure chests – but the coordinates are merely the starting points. Where you'll end up and exactly what you will find in the end, only you will discover.

Medical Items

Trauma Kit – 50 CP

A duffle bag full of the medical supplies needed for battlefield surgery, including anaesthetics, medications, dressings, surgical tools, disinfectants, saline and more, all clearly labelled and sorted. These supplies repair/replenish/sterilise after a patient is treated or 38 minutes, whichever comes first.

Portable Medical Sensor – 100 CP

A palm-sized device with a separate scanner, it's very similar to a life-signs detector, but instead provides images of a subject's internal organs and data on their biology, injuries and general condition.

Lantean Medical Scanner – 200 CP

A bed to lie on with a scanning unit affixed. The Lantean version of an MRI, can quickly provide internal images of a patient's whole body, detecting illnesses, infections, injuries, abnormalities and even nanites, altered brainwaves and genetic anomalies. User friendly.

Iratus Bug Eggs – 400 CP, also discounted to Hybrids

A messy cocoon of Iratus bug eggs the size of a punching bag. As the origin of Wraith genetic material, this source of Iratus stem cells may be used for experimentation into creating hybrids or curing them, or you might grow them into adult Iratus bugs who have their own uses. You will have to perform your own research into how this is done, unless you happen to have some other source of the knowledge…

Science Items

Snack Bars – 50 CP

A wide assortment of variously-flavoured nutritional snack bars; you can always find one in any suitable pocket when you want it, just by reaching in.

Datapad – 100 CP

Very user-friendly tablet that detects and wirelessly interfaces with nearly any type of computer within a few metres instead of needing to use the computer's own interface. You still have to deal with any security features. Also wirelessly rechargable, though it could run for a year on a single charge.

Mk I Naquadah Generator – 200 CP

This device is portable by one person and generates the equivalent of a submarine's nuclear reactor. Unfortunately the larger Lantean or Wraith devices require far more power than this is capable of generating, but it might be possible to support them for brief periods, and is more than enough for something like a military outpost. It can be set to overload, giving roughly the same kilotonne yield as the Fat Man bomb. Comes with a lifetime supply of Naquadah fuel, delivered periodically to your Warehouse.

Nanite Fabrication Table – 400 CP

This table has an indented, flat surface roughly the size of a coffin. It is specifically designed to assemble and program/reprogram nanite-based technology without needing clean-room conditions; if you have the right designs it could easily produce something like a nanite plague or medical nanites, and eventually produce self-replicating nanites which became the Asuran-form Replicators. However, the knowledge you will need to design and program any of these constructs must be sought elsewhere: this is merely the tool, not the craftsman.

Security Items

Turkey Sandwiches – 50 CP

A brown paper lunch bag with a great turkey sandwich in it. In fact, its owner will always be able to find a great turkey sandwich inside the bag. If you ruin, lose, sell or give away the bag, it will only contain one last sandwich but a replacement bag will quickly turn up – certainly before lunchtime the next day – so please feel free to share. Your choice of mundane bread and condiments.

Combat Kit – 100 CP

An Atlantis-issue FN P90 and a black vest with boots and open helmet. P90 has a flashlight, laser sight, and five mags of ammo that are replenished between 'missions', though not more than once per day. Vest, boots and helmet are surprisingly resistant and will stop anything less than anti-armor explosives (well, at least *once*).

Wraith Enzyme – 200 CP

A refrigerated cooler, the type transplant organs are kept in, holding IV packs of the enzyme Wraith use to keep you alive while they leech the life out of you. In its pure form, it's an imperfect super-soldier serum. It amps physical speed, strength, pain tolerance and natural healing - but is addictive, has vicious withdrawal symptoms and seems to affect the subject's brain, making them over-aggressive, overconfident and possibly prone to lapses in judgement. Can be added to food or delivered via injection. Contains just enough to keep a long-term user at their peak for a week, or dose up seven or eight people all at once, and replenishes weekly.

Tau'ri Technology Transfer – 400 CP

Many of the Tau'ri have a love for big honking space guns, and the Expedition is no exception. That's pretty much the reason they're here, after all. As a result, this coupon entitles the buyer to a 400 CP stipend for the weapons and starships available in this jump (not ones you already get a Security discount on). Only one stipend per customer!

Local Items

Local outfit – 50 CP

An outfit suited to your society. The appearance varies greatly – Runners usually have light, utilitarian outfits (for some reason favouring cut-off sleeves), the more totalitarian civilisations favour sharp uniforms and jackboots, while the outfits of the nomadic cultures tend to show off a bit more skin, but are hard-wearing and afford good mobility.

Subspace Tracking Beacons – 100 CP

Eight subspace beacons no bigger than a child's hand, and available in many types from barbed ones for implanting into Runners to general sensors that react to the presence of specific types of targets. Comes with one person-portable modular scanner to track them. Has a ridiculously impressive range of tens of thousands of light years, but is susceptible to interference (and fibrillators).

Particle Magnum – 200 CP

A handgun that fires bolts of energy and is styled remarkably like a revolver, used by the Travelers but sometimes found in the hands of others. The weapon has two selectors, one being the safety and the other deciding the power level: stun, kill and incinerate (explosive). This particular sidearm doesn't need maintenance or recharging, and can have a different appearance if you like.

Wraith Data Device – 400

A Wraith data storage device, with an adaptor for human computers. It contains everything you ever wanted to know about Wraith technology but were too afraid to ask. The sheer volume of data deals more with theory rather than engineering practice (eg: you might find the technical explanation on how the Wraith beaming tech works, but not the schematics to build one straight away).

Starships

When you want to explore the parts of the galaxy that don't have a big spinny whooshy thing on them, you may desire the services of a starship. The exact appearance of your purchase may be customised, so long as it keeps to the general aesthetic of its namesake, and you can buy as many as you can afford.

Your starship will always register you as the primary owner and authorised operator (unless you truly give it away) and you are guaranteed to discover it and/or be promoted to its command during your decade here. Exactly how early or late is up to you; even immediately is fine if there's enough room in your starting location. Keep in mind that these starships do not automatically come with a crew, nor infinite supplies of power, fuel, ammunition or anything else that you didn't buy or import.

You can also import your own vehicle – or property, this story is about a city that can go into space after all – to be upgraded with any of the aesthetics, appearance, features and/or size of a starship listed here for the same price as buying one (within reason; your moon-sized space station won't get much out of a puddle jumper's engines, and a city ship's stardrive won't be fitting in your battlemech). You can import more than one.

F-302 Fighter – 50 CP

Two-person aerospace fighter with dual railguns, naquadah-enhanced missiles and a special payload bay, built by Earthlings. Has a hyperdrive for in-system hops but doesn't fit through a Stargate unless disassembled first (which it is designed for). Can be operated by one person if necessary.

Wraith Dart Fighter – 50 CP

Single-person aerospace fighter. Has an energy weapon, and also a capture beam, which can sweep the ground beneath the craft and store people caught in the beam for later retrieval (stunned or unstunned). Doesn't have a hyperdrive, does fit through a Stargate.

Puddle Jumper – 100 CP

Your very own no-frills flying Ancient ATV, this spacecraft is a bit smaller than a bus and designed to go through the Stargate. Looks a bit like a truncated cylinder, internally segmented into front and rear sealed compartments for crew and cargo. It has extensive sensors, an armament of 8 drones, a very zippy sublight engine, surprisingly good shielding, a cloaking device and amazing inertial dampeners. However, it has no hyperdrive or any kind of plumbing, so it's best for short trips only (well, for certain definitions of short, since it can cross an entire solar system in under 24 hours).

Traveller Generational Ship – 200 CP

Roughly half the size of the Daedelus, no two are exactly alike; salvaged or kitbashed from ancient starships of many models and constantly repaired over time. The Travellers live on these starships to avoid the Wraith's planetary cullings, so most are designed as mobile homes rather than as warships. Comes with basic energy weapons, shields, hyperdrive, etcetera.

Salvaged Starship – 100/200/300/400 CP

Mostly ancient (and Ancient) and in varying states of repair and capability, starships can be found scattered all over the Pegasus Galaxy. For the price you get your choice of corvette, frigate, cruiser or carrier respectively. It has rather ordinary weapons, shields, hyperdrive, etcetera – but for another 100

CP it has a couple of the latest Lantean systems (e.g. a half-full ZPM, good for decades or centuries of idle wandering) or for another 200 CP all of its systems are so upgraded, or some equivalent thereof.

Wraith Cruiser – 400 CP

A 700m starship. Formidable by local standards, but small enough not to attract too much attention from other Wraith hive ships. Unfortunately doesn't stand much chance against an Aurora or Daedelus in a fair fight, due to a complete lack of shields. Has a typical Wraith hyperdrive, energy weapons and regenerative hull.

Daedelus Class Starship – 600 CP

Cruiser-Carrier. Though much smaller and much more cramped than the Aurora-class, it's got the advantage of Asgard energy weapons, shields, hyperdrive and beaming technology as well as a railgun point defense system and large hangars. Can be easily fit with a ZPM for a large boost in effectiveness but doesn't need or come with them as standard. Does come with its standard armament, yes that includes nukes, and full set of sixteen F-302 fighters.

Aurora-Class Battleship – 800 CP

While it is built with the timeless aesthetics of all Ancient craft, this vessel is a little short on personal luxuries; it is a Lantean warship, three kilometres long and used in the war against the Wraith. Has a galactic-class hyperdrive and amazing sublight engine performance, able to be modified to push nearly *c*. Comes with a full ZPM, excellent shields, batteries of pulse weapons and a full complement of drone missiles for armament; easily more than a match in a fight for any one of the other starships listed here except a fully-supplied City Ship. Its hangars are small but twenty puddle jumpers can be found stacked within, enough to evacuate the entire crew (if there was somewhere to go).

Wraith Hive Ship – 800 CP

An organic cigar-shaped craft eleven kilometres in length, dwarfing even the City-Ship. Has three docking hardpoints on its underside to connect Wraith Cruisers like remoras (not included) and is itself able to carry over a hundred thousand passengers (soldiers) and crew, with stasis cocoons for at least thrice that. It is armed with multiple heavy energy weapons, a reactor that can sustain fire with them on an almost continuous basis, numerous hangars to house squadrons of Dart fighters (and comes with one such squadron) and a standard Wraith capital ship hyperdrive. While it loses in a straight-up shooting fight to the Aurora or the Daedelus due to its lack of shields, the ship can regenerate hull damage – and should you get your hands on a ZPM to which the ship can adapt, all of its capabilities will improve by an order of magnitude; enough to take on a City Ship and stand a chance of victory.

Lantean City Ship – 1000 CP

A vaguely snowflake-shaped city-like structure three to five kilometres in diameter, built to be a true hub of an advanced starfaring civilization. This one isn't the city of Atlantis, but instead another City Ship of similar design that can be made functional with only a little bit of work – perhaps mothballed on, about, inside or under another lost world when the Ancients left the Pegasus galaxy. Includes three half-full ZPMs (enough for plenty of fighting and cruising around, but you'll still want to avoid taking on the Wraith wholesale), gravitic sublight engines easily capable of interplanetary travel (including landing and taking off again), inertial dampers that can handle such travel, an astonishing intergalactic-class hyperdrive (with its highest known effective speed being roughly a million light years per hour), sensors that can sweep an entire galactic sector (including spotting objects in hyperspace), a large complement of functional drone missiles and last but not least an adaptable shield that can completely

block just about anything (or be used as a cloaking device) for as long as you've got the power to burn. Despite all this it is not a warship – by Lantean standards – as it has all the facilities necessary to support half a million Lanteans in luxury. There's even enough space for a Daedelus Class or two to land on it. Finally, this purchase also comes with its own Stargate, Ancient Knowledge Database and many, many hangars full of Puddle Jumpers.

Ten Thousand Years Of Dirt – not applicable to the factory

Your purchased starship is a fixer-upper; not only is it buried under ten thousand years of dirt, it seems the previous owner took almost everything that wasn't bolted, glued, nailed, screwed or welded. All the important systems for operating a starship are still there - shields, weapons, manuever drives, hyperdrive, inertial dampeners, sensors, operating system, etc - and it's yours for only half the normal price. I'm sure a clever Jumper can figure a way to excavate, service, resupply and power their prize. Don't worry, if you fail to get it up and running before your time here (or elsewhere) is up, you can always have it show up again in (or under) some desolate spot of your choosing for you to keep working. I'll even toss in a free set of shovels. Imports will retain pre-jump furnishings, but I hope you remembered to cover anything important before the dirt arrived. *You may choose things (annoying but mundane) other than dirt to have covered, infested or broken your prize that requires removal or fixing.*

Stargate Network Factory – 500 CP

All the plans you need to build your very own stargate network, with an automated gate-building factory that can be seamlessly integrated into a starship you own – though it may look very odd on a small one. Either way, post-chain this gains an extra chevron for inter-universal travel (how you put a destination gate there in the first place is your problem).

Drawbacks

+100 Atlantis Primer

Ignore that location choice, you're in the Gate Room of Atlantis with (or at least at the same time as) the expedition. Except this is the first expedition, when they discovered the ZPMs were running on fumes and the city was locked to the bottom of the ocean. Unless you intervene, you have perhaps an hour - at most - before the city begins to flood and fifteen minutes after that it will all be over.

If you manage to save the main cast AND the city from drowning without using anything from previous jumps (beyond your **Body Mod** and **Cosmic Warehouse** purchases), give yourself another +100 points.

If you try to save the Expedition and die in the attempt, as a reward for your bravery (or foolhardiness) you may still **Move On** to the next jump keeping 100 CP worth of purchases, including freebies.

If instead you callously abandon the Expedition to their deaths, cackling over your "free" points, take **Sixty Hive Ships... Or More** for no points.

+100 Wraith-Bringer

You coincidentally have the same appearance as an infamous Runner, one who has brought ruin to many villages while fleeing the Wraith. Most locals with any knowledge of Runners will mistake you for this person on seeing you and want to either capture you for the Wraith or drive you off to avoid them. Away from Pegasus, you'll be mistaken for some other (un)wanted personage and suffer similar issues.

+100 You Touched It Didn't You

Unknown technology seems almost allergic to your touch – if you don't know what it is or have never used it before, chances are it will activate (or deactivate) in the worst (non-fatal) possible way when you touch it. Once you know what it does (or you paid CP for it), you will only suffer minor glitches.

+200 For Want Of A Battery

The Atlantis expedition always seems to have a problem with getting enough power, and even when they get it it's quickly taken away. You too share this fate, quickly losing access to or depleting any power generation device that isn't both carried by you and for your own personal use, unless it's based on good old dependable Earth technology. And no, you can't just hand the Earthlings the plans for your clarketech.

+200 Mind Swap Episodes

At least a couple of times a year, events conspire to give you a mind swap/mind control "episode", such as switching your mind with another's, or trapping you in your mind while a Wraith is in control of your body, or giving you a second personality you can't be rid of. The source and exact effect differs each 'episode'. You (or someone else) will eventually fix whatever is causing this, but not before you are given cause to regret taking this drawback each and every time. Biological powers stay with your body, etcetera.

+200 Transmitter

You have a Wraith subspace transmitter embedded in your body. It obstinately refuses to suffer its destruction or removal, so you probably don't want to hang around in any one place for long. Wraith of any hive may attempt to hunt you down periodically, successively increasing in strength and proficiency as they learn from your tactics and adapt their own weapons, armour and methods. If you leave the Pegasus galaxy for greener pastures, similarly unpleasant forces may mistake the signal as representing something worth chasing. I don't recommend the Asgard (Replicators) or Alteran (Ori) home galaxies.

+200 Unscheduled Activation

Seems you and Stargates don't get along anymore, Jumper. Any trip through one to elsewhere than your starting location will send you to a random Stargate (in an inhabitable, but not necessarily inhabited, location) elsewhere in the Pegasus Galaxy. Fortunately any allies are unlikely to force you through one, on account of any active gate performing a decent imitation of a Plasma Globe when you start getting close. Don't worry about the static-fuzzed hair, McKay's pretty sure that's temporary.

+200 Wraith Collaborators

Among nearly every human group native to the Pegasus galaxy will be Wraith collaborators. Even among the expedition members and the few humans on Earth who know what the Wraith are capable of, the occasional person will be tempted by the Gift of Life. Betrayal, intelligence leaks and sabotage will be a persistent problem; if not against you directly, then somehow the mess always ends up spilling over into your life. If you are part of or allied with the Wraith, these collaborators belong to a rival alliance of Hives that are working against you.

+300 Interesting Times

Just about every new world that you personally visit, something unpleasant happens. Half the time, it's related to your presence – you introduce a sickness, trigger a local dispute, set off some slumbering

Ancient device. The other half is just bad luck – volcanoes, malfunctioning gear, storms and random Wraith attacks. Return trips aren't guaranteed to be bad, but who'd welcome you back?

+300 Sixty Hive Ships... Or More

Something riled the Wraith up early and even the Asurans with their starships and the Hoffmann drug wouldn't put an appreciable dent in these numbers, at least not without a lot of help. This will make ship vs ship fights a lot harder since Hives will travel in small fleets, and it's much more likely that you will stumble onto one (or that one will stumble onto you) if you're just roaming around. The death toll among human worlds will skyrocket as the... cached supplies... of the various Hives dwindle. If you try to escape trouble by switching sides, you should know this massive force will quickly become prone to infighting, turning into a shark-eat-shark situation and making resources (humans) much scarcer, and travel into new territories much, much more dangerous. Fleeing to another galaxy will only delay your problems; the Wraith will follow, they need new feeding grounds after all.

+300 You Always Have A Bad Feeling Don't You

You have a bad feeling about pretty much everything – from picking the meat loaf for lunch, to your upcoming date with that cute nurse, to stepping through the Stargate on a new mission. If you have any form of "danger sense", your danger senses are now unreliable, going off over nothing at all, failing to go off when danger is nigh, and sometimes working just as intended just to throw you off. And if you don't, well, your hunches, intuition and gut feelings are entirely unreliable. Prepare to be miserable.

You can gain at most 1000 CP by taking as many Drawbacks as you want.

As a guide, a +100 should be easily survivable unless you deliberately take risks, a +200 should be somewhat dangerous even if you don't, and a +300 should be a serious challenge to life and limb, make your life miserable or both. If your Jumper would find them boring, feel free to scale them up...

Epilogue: 10 Years Later

"Wormhole Is Stable." – Move On to your next jump. As a parting gift you are handed a canon of champagne with the tag "Good Luck – O'Neill".

"Wormhole to Earth established." – Go Home to your place of origin, your chain is over.

"Well, I'm home." – Stay Here is your decision, your chain is over.

Notes

Ascended: will stick to their established policy of non-interference and not bother you unless you start mucking about on their level / actively seek them out (while the Ori branch of the Ascended do not have a policy of non-interference, they are unaware of / kept out of the Pegasus galaxy due to the Lantean branch). Ascension itself isn't buyable with CP because it's (in)capable of pretty much "whatever the plot demands". It's much more a narrative device than it is a power. So if you want to become a fiat-backed god, you'll have to jump somewhere in which godhood is better defined. Likewise, if any Ascended become Companions they give up being Ascended.

Canon: this Jump is based only on the television series, as I don't have access to the books, comics, etc. If you want to use the latter you should treat them as "secondary canon", i.e. they're only accurate where they remain internally consistent with the television series. And unlike Starfleet, the SGC generally remembers that X did Y last week and would solve problem Z in a heartbeat. So apply any glue responsibly, I suppose.

Time Travel: functions how any given episode writer wants it to function. For the purpose of the jump, all timelines actually "fork forwards" subjectively; you don't have to worry about ceasing to exist because of someone else's shenanigans.

It's All Kruvis To Me: provides a best approximation of the meaning within a similar sophistry, so if anyone's linguistic ability (including your own) lacks sufficient nuance the result may not be optimal or even make sense. Don't expect to discuss Shakespeare with a pigeon or subspace with Rodney McKay unless you already could. The perk has no problem providing translation for a small spread-out party or a large close-in crowd that is accompanying you on a single planet, trading range for volume, and you could briefly leave and return (be out of scene) without issue, but it can't do more on its own.

Still In There: as implied by "arguably", this is provided for the benefit of those jumpers who worry about such things. Everybody's chain is different, and yours may not have this problem.

Hoktar: imagine you got a new video game and decided to play the psychic class you knew nothing about, so when it came time to allocate your points you put a single dot into every power to try them all - only to subsequently discover the game wasn't going to give you any more points.

Atlantis Team: yes, "all" means "all". You aren't limited to eight.

Friendly Replicator Android v2: you can make multiple androids, but only one will be a Companion.

Ancient Knowledge Database: even with the help of the Asgard Core (which is a lot more user-friendly) after five years the Tau'ri had still only barely begun to figure out ZPM engineering despite it being a high priority. You might want to cheat via perks if you're impatient, but it's not like time is something you have a shortage of; perhaps you could obtain one of the teaching programs the Ancients used?

ZPM: you actually read this, so here's your prize - buying the Regenerating ZPM now has it share its regeneration effect with any other ZPM operating alongside it! This regeneration is proportional to the total involved (e.g. three empty ZPMs take three years to fill). Has no effect on the Depleted ZPM.

Depleted ZPM: this is a nod to the Expedition's habit of finding ZPMs that barely have any power left.

Salvaged Starship: even if you spend the extra 200 CP to upgrade all of its systems, a Salvaged Starship will still be stomped by an Aurora in a fight (assuming no shenanigans). The "carrier" category is thus provided as a general option for anything bigger than a cruiser but still less militarily effective than an Aurora. But if you want something big to carry all your stuff through hyperspace, and don't want to fork out the CP for all the sweet frills of a dedicated Lantean warship or cityship, you do you.

Daedalus Class Starship: no, you don't get the Asgard Computer Core with its complete collection of Asgard knowledge and history. You get a generic Daedalus class warship.

Lantean City Ship: “vaguely snowflake-shaped” basically means anything with vaguely six-fold radial symmetry; for inspiration you might like to check out the photographs of snowflakes by Wilson Bentley or Kenneth G. Libbrecht. Of course if you're importing your own starship you can just keep its previous aesthetics instead if you prefer, it's up to you.

Starship Importing: if you import a large vehicle into a starship that is listed here as coming with smaller ships of its own, you are generously allowed to import smaller vehicles as those - but remember that disparate quantities *will* have an adverse impact, following the same import rule for disparate sizes.

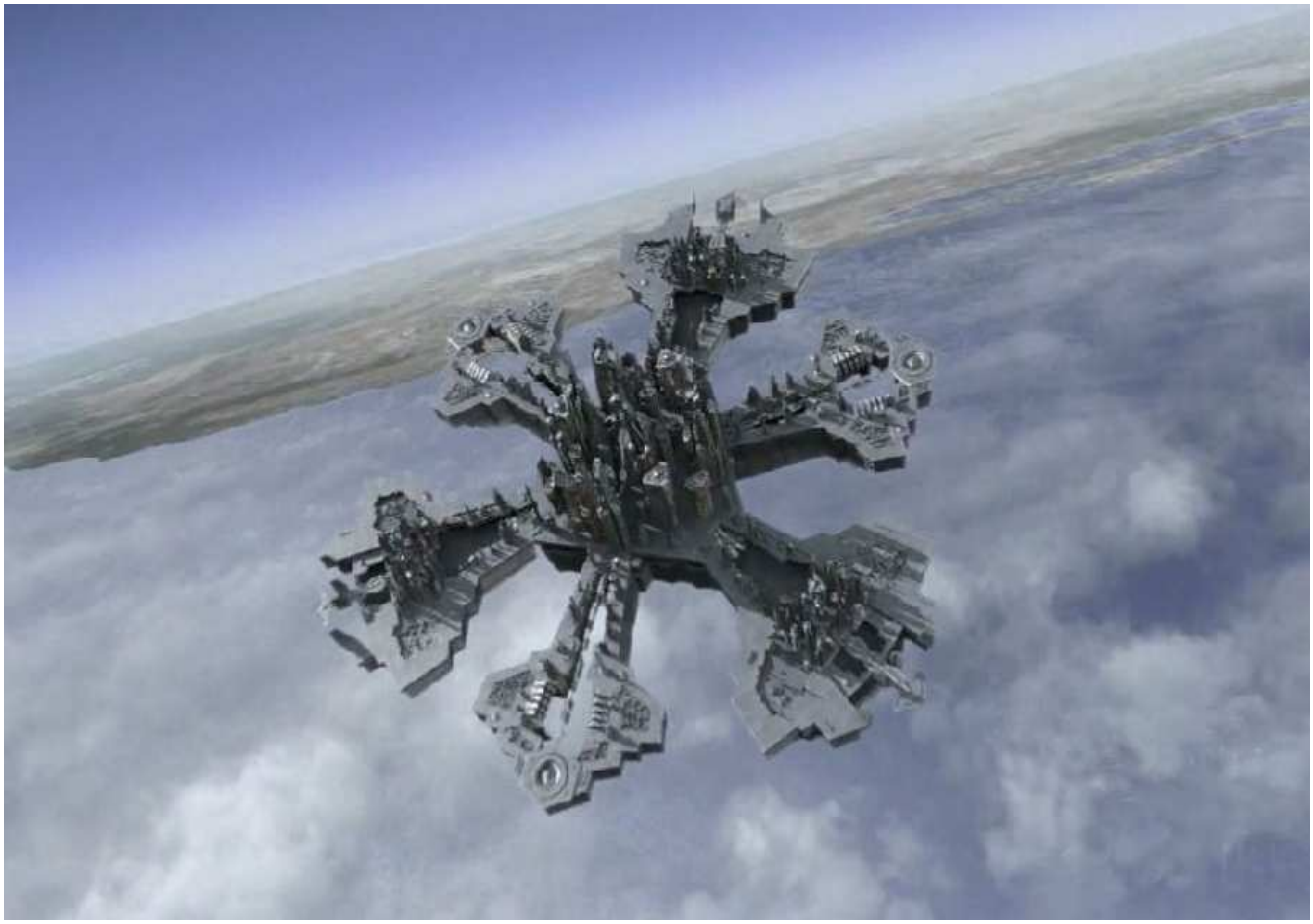
Ten Thousand Years Of Dirt: probably a lot more than ten, according to a few geologists who commented upon seeing the episode, or else there was the mother of all mudslides; the only visible part of the City Ship this discount is based upon was the main tower! Anyway you cannot use the “fixed” clause of the item warranty to bypass the disadvantages of this discount. The dirt will be there.

Ten Thousand Years Of Dirt, FAQ: you do get a (normal) control chair if applicable. You don’t get a Stargate, you don’t get a full complement of missiles or shells for your weapons, you don’t get an Ancient Knowledge Database, you don’t get hangars full of Puddle Jumpers and you don’t get ZPMs unless you buy them (TTYOD's price reduction does not apply to ZPM purchases). However, “almost everything” isn’t quite the same as “everything”, so if a starship would normally have a large number of something (e.g. missiles on a Daedalus, puddle jumpers on a City Ship) then there will be a lonely few still in storage somewhere, waiting to be found. Also see It's All In The Manual, below.

Ten Thousand Years Of Dirt, TLDR: you've bought a house, not a home; the cupboards are bare and the previous owner even took their fancy floral sheets and curtains with them. If you're lucky there's some forgotten tins of spam in the basement, but at least the lights work, there's no (major) holes in the roof and the generator just needs a clean and a bit of gas before it'll be good to go. Oh, and there's dirt. Lots of dirt. Or whatever else you've chosen.

It’s All In The Manual: well, no, it’s not, but you do get a full set of operator and service manuals with any purchased ship. In the case of buried ships you just have to find them. Be grateful, this is a lot more than the Atlantis Expedition got - they had to find out their past selves drowned the first time round! Lantean versions are stored in the ship’s computers. Tau’ri versions are made from dead trees.

Dude, Where’s My Starship: a lost or destroyed starship will turn up in its hangar or similar resting place if one has been prepared for it, otherwise it will turn up somewhere vaguely appropriate for such a vessel to be “parked” (in the warehouse, a landing field, off the coast, orbit, etc) according to your preference and its ability to fit. This also applies to any starship which you are otherwise unable to bring between jumps. As noted in the Items intro, this takes a couple of months.



Changelog

V181001.1

- Clarified the Combat Kit and Tau'ri Technology Transfer items (e.g. you can't get the former via the latter).

v180901.2 ~~v180901.1~~

- Starship import option now allows a (slightly) greater range of customisation.
- Ten Thousand Years Of Dirt now allows you to choose something else besides dirt.
- Local and Runner companions only differed in aesthetics, so folded both into a single paragraph.
- Added a Note about what “vaguely snowflake-shaped” means for the Lantean City Ship.

v180713.1

- Yes, any Atlantis Team companions do get to choose a Background.

v180523.1

- Drawbacks were revised, mostly changes to prevent "I simply leave the galaxy in the shiny ship I got with the points from the drawbacks I cheesed", so pretty much assume if you try that *something* will go wrong.
- Atlantis Primer now has failure and reward clauses.
- Wraith Collaborators now earns its +200 by making it hard to avoid the mess.
- You Always Have A Bad Feeling Don't You is now +300 instead of +100 points, after cgobyd pointed out how ugly ten years of basically pathological cynicism in the Stargate setting would be.
- Who Let The Wraiths Out is gone. It was pretty much either a death sentence for anyone who couldn't already cheese the setting or free points for anyone who didn't care about the setting. If you've already made a build with it, you can keep it.

v180428.1

- In the Notes, split the TLDR for Ten Thousand Years Of Dirt into a FAQ and a TLDR.
- Clarified/expanded the Note on the Ascended including mention of the Ori.
- Clarified that purchased starships register you as the primary owner and authorised operator; you don't need to break into your own ship!

v180416.2

- Added a Note on how time travel works in the jump (TLDR: you will continue to exist).
- Slight buff to Turkey Sandwich and Snack Bars.
- Slight nerf to Atlantis Expedition Uniform optional effect and Atlantis Primer drawback.

v180413.1

- Added optional Scenario to be a Wraith. Slightly nerfed the Wraith-Bringer drawback.

v180329.1

- Use AOO4 to avoid conversion bug that mangled copy-pasting text from the PDF.

v180301.1

- Aurora and Daedalus starships now carry more puddle jumpers and fighters respectively.
- Salvaged Starships now have a new size, “carrier”. See the Notes.
- Want to import a big ship and a bunch of small ships together? See the Notes.
- Minor miscellaneous clarifications, flavour, grammar fixes, etc.

v180127.1

- Polite version of “READ THE NOTES, FOR CRYING OUT LOUD” appended to the intro page
- Yes, if you buy a buried City Ship it does come with a control chair, that’s an important system
- Added a Note about operator and service manuals coming with ships.
- Hid a prize in the document. Shhh!

v180126.2

- Expanded description of the Ancient Knowledge Database
- Added a Note re Ancient Knowledge Database and lost and destroyed starships
- Flipped imaginary table, subsumed ZPM notes into Items and Starships intros
- Because it was getting ugly and I wanted a bigger Epilogue picture.

v180126.1

- Added new item: Depleted ZPM, first purchase free
- Clarified what “important systems” means in Ten Thousand Years Of Dirt
- Added a TLDR for what you DON’T get if you take the Ten Thousand Years Of Dirt discount
- Added a warning to the Items and Starships intros about the (lack of) fiat infinities in this jump
- Added a Note each about the ZPM and Depleted ZPM items
- Added a Note that buying a Daedalus class starship does not give you the Asgard Database
- Amended items warranty to cover upgrades and cargo, items return “fixed” rather than “new”
- Amended the Note for Ten Thousand Years Of Dirt accordingly

v180111.1

- Added to Notes more information on what happens to a Starship that is lost or destroyed.

v171219.2

- ATA Gene now free for the duration of the jump
- It’s All Kruvis To Me now helps your companions (not the same as Companions)
- Further notes about It’s All Kruvis To Me in the Notes section
- Added note about initial expedition numbers
- Atlantis Primer drawback time warning added!
- Additional purchases of Speciality discounted to everyone
- Atlantis Team no longer restricts Companions to expedition backgrounds
- Items are now explicitly discounted to their background as was intended
- First item that is discounted to 50 CP or less becomes free
- Wraith Outfit moved to General section
- Jumper Technology Activation a la carte price reduced to 200 CP

Unlisted versions contain only minor formatting and proofing differences to listed versions. Struck versions have had their mentioned changes further clarified in their replacement but nothing else was changed.