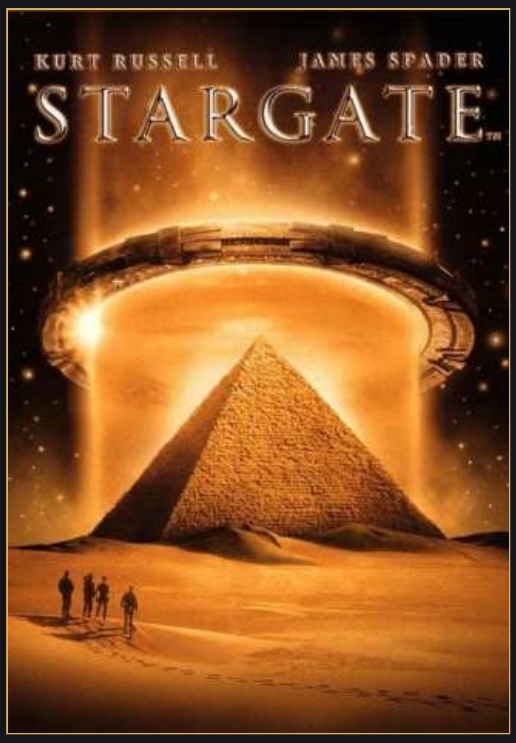

STARGATE

A JUMPCHAIN JUMPDOC · BASED ON THE 1994 FILM · V1.1

Sixty-six years ago, an expedition on the Giza Plateau dug a ring of unknown metal out of the sand. Now a disgraced young linguist who thinks he can read it has arrived at a secret complex beneath a Colorado mountain, and a grieving Marine colonel has been told to be ready to go through. On the other side is a desert world, a pyramid, a mining pit full of slaves and a god who is only pretending to be one.

You arrive in the week the linguist reaches the mountain. You will stay for **ten years**. To help you, take

+1000 CP

Survive until the ten years are up. Or until Ra is dead, if you are in a hurry.

STARTING CHOICES

Age and gender

Both are free to choose, within the range allowed by your Origin.

Location

Roll 1d8, or pay **100 CP** to pick. A result of 8 is a free choice of any other location. Your Origin may change some results.

1d8	Starting location
1	Los Angeles, California. A rainy afternoon, a lecture hall that does not want you.
2	Yuma, Arizona. A quiet suburb, a house with a basketball hoop that nobody uses.
3	Creek Mountain, Colorado. Outside the checkpoint on the highway to the secret complex.
4	Creek Mountain, Colorado. Inside the complex, in the corridor beside the briefing room.
5	Nagada, Abydos. The market street of the mining town, a few steps from the old wells.
6	The Nagada Mine, Abydos. A ledge on the white cliffs above a pit full of workers.
7	The Pyramid of Ra, Abydos. The chamber at the foot of the ring.
8	Free choice of any location above.

ORIGINS

Pick one. All except Drop-In have a history here and memories to match. Discounts apply only to the matching Origin. The 100 CP entry for your Origin is free; other entries are 50% off.

Drop-In — Free

You appear out of nowhere with no history, no files and no memories of this world. You may start anywhere on the Location table, even places you shouldn't be able to reach. Age 18+.

Stargate Project — Free

A Marine, airman or technician attached to the secret project beneath Creek Mountain, Colorado. You have a service record, a commanding officer and a clearance. Age 21+. Treat Location results 5 to 7 as result 3.

Researcher — Free

A civilian scientist, linguist, archaeologist or engineer working on the ring or on the finds from the 1928 Giza dig. You have degrees, a reputation (good or bad) and a cluttered office. Age 22+. Treat Location results 5 to 7 as result 3.

Abydonian — Free

A resident of Nagada, the dusty mining town on the desert world beyond the ring: a miner, a farmer, a herder or one of the elders. You have family, a trade and a long memory of Ra's rule. Any age. Treat Location results 1 to 3 as result 5.

Child of Ra — 200 CP

One of the god's household: a Horus guard, a pilot, a servant, a favoured retainer. You live aboard the pyramid ship, you are loyal (for now) and you carry the god's mark. Age 18+. Treat Location results 1 to 3 as result 7. **You must take the Sworn to Ra drawback; it grants no CP and does not count toward the cap.**

> ### Sworn to Ra (mandatory for Child of Ra) — +0
>
> Ra has the right to give you orders and to punish you for disobedience. You can break the oath only by fleeing the pyramid, killing Ra or surviving his wrath. It gives no CP and does not count toward the Drawback cap.

GENERAL PERKS

No discounts. Open to everyone.

Common Tongue — Free

You speak and understand English and the Abydonians' ancient Egyptian dialect as if born to them, and can read the written forms of both. **Post-Jump:** you get the same free fluency in the main language(s) of every future setting's starting region.

Quick Study — 100 CP

Given a few weeks of immersion, you can learn any spoken language to conversational level, and a written one to working level, even one with no living teachers. A written language you have no key for takes months, not decades.

Wormhole Legs — 100 CP

Gate and portal travel never makes you sick, dazed or disoriented. You arrive on your feet, with your senses and your gear intact, and you recover from the wormhole's "cold" within a few breaths.

Desert Hardened — 100 CP

Heat, dust, thirst and glare wear you down at a third of the normal rate. You can walk a sandstorm out with a cloth over your face, find your bearings by sun and stars, and notice dehydration before it matters.

Mastadge Magnet — 50 CP

Large, smelly, affectionate animals love you, mastadges most of all. Beasts of burden do what you ask without fuss, and wild animals are slow to treat you as prey. It will not stop a hungry predator.

GENERAL ITEMS

No discounts. Open to everyone.

Field Kit — Free

A set of clothes suited to the starting location, a canteen, a pocket knife, a torch with spare batteries, a pack of flares and a bit of cash. Replaced or restocked weekly if lost or used up.

Mineral Sample Case — 50 CP

A padded case of tools and beakers for sampling soil and ore, with a never-empty supply of labelled vials. Samples you take never degrade, and you always know where they came from.

DROP-IN PERKS

Nobody Asked Where You Came From

100 CP
Free for Drop-In

Official records, neighbours and locals simply accept your cover story (you can choose it each time you meet someone new, so long as it is plausible). Nobody asks for papers you do not have. **Post-Jump:** you get matching paperwork and a believable identity in every future setting.

Wild Card

200 CP
100 CP for Drop-In

Those who plan against you (generals, gods, assassins) have trouble predicting you. Predictions, profiles and prophecy about you are less accurate, and you are the last person anyone expects to turn a corner they expected to be empty. It does not blind enemies who are already looking straight at you.

Point of Origin

400 CP
200 CP for Drop-In

You always know the direction and rough distance to home, to your Warehouse door and to any place you have previously stood in, whatever dimension or planet you are on. You can recall the exact sequence of anything you have seen or dialled (addresses, lock combinations, passwords), once, perfectly.

Cosmic Combination Lock

600 CP
300 CP for Drop-In

Show you a portal, gate, teleporter or sealed ancient device and, after a few hours' study, you can work out how to open, dial, repair and safely shut it down, even with parts missing and with no manual. You can often find a way to make a damaged portal work with salvaged materials. Devices of this type you build or restore are always fiat-backed. **Limits:** it gives understanding, not power, so you still need an energy source and materials.

DROP-IN ITEMS

A Place To Land

100 CP
Free for Drop-In

A small furnished home or flat with a key that always works, located wherever you choose to arrive in each setting, with utilities paid and a stocked fridge. It can be attached to your Warehouse instead.

A Muscle Car With Opinions

200 CP
100 CP for Drop-In

A classic American muscle car, in a colour you pick, that is faster than it looks and never runs out of fuel. It has a tape deck with one cassette, which changes to match the setting. It has a good deal of personality and a tendency to start smoking in front of authority figures. Repairs itself overnight.

Gate Compass

400 CP
200 CP for Drop-In

A hand-held device that detects any active portal, gate or teleportation event within ten kilometres, shows the address it connects to (if the technology uses addresses) and keeps a log of every address it has ever seen. It cannot dial anything by itself.

A Gate Of Your Own

600 CP
300 CP for Drop-In

A physical Stargate, a ring about the size of a house, with seven-symbol addressing. It attaches to your Warehouse or is inserted as a standing structure into future settings (your choice each Jump). It links to any location you have personally stood in (each recorded as an address in the device) and to any other gate whose address you know. Only one wormhole at a time, which closes after about half an hour. It needs a separate supply of the Precious Mineral to run (see Abydonian items) or an equivalent power source you supply.

STARGATE PROJECT PERKS

Semper Fi

100 CP

Free for Stargate Project

Full military training, rifleman up to squad leader: weapons, field craft, first aid, navigation, hand-to-hand and the discipline to keep doing it while exhausted. Your fitness is at the top of what a person your age can reach without enhancement.

Leave No One Behind

200 CP

100 CP for Stargate Project

You always know whether each member of your team (up to twenty people you have formally picked) is alive, hurt or in danger, and roughly where they are within a few kilometres. They fight harder when they know you are coming for them, and are less likely to be captured or abandoned during your plans.

Nothing Left To Lose

400 CP

200 CP for Stargate Project

Grief, guilt and despair can no longer incapacitate you or push you into reckless decisions. You can carry any loss, however heavy, and use it as fuel for patient, precise action. Mental attacks that work through despair or hopelessness have less than half their normal strength against you. You can still grieve; you just cannot be broken by it.

Trojan Horse

600 CP

300 CP for Stargate Project

You are a master of sabotage, demolitions and infiltration. Anything you plant, rig or smuggle into an enemy's holdings escapes inspection unless the enemy has a specific reason to suspect that very thing, and you know how to turn an opponent's own supply lines, rituals and shipments against them. **Limits:** it hides what you do, not what you are; caught red-handed is caught.

STARGATE PROJECT ITEMS

Standard Issue

100 CP

Free for Stargate Project

A rifle, a sidearm, field gear, a radio, a medical kit, flares and a few days of rations, all in good repair. Replaced weekly if lost and restocked every time you leave a base.

Mobile Analytical Probe

200 CP

100 CP for Stargate Project

A rugged remote-controlled probe with cameras, an arm for taking samples and a radiation and chemistry sensor suite. It can be sent through a portal ahead of you. If destroyed, a replacement appears in your Warehouse after a week.

The Silo Annex

400 CP

200 CP for Stargate Project

A hardened underground research and military base, with a command room, barracks for fifty, an armoury, labs and a motor pool, with a fully staffed (non-sentient) support crew of followers. It can attach to your Warehouse or be placed in a remote region of a future setting.

Recon Detachment

600 CP

300 CP for Stargate Project

A team of twelve highly trained Marines and pilots, along with a helicopter and a cargo aircraft, a full supply of arms and fuel that renews monthly. They are Followers: they gain no CP and no fiat-backed perks, but they stay loyal, learn quickly and can be brought along for free.

RESEARCHER PERKS

Decipherer

100 CP

Free for Researcher

You can read and write ancient Egyptian, Aramaic and a dozen other dead languages, and with a day's study you can reconstruct pronunciation from the writing, so you can actually be understood. With a sample of an unknown script, you can crack its basic structure in weeks.

Pattern Finder

200 CP

100 CP for Researcher

After a day with a set of inscriptions, star charts, notes or data, you will spot the pattern in them that peers missed, even something that contradicts established theory. Your notes are always organised in a way that makes sense to you, however messy they look to others.

Cultural Ambassador

400 CP

200 CP for Researcher

Give yourself a month among an unfamiliar culture and its people treat you as one of their own. You pick up customs, taboos and etiquette fast. You can also be forgiven for mistakes that would normally earn an outsider a beating. Elders and leaders are inclined to confide in you.

The Truth Written in Stone

600 CP

300 CP for Researcher

Any writing system you read yields its real meaning, including the author's intent and the history behind it, and what you uncover is reliable. Any technical, ritual or practical text you read that describes how to make or do something, you can follow to a working result. **Limits:** it does not supply materials, and it does not stop the author from having lied (but you will know when they did).

RESEARCHER ITEMS

The Field Notebook

100 CP

Free for Researcher

A durable notebook and a set of pens that never run dry. Your notes and sketches never get lost, damaged or stolen, and always survive the loss of other equipment. A matching chalkboard fits in your pack.

Linguist's Workstation

200 CP

100 CP for Researcher

A portable computer with a scanner, a cross-referenced library of every known writing system and your own research files. It can compare any text you scan against all of them and suggest likely translations. It runs on any power source, including a hand crank.

The Langford Collection

400 CP

200 CP for Researcher

A private museum of ancient artefacts, a few of which are genuine mysteries. Pick three: each is unique and has a minor property (a stone that lets you speak and understand one specific language, a cartouche that identifies a forgery, a lamp that burns without fuel). Attaches to your Warehouse.

Deep Vault Laboratory

600 CP

300 CP for Researcher

An underground research complex with laboratories, test chambers, a vast library and living quarters, with a staff of a dozen followers (scientists and technicians) who need no pay. It can be attached to the Warehouse or placed in a future setting.

ABYDONIAN PERKS

Desert Born

100 CP
Free for Abydonian

You are tough, wiry and at home in hot dry places. You know how to farm, mine, herd, weave, cook and mend with the materials at hand, and how to find water. You can climb, carry heavy loads for long distances, and navigate the dunes at night.

Keeper of the Old Stories

200 CP
100 CP for Abydonian

You remember every tale, song or lesson you have been told, word for word, and you are a compelling storyteller. A good tale told by you can calm a frightened crowd, rally a tired one or help a stubborn listener to see a truth they had refused.

Children of the Sand

400 CP
200 CP for Abydonian

Your community moves as one. With a trusted group of up to several hundred people who consider you one of them, you can coordinate action quietly across a crowd with whispers, signals and shared habits. They follow plans without needing orders repeated, and they are harder to cow, bribe or fool. Spies in their midst tend to be noticed.

Fear No God

600 CP
300 CP for Abydonian

No false authority can frighten you into submission. Awe, divine terror and the pull of worship have no hold on your mind, and demands made in the name of a god, king or system do not work on you. When you reveal that someone claiming divine authority is just a mortal, their hold on your allies within sight of you weakens. **Limits:** a real weapon still hurts, and a god who is stronger than you can still strike you.

ABYDONIAN ITEMS

Sandwalker's Kit

100 CP
Free for Abydonian

Robes, a slingshot with pouch, waterskins that always hold clean water and a tent that fits in a pack. The robes are bright and keep their dye in the sun. The sling hits what you aim it at.

Mastadge Caravan

200 CP
100 CP for Abydonian

Three loyal, shaggy, smelly mastadges (large beasts of burden) with saddles and harnesses. They count as Followers. They heal fast and travel across any terrain, and they get on well with everyone. One of them has taken a liking to you in particular.

The Hidden Museum

400 CP
200 CP for Abydonian

A secret chamber of painted walls that tells the true history of your people and, whichever world you take it to, the real history of the local people. Anyone who studies it for a day understands that world's past more clearly. It attaches to your Warehouse or lies beneath a building in future settings.

The Precious Mineral

600 CP
300 CP for Abydonian

A cache of the pale mineral mined in the pits of Nagada, which powers advanced technology of the god's kind. You receive 100 kilograms each month, and if you have used some, it restocks back up to 100 kilograms at the start of each month. It cannot be used to increase the yield of an explosion beyond a tenfold amplification, and it refreshes in your Warehouse after use.

CHILD OF RA PERKS

Horus Training

100 CP
Free for Child of Ra

You are a trained member of the god's guard: staff weapons, ceremonial discipline, flying escort and crowd control. You are physically conditioned beyond what the mines produce, and you can stand motionless for hours. People instinctively give way to you.

Voice of Ra

200 CP
100 CP for Child of Ra

When you speak with the authority of someone higher than you, those below you obey without question. People who have never met you will treat your orders as carrying real weight, as long as they believe the chain of command is real. It fades once they see through it.

The Healing Hand

400 CP
200 CP for Child of Ra

You can heal wounds, burns, poisons and exhaustion by touch over the course of 10 minutes and can reverse it to inflict agony instead, at a cost of fatigue to you. People who see you use it tend to believe you are a god. **Post-Jump:** the effect is yours, not tied to a device.

There Can Be Only One

600 CP
300 CP for Child of Ra

People who are not sure of their own power, or who have been taught to obey, will accept you as the ruler. You can appoint up to twelve lieutenants who are fanatically loyal and personally dangerous; they will not break, betray you or be bribed away. Your authority within any society you take over lasts for as long as you hold it. **Limits:** people with real conviction, or who know the truth about you, are not affected.

CHILD OF RA ITEMS

Staff Weapon & Guard Helm

100 CP
Free for Child of Ra

A tall staff that is also an energy weapon, along with a full-face helm that lets you hide your features or show an animal's. The weapon never runs out of charge. The helm has night-vision, a long-range zoom and a voice changer. It comes with a blueprint that lets you build more of them, if you have the materials.

Udajeet Glider

200 CP
100 CP for Child of Ra

A small, fast, single-seat flying craft with a pair of energy cannons, made of the same gold-coloured metal as the pyramid. It handles like a dream and repairs itself over a day. It comes with a blueprint that lets you build more of them, if you have the materials.

The Sarcophagus

400 CP
200 CP for Child of Ra

A coffin-like regeneration device that heals any wound, disease or ageing damage in a few hours (even death, if the body is mostly intact and the dead person has been in it within a day). Revival works once per Jump. Using it for non-urgent healing erodes some of your empathy over time (**limit**: at the end of each Jump you may choose to reset this). It needs the Precious Mineral to run. Fits in your Warehouse. It comes with a blueprint that lets you build more of them, if you have the materials.

Pyramid Ship

600 CP
300 CP for Child of Ra

A sleek, gold-coloured pyramid-shaped craft that can fly in air and in space, carrying a hundred people in comfort. It has an array of weapons, a throne room and shipping bays. It is fuelled by the Precious Mineral. It can be docked in your Warehouse.

COMPANIONS

Import / Create [50 CP for one, 200 CP for a group of eight]: Bring existing Companions into this Jump, or create new ones. Each chooses an Origin (free, unless it is Child of Ra) and receives **400 CP** to spend on perks and items. They can take Drawbacks for extra CP, up to +400 CP each, and they cannot buy Companions.

Canon Companion [100 CP each, unless listed below]: Pick any named character from the film. You will meet them, on friendly terms, but you will have to convince them to join you when the Jump ends, and the character must agree. Big Names cost **200 CP**.

Canon Companions

Daniel Jackson [200 CP] An obsessive young Egyptologist, quick to learn and slow to give up. **Comes with the full Researcher perk line and the first two Researcher items (the 100 CP and 200 CP ones).**	**Colonel Jack O'Neil [200 CP]** A hardened Marine officer, quiet and dry, who has stopped caring whether he lives. **Comes with the full Stargate Project perk line and the first two Stargate Project items (the 100 CP and 200 CP ones).**
Sha'uri [100 CP] The daughter of Kasuf, a curious, determined woman with a talent for stories. **Comes with the full Abydonian perk line and the Sandwalker's Kit.**	**Skaara [100 CP]** A young and cheerful boy of Nagada with a brave heart. He grows up quickly. **Comes with the full Abydonian perk line and the Sandwalker's Kit.**
Kasuf [50 CP] The elder of Nagada, patient, proud, and wise about people.	**Catherine Langford [50 CP]** The elderly scientist who dug up the Gate in 1928 and never stopped believing.
Kawalsky, Feretti, Brown or Freeman [50 CP each] Marines and scientists of the first expedition: Kawalsky (steady), Feretti (wry) and Brown (musical, scientific).	**Little Bit [Free]** A shaggy mastadge with a smell all of his own. Counts as a Follower, not a Companion.

Where a Canon Companion comes with a perk line and items, those are bought for them at no cost to you and are fiat-backed like anything else you own. Each Companion holds their own copies, so you do not receive them yourself.

Ra and Anubis cannot be recruited.

DRAWBACKS

Take as many as you like, up to a total of **+800 CP**. The two toggles (+0) and Sworn to Ra (mandatory for Child of Ra) do not count. All last until the end of the ten years. Drawbacks override perks.

Ra Is Dead, You Are Done — +0

Toggle. The Jump ends 24 hours after Ra dies, whoever or whatever kills him. When the 24 hours are up, any drawbacks you took end and you go to the Ending Choices. If Ra is never killed, you stay the full ten years as normal. It cannot be combined with The Series Continues, and it does not count toward the drawback cap.

The Series Continues — +0

Toggle. Rather than the film's story, the world follows the later television continuity: Ra is one of many parasitic "System Lord" rulers, other worlds are connected by the gate network, and a military command is built around the gate. A new set of villains and allies is available to you. Ra's death at the end of the film still occurs, but it is not the end of the story. You can choose which events to follow.

Hay Fever From Another Galaxy — +100 CP

Dust, animal fur, spices and old paper make you sneeze and itch almost constantly. Your eyes water, your voice goes thick and you sound ridiculous at the wrong moment. Anti-allergy perks stop working.

Nobody Believes You — +100 CP

For the first six months of the Jump, any claim you make that sounds wild (and most of what is true here does) is dismissed or laughed off by authority figures, however well you back it up.

Chain of Command — +200 CP

You are formally attached to the project and must follow lawful military orders for the first three years. Defiance means arrest. If you are a Child of Ra, you are a servant of the household instead and the same applies to Ra's orders. Abydonians are bound by the elders' decision.

Lost in Translation — +200 CP

Your language perks and abilities stop working. You cannot speak or understand ancient Egyptian, Abydonian or any other tongue you did not already know before the Jump. You can learn them again the slow, human way.

Sandstorm Season — +200 CP

Fierce dust storms, searing heat and killing cold nights blow over Abydos for half of each year. Travel outdoors is dangerous. If you do not start on Abydos, the storms arrive whenever you pass through the Gate.

Warhead at the Gate — +300 CP

A nuclear device will find its way to Abydos within your first year, and Ra will plan to send it back through the ring with a shipment of the Precious Mineral, amplifying the blast. You must prevent that, or be at least twenty kilometres from the Gate when it detonates.

Marked by Horus — +300 CP

Ra's guards know your face. They hunt you across the desert and through the cities with patrols, air strikes and spies. If Ra dies, the hunt ends. If you start with the Child of Ra Origin, you are hunted by the faction of Ra's guards who have turned against him instead.

Ra Returns — +400 CP

Ra does not die. Either his ship escapes, or a younger member of his species finds him. At about year five, he comes back with a larger fleet, a lot of angry guards and a plan to remake the world. You must defeat him or leave Abydos for good.

The Whole Household — +500 CP

Each of Ra's most trusted servants (Anubis, the head of the guard, the high pilot, the chief torturer and the keeper of the Sarcophagus) takes a personal interest in your death, and they all act independently. This is a real threat to even a strong Jumper.

SCENARIOS

Optional. Neither adds CP. Failing one does not end the Jump or your Chain.

Bring Them Home

Scenario

Prevent the first expedition from being stranded or killed. All of the team that go through the Gate (Colonel O'Neil, Daniel, Kawalsky, Feretti, Brown, Freeman and the rest) must return to Earth alive, and Ra must be dealt with. You may use any method, but the team must survive. **Failure:** the Jump continues as normal. **Reward:** the Stargate Project transfers to you: you receive the Gate Of Your Own item for free, plus the Gate Compass and a Silo Annex attached to the Warehouse. The Colonel and Daniel now cost only 100 CP each as Canon Companions.

The Liberation of Abydos

Scenario

Free the miners and the people of Nagada from Ra's rule without a nuclear weapon being used. The mines must stop sending the Precious Mineral to the pyramid, and the miners must be free by the end of your tenth year. **Failure:** none, but the people stay under Ra's thumb. **Reward:** all of Nagada becomes friendly to you and your Companions, and you receive the Hidden Museum, Mastadge Caravan and Sandwalker's Kit for free, plus the Fear No God perk. If you take both Scenarios, you also receive the Precious Mineral item for free.

ENDING CHOICES

When the ten years are up (or earlier, if you took the Ra Is Dead, You Are Done toggle and 24 hours have passed since Ra died, or if you finish a Scenario that ends the Jump), all drawbacks are removed and you choose:

Choice	What happens
Go Home	Return to your original world and moment, keeping everything you have gained.
Stay Here	Settle in this world with everything you own. The ring stays where you left it.
Move On	Continue to the next Jump, taking everything with you.

NOTES

- **Timeline.** The Jump starts in the week Dr. Daniel Jackson arrives at Creek Mountain. The gate opens about two weeks later, and the expedition reaches Abydos soon after. Time passes at the same rate on Earth and Abydos.
- **Ra.** In the film, Ra is the last of an ancient species that took a human host, and he rules Abydos through his guards and his technology. You cannot recruit Ra or Anubis, but any other character can be a Companion if you convince them.
- **The Gate.** The film's gate needs seven symbols: six to find the destination and a seventh "point of origin" for where you are. Working out the correct seventh symbol is the film's key puzzle. The Gate Of Your Own handles it for you. Wormholes close when the energy runs out.
- **A Gate Of Your Own.** This item is a standard Stargate, about 22 feet (6.7 meters) in diameter and weighing roughly 64,000 pounds (29+ metric tons).
- **The Precious Mineral.** This is the quartz-like mineral mined at Nagada. It fuels Ra's technology and his Sarcophagus. Its role in amplifying the bomb is the main danger of the Jump.
- **Discounts.** The 50% discount applies only to the matching Origin and does not stack. The 100 CP entry of an Origin is free for that Origin. General items and perks never have discounts.
- **Fiat and post-Jump.** Everything you buy is fiat-backed. Items, devices and perks tied to Ra's technology keep working in future Jumps with their power source (the Precious Mineral item).
- **Followers.** Followers from items or Scenarios do not need CP, do not gain perks and can be brought along for free. They are not imported Companions.
- **Toggles.** The Series Continues and Ra Is Dead, You Are Done toggles are free to take, cannot be taken together and do not count toward the cap.
- **Fanwank.** Where this document does not say, make it up. Keep it fun and consistent.
- **Sources and credit.** Based on the 1994 film *Stargate* (screenplay and novelisation by Dean Devlin and Roland Emmerich). The Series Continues toggle draws on the later television series. This is an unofficial fan work, not affiliated with the film's creators or rights holders.

Changelog. v1.0: first release. v1.1: Canon Companions Daniel, O'Neil, Sha'uri and Skaara now come with their Origin's full perk line and items (Daniel and the Colonel the first two items, Sha'uri and Skaara the Sandwalker's Kit only).

SAMPLE BUILDS

Two sample 1,000 CP builds (prices after Origin discount; no drawbacks taken).

Drop-In: gate engineer (first-Jump friendly)

Choice	CP
General: Quick Study, Wormhole Legs, Desert Hardened	300
Perks: Nobody Asked Where You Came From (free), Wild Card (100), Point of Origin (200), Cosmic Combination Lock (300)	600
Items: A Place To Land (free), A Muscle Car With Opinions (100)	100
Total	1000

Stargate Project: field operator

Choice	CP
General: Wormhole Legs	100
Perks: Semper Fi (free), Leave No One Behind (100), Nothing Left To Lose (200), Trojan Horse (300)	600
Items: Standard Issue (free), Mobile Analytical Probe (100)	100
Companion: Daniel Jackson (Big Name)	200
Total	1000

Canon Companion builds

What each Canon Companion arrives with: their Origin's full perk line and items. Prices are after the Origin discount.



Daniel Jackson — 200 CP

Canon Companion · Origin: Researcher

Perk line: Decipherer (free) · Pattern Finder (100) · Cultural Ambassador (200) · The Truth Written in Stone (300)

Items: The Field Notebook (free) · Linguist's Workstation (100)

Build value at Origin discount: 700 CP (perks 600 + items 100).



Colonel Jack O'Neil — 200 CP

Canon Companion · Origin: Stargate Project

Perk line: Semper Fi (free) · Leave No One Behind (100) · Nothing Left To Lose (200) · Trojan Horse (300)

Items: Standard Issue (free) · Mobile Analytical Probe (100)

Build value at Origin discount: 700 CP (perks 600 + items 100).

Canon Companion builds (continued)



Sha'uri — 100 CP

Canon Companion · Origin: Abydonian

Perk line: Desert Born (free) · Keeper of the Old Stories (100) · Children of the Sand (200) · Fear No God (300)

Items: Sandwalker's Kit (free)

Build value at Origin discount: 600 CP (perks 600 + items 0).



Skaara — 100 CP

Canon Companion · Origin: Abydonian

Perk line: Desert Born (free) · Keeper of the Old Stories (100) · Children of the Sand (200) · Fear No God (300)

Items: Sandwalker's Kit (free)

Build value at Origin discount: 600 CP (perks 600 + items 0).