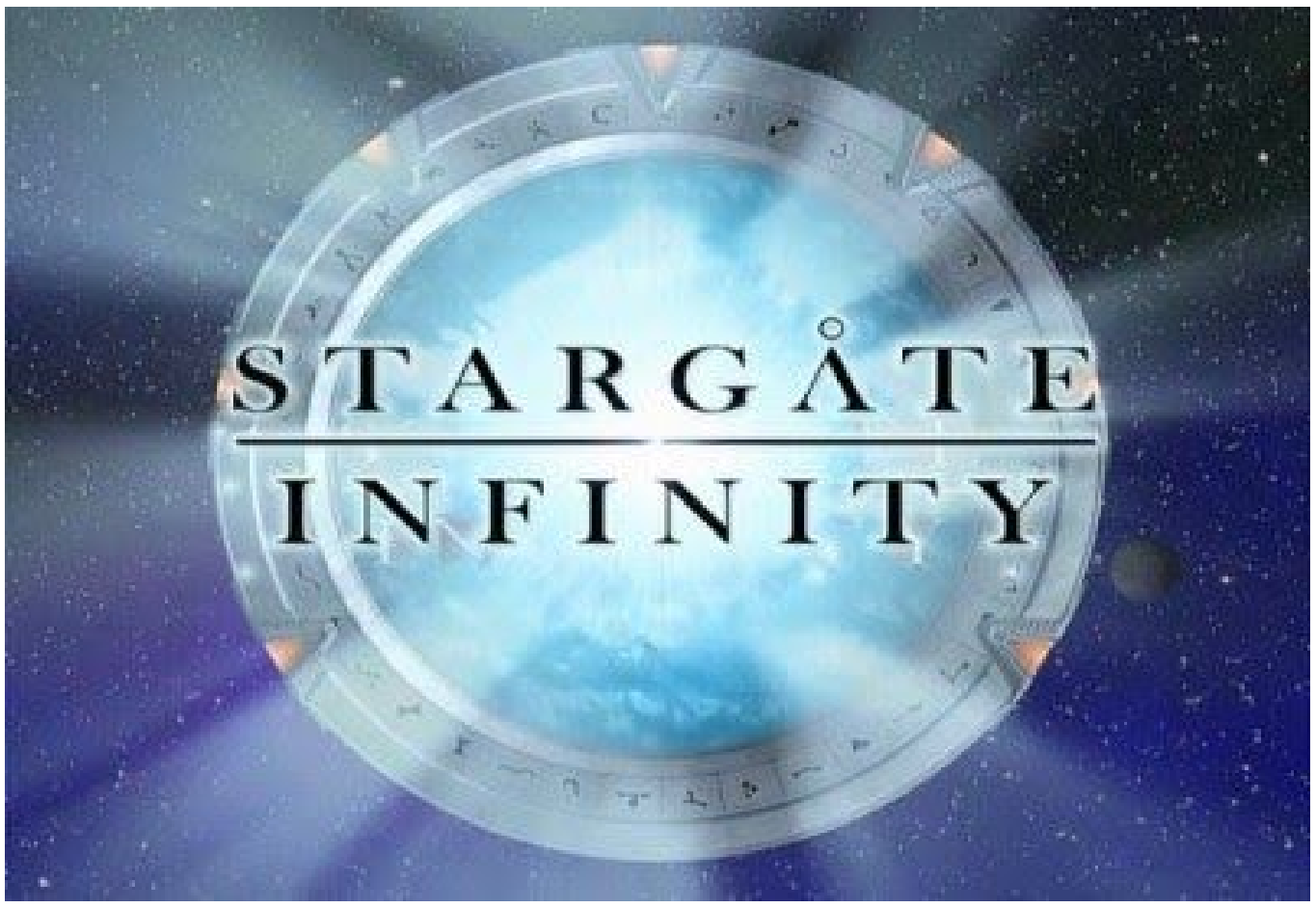


Built by Ancients so long ago,
the Stargate lay ‘till we broke the code.
Now it takes us through the universe,
on a mission to get back to Earth.

We are hunted and on the run,
and together, we overcome.
Fighting evil through the galaxy
Stargate Infinity!

At some point in the future, a minimum of thirty years after Daniel Jackson unlocked Earth’s Stargate, Stargate Command is fully open and public, with numerous aliens living on Earth.

A new threat emerges, savage alien lizardmen called the Tlak’khan, who use a shapeshifting infiltrator, Nephestis, to frame Stargate Command’s most decorated team leader, Gus Bonner, for treason. Twice, actually. First by sending his team into an ambush. Then, when a naquadah sarcophagus is discovered in Egypt containing an alien egg- perhaps one of the legendary Ancients- Nephestis again borrows Bonner’s face to open the iris and let the Tlak’khan raid Cheyenne Mountain.

Pinned down in a small garage off the Gateroom with a team of cadets, including his niece Stacy, Bonner sees no choice but to take the egg and the vehicles through the Stargate. Of course, once they’re clear all access codes for the Iris are changed, and the spy Nephestis programs their computer to filter out any transmissions from the team as noise.

Unable to return home, with a psychic alien dragon lady who may or may not be an Ancient, the team keeps on moving through the galaxy, staying one step ahead of the Tlak’khan and helping out wherever possible.

Have **1,000 CP** to help you out.

AGE & GENDER

Welcome to the twenty-first century. Unless there’s a specific problem caused by your age and gender, such as frailty from age or pregnancy, no one really cares.

Keep it as it was, or try new things. Won’t charge you points either way.

LOCATION

You start in Stargate Command, under Cheyenne Mountain in Cold Springs Colorado, USA, Earth, etc. on the day Draga’s egg is discovered, and Major Gus Bonner’s court martial concludes.

Why you’ll be there, and your role in coming events, will be decided over the course of the next couple of sections.

SPECIES

Human (FREE) Bipedal primates native to Earth, still the most represented group in Stargate Command.

Hrathi (FREE) Humanoid, green semi-crystalline aliens. The Hrathi are significantly stronger and tougher than humans, and can grow spikes or blades when angered or threatened. Most Hrathi are rather xenophobic, a result of their people being invaded and conquered countless times over the last thousand years. Still, there is a healthy refugee population on Earth and several Hrathi and even human-Hrathi hybrids in Stargate Command.

Rokari (FREE) Long-necked, three-eyed people. Very technologically advanced, so much so that they long ago lost literacy in their own language, transferring all information digitally.

Su’ri (FREE) Aquatic fish people, strong swimmers who can breathe underwater. Look like generic fish people with fins for ears and one atop their heads.

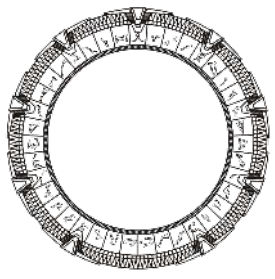
Urson (FREE) Effectively sapient polar bears, with all that implies for their strength, resilience and ability to function in the cold. Not so great in warmer climates.

Tlak’kahn (-100 CP) Hulking lizardmen, the newest threat to the galaxy. Strangely use staff weapons and (Central American) pyramid ships, much like another enemy long since vanquished. Tlak’kahn are *immensely* strong and espouse an honorable warrior ethos that sadly doesn’t extend to any aliens. Or anything Da’kyll really wants.

Alteri (-100 CP) Bat-eared, cyclopean humanoids, Alteri monks are considered the greatest hand-to-hand fighters in the galaxy thanks to their monomaniacal study of advanced martial arts from a young age, and a surprising natural agility. You share in these traits.

Sheftu (-200 CP) Shapeshifters whose natural form looks rather like a pillar of snot with a large brain and a small organ sack floating within. Besides being able to generate pseudopods, tentacles or hands as needed, Sheftu can impersonate specific people by consuming a DNA sample, just brushing a couple skin cells off will do, though that will only allow them access to a form for a few days. They can even become plants! Sheftu are for the most part a conquered vassal race of Tlak’kahn, making themselves useful to their masters with their skill in infiltration.

Otsorok (-400 CP) Reptilian species with snakelike lower bodies, humanoid torsos, large claws, pointy heads and functional wings. May or may not be the modern form of the Ancients who built the Stargates. Besides being able to fly, Otsorok have vast psionic abilities including; telepathy, telekinesis strong enough to levitate a Stargate, projecting images and illusions, healing powers and the ability to instinctually navigate the Stargate Network. One can always find “safety” or “warmth” or such. Oh, and they shoot lasers from their eyes. Most Otsorok disdain all ‘rock-crawlers’ unable to fly, except Draga who hatches on Earth in the pilot.



ORIGINS

Drop-In You appear in the highly secure area beneath NORAD with nothing but your purchases and the clothes on your back. Hope you're good at talking fast.

SGC Veteran You've been on SG-teams for twenty years, and a team leader for ten. You've been around the block more than a few times and can take care of yourself in the wider galaxy.

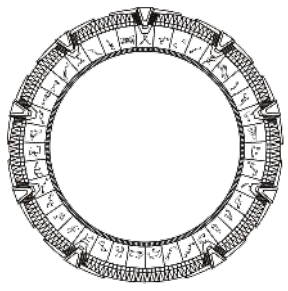
Stargate Rookie You may be new, but you are Gate-travel certified. You start at the obstacle course running the gauntlet with the other cadets.

Infiltrator Why, you're working with Da'kyll! You may be a spy or traitor to Stargate Command, or you may have just walked through the gate with him for a smash-and-grab of the Ancient egg.

TEAM

SG-Jump is Go! (-100 CP) Bring a squad, eight Companions with 800 CP apiece to spend, and their own choice of species, origin and ensuing discounts.

The Friends We Made Along The Way (-100 CP) Anyone here you want to take on? The Bonners, Harrison, Ec'co, Draga, or even Nephestis? Knock yourself out.



PERKS

One Of Those Faces (-100 CP, FREE Drop-In) You have a very trustworthy face, a manner that sets people at ease and little difficulty in making or keeping friends.

Sight Unseen (-200 CP, discount Drop-In) You are incredibly sneaky, able to vanish when not observed, and even the most skilled hunters and trackers would struggle to find your trail- unless you wished for them to.

Outside Perspective (-400 CP, discount Drop-In) Not being part of the local groups means not partaking in the local biases. You're astonishingly clear-headed when it comes to things that might influence your judgement, after all, sometimes a giant monster is just big, friendly and scary-looking.

Fact Of Life (-600 CPm discount Drop-In) Your existence cannot be undone with time-travel or manipulation. If the timeline does change, you will remember the original while the universe changes around you.

Know What The Best Planet Is? (-100 CP, FREE SGC Veteran) The next one. You're a born explorer with a sense of curiosity and wonder that will never desert you.

Ancient Texts (-200 CP, discount SGC Veteran) You weren't sleeping through Doctor Jackson's tapes, you can speak most common languages in the galaxy, and decipher entirely new ones in a matter of hours to days.

Mentor (-400 CP, discount SGC Veteran) You are skilled in teaching people, not just skills, but how to live well. Your example inspires your students to give their all and think fondly of you even many years later.

Read Sun-Tzu (-600 CP, discount SGC Veteran) You don't get to lead a Stargate team unless you can fight, and very well. You're a most skilled marksman, great at suppressive fire and small-unit tactics. You never lose your cool in a fight and when hardest pressed will come up with an unorthodox tactic to win the day. Most impressive of all is your grasp of your environment, how to make terrain and weather suit your needs, whether causing a rockfall, luring hostiles to a monster's lair or navigating a blizzard to escape encirclement.

Make A Choice (-100 CP, FREE Stargate Rookie) You can't know everything, Jumper, sometimes you just have to make a choice underpressure and stick with it. Fortunately, your instincts make you right more often than not when making snap judgements about who to trust under fire or which path to take.

Quick Study (-200 CP, discount Stargate Rookie) You are, to put it mildly, incredibly intelligent and good at picking things up. You may not have years and years of experience, but you'll make up the difference in no time, learning ten times quicker than your peers.

Friend to All (-400 CP, discount Stargate Rookie) Maybe you're mildly psychic, maybe just really in touch with nature, but people are at least somewhat inclined to trust you, and animals never attack unless you are hostile to them first.

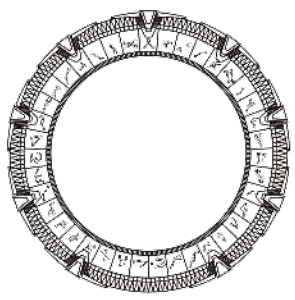
Astrophysics Made Easy (-600 CP, discount Stargate Rookie) You know an SG scientist once blew up a sun with a Stargate? You are very familiar with computers and high technology, able to figure out alien devices in record time and adapt them to your needs, besides having a solid grounding in chemistry, physics and astronomy.

Savage Strength (-100 CP, FREE Infiltrator) Sometimes you just need to smash whatever is in your way. Your physical might is twice what it was before taking this perk.

Schemer (-200 CP, discount Infiltrator) You *get* people on a pretty fundamental level. What they want, what they're willing to do to get it, and how to prod them into making crucial mistakes, the right bait or inducement to use to get the reactions you want.

Born To Be A Spy (-400 CP, discount Infiltrator) You have an amazing faculty for deception, able to spin plausible lies on your feet, shift blame and turn people against each other.

Stage Left (-600 CP, discount Infiltrator) When the going gets tough, you're already long gone. You have a positive sense of when a scheme is about to go horribly wrong or an experimental device explode, and your habit of keeping in mind an escape route or three at all times ensures you'll escape to menace people in the future.



GEAR

Weapon (FREE) The SGC of this time favors "Buzz Lightyear" laser wristbands, the Tlak'kahn like staff weapons, and there are still plenty of good old fashioned gun shaped weapons. Whatever form it takes, you have an energy weapon with limitless ammo and a stun setting.

Transport (-100/200/300 CP) Well, it's about time. You get a transport for getting around faster than your feet can carry you, fuel is limitless, exhaust nonexistent and it self-repairs or is restored after destruction in eight hours or less.

For 100 CP, this takes the form of a dirt-bike. For 200 CP, an All-Terrain Vehicle (ATV) which has some cargo space and towing capacity. 300 CP gets you a futuristic Jeep, with a swivel mounted energy cannon equivalent to a Death Glider's.

Jet Pack (-200 CP) You have a winged jet pack allowing flight. There are some limits of the human ability to breathe and G-force tolerance, but your speed and especially agility in the air puts most WWII fighter planes to shame, and your wing-tip lasers pack rather more punch than the wrist-mounted version.

Stones (-200 CP) Mandro Stones, used by the Alteri, grant great strength and agility, allowing their warriors to shatter stone and dance through enemy fire. Well, they're actually just magic feathers, except to aliens. And this one isn't addictive, and won't give you berserker rages or turn you to stone.

Starship (-400 CP) Whether a pyramid ship of the Tlak'kahn or alien saucer, you have a ship with working hyperdrive, comms, weapons and shields, equivalent to the old *Ha'tak* pyramid ships.

Stargate Network (-600 CP) Well now! Whatever world you start on in future Jumps now has 2-3 Stargates, connecting to hundreds of thousands of habitable worlds. Not that people will necessarily know what they are or how to work them without your help. You may choose not to import these.

DRAWBACKS

Continuity Headaches (+0 CP) According to Brad Wright, Infinity is definitely not part of the Stargate franchise canon, and there are a couple elements that are hard to square, like nobody knowing what an Ancient looks like since when the show was written only three seasons of SG-1 were out. But nevermind that! If you take this drawback, not only will the events of SG-1, Atlantis, and Stargate Universe be part of this world's history, anything you did Jumping to one of these will be as well.

Coming Full Circle (+0 CP) Not usually how this is done, but if you wish you may depart from here directly to an earlier Stargate Jump.

Too Short A Season (+0 CP) Why come here if not to explore? Ah well, if you really want, you can leave after resolving either of the main plot threads, clearing Gus Bonner's name and getting the team home, or finding Draga's people.

Facial Tattoo (+100 CP) It seemed like a really good idea, for about a week. Now you have this stupid and extremely identifiable marking on your face and can't get rid of it.

Infamously Low-Budget Production (+100 CP) Things don't seem to look quite right here, people are oddly static at times. And why, oh why, do you keep hearing the wrong sound effects, the stargate opening sounding like an Asgard transporter one minute, and a zat gun the next?

Greed (+100 CP) You're an incredibly greedy person who would betray your own friends and family, though of course, you'd demand good value for your sacrifices.

I Always Ache (+100 CP) Age starting to catch up with you there a bit, Jumper? You're not as fast as you used to be, got some arthritis and a trick back. Not necessarily enough to inhibit you from doing things, but you'll nearly always be in some level of discomfort.

Mute (+100 CP) You cannot speak, or scream or make a sound. Sign or writing might let you get by for the day to day stuff, but are notoriously bad at getting someone's attention in a firefight to say "look behind you!"

Phobia (+100 CP) You have an unreasoning terror of something, like spiders or the dark. You cannot overcome it without great struggle and help from your friends, regardless of any perks you might have.

The Key (+100 CP) You have forgotten how to read, and no matter how you try, cannot relearn for the duration of this Jump.

Big Mistake (+200 CP) You have a problem, namely your pride will never let you admit when you're wrong, or back off and try something new and

Face of Evil (+200 CP) You make a lot of snap judgements about who to trust or distrust, based on shallow or silly things. At least half the time, you're wrong.

Hot Water (+200 CP) You have a bad habit of boasting, and keep landing in situations where you have to back up your hasty words.

Not the Thorn (+200 CP) You once did, or will shortly do, something extremely short-sighted that hurts or kills a lot of people. You will be driven by guilt and a need to make things right, in defiance of all reason.

But… But… (+300 CP) Everyone around you, your allies and friends? They're all really, really dumb. Can't be left unsupervised kind of dumb. Signed you all up for a deadly gladiatorial combat with one survivor dumb. Talk about someone being too straight-laced to get a tattoo while ignoring their massive facial tattoo kind of dumb. Basically, they're always going to be causing you problems, headaches and sometimes throwing you into deadly peril. Have fun!

Mentors (+300 CP) Yikes! Not only are the events of the previous shows canon, the heroes of SG-1, Atlantis and Destiny are still around thirty years later, and have recently been deaged to their prime. They are convinced you are a multiversal threat they must destroy at any cost, and with their towering reputations, have no trouble turning the SGC and allied worlds against you.

Wormhole X-Treme! (+400/600 CP) Yeah, yeah, cheesy low-budget series but you know what? Overcoming your enemies with awesome power isn't really what this series is about. Unless you're Draga, of course, then have at. This will softcap your perks and powers from outside the Jump to something like what's present in the show. You might arm-wrestle a hulking Tlak'kahn, but you won't be shattering mountains. For an extra 200 CP, leave behind all perks, powers and items save those purchased in a Stargate Jump.

THE END

In It For The Long Haul- You know what the best planet is? The next one. With a whole galaxy to explore and friends by your side, you'd have to be crazy to want to leave.

Home Is With You- Time to move on, but you'll always have your memories of this place, and the friends you made.

A Third Gate!?- High time you got yourself back to Earth, no?

Jump Written by Aehriman