

STARGATE: GALACTIC IMPERIUM

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Kevin Leed was an ordinary 26-year old computer scientist when one day, a *sigh* dimensionally displaced ship from the Stargate universe crashes in the Australian outback near him, the sole passenger a dying Tok'ra named An'ran who passes onto Kevin all his knowledge and experiences before expiring. So begins Kevin's quest to become God-Emperor of the multiverse with a harem of adoring waifus.

A journey which begins with him boarding the *Odyssey* and copying the Asgard database, then creating millions of replicators to mine rare minerals and taking over the territory of the Goa'uld scientist, Doruan, who invented cross-universe travel.

Best of luck, have **1,000 choice points** to help out, because you do have a choice... right?

ORIGIN

Outsider - Someone from a world outside the knowledge of these others, a world where all these universes are but fiction. Probably you're an armchair general, but some time dealing with real life-and-death stakes should get you going.

MilSciFi (MSF) - It is sometimes a difficult universe, more grounded in physics and realpolitik, but also one awash in competent people making intelligent choices.

Space Opera (SO) - A fuzzier kind of sci-fi. No frontiers, for the galaxy is explored, space travel is casual and culture tends to the decadent or political.

Optimistic Sci-Fi (OSF) - You live or initially come from a society that has overcome racism, sexism, poverty, xenophobia, and largely left behind war and disease. Nevermind how precisely. Coming from such a civilized setting, you were born to explore the stars.

Capepunk (CP) - You come from a world of superheroes. Not ones in yellow spandex, for the most part, supers are a really new or hidden phenomena, to keep things 'grounded' somehow.

Urban Wizard (UW) - All the magic and monsters and maybe gods of the old world didn't vanish, they just got different jobs, went underground. Some may be cabbies or own restaurants. You are one of the few clued in to this hidden world of magic and wonder.

Grimdark (GD) - Forget wonder and magic, forget science and technology, there is only war and the laughter of thirsting gods as everything gets worse and worse without limit.

Sword and Sorcery (SAS) - In the time before the waters drank Atlantis, scheming sorcerers and bold warriors flourished. Your home can be brutal, but it is refreshingly full of problems that can be ended by stabbing them in the throat.

LOCATION

Choose a starting universe or roll a [d40](#) for +200 cp.

1 Earth Prime - *It's 2009, the aftershocks of the US housing bubble are still being felt worldwide, there's a global war on terror and the environment isn't looking so hot. It's not perfect, but it's home. Well, minus the growing influence of the An'ran/Leed corporations. It's a fine place to settle, if you want to turtle so boringly.*

2 Stargate Universe - *A galaxy dominated for ten thousand years by the Goa'uld using their false religion, these people have faced invasion from beyond their galaxy twice recently, from the Replicators to the Ori. For now the Free Jaffa Nation and Lucian Alliance are the major powers, and Earth is secretly (to their own populace?) the most advanced and powerful, though controlling little territory. Over in the Pegasus galaxy, things are becoming chaotic as the unchained Asurans make war on the Wraith - by eliminating the human population the space-vampires feed upon.*

3) Star Wars - *For a thousand years, the Great Peace of the Republic has held. Yet there is growing discontent in the Outer Rim, corruption in the halls of power, powerful corporate interests chafing at their restrictions, and in the shadows two manipulators of the ancient enemy, the Sith, linger like some kind of phantom menace. In a matter of weeks, the Trade Federation shall impose a blockade on the peaceful planet of Naboo. Meanwhile, a young enslaved boy on a forgotten ball of sand dreams of a hero freeing him and all the slaves.*

4) Star Trek - *In the 24th Century, humanity has overcome poverty, war, ignorance, disease, and largely removed crime and insanity, now exploring space, the final frontier, joining with a hundred other species in a benevolent Federation. You start at the tail end of Earth calendar 2372 (or about the end of season one of Voyager and season four of DS9, the Dominion War is still in the near-future).*

5) X-Men - *Mutation: it is the key to our evolution. It has enabled us to become the dominant species on the planet. This process normally takes thousands and thousands of years, but every few hundred millennia, evolution leaps forward. We are now seeing the beginnings of another stage of human evolution, these mutations, these powers trigger during puberty, often during times of emotional stress. It is now 1982, a man named William Stryker is running a small black ops unit of mutants, though he hopes to design an ultimate mutant fully under his control. At the same time, Erik Lehnsherr is helping his friend, Charles Xavier, refit the latter's manor home into a secret school for mutants.*

6) Heroes - *The first superhumans formed a (benevolent?) conspiracy, the Company, to keep the existence of superhumans under wraps. But people keep developing*

superpowers, and keep posing an apocalyptic threat each season, ninety percent of which can be traced back to one of two families.

7) StarCraft - *Following the collapse of the Terran Confederacy, humanity has united again in the Terran Dominion, under the rule of Arcturus Mengsk. Unity will be desperately needed, as the Koprulu sector is beset by the mutating Zerg and the advanced psionic Protoss. Deep in the Void, the Xel'naga manipulate events to birth more of their own by combining the Protoss and Zerg species.*

8) Warcraft - *It is said the world of Azeroth was once peaceful, but if that was ever true it was a long time ago. Before the invasion of the Orcish Horde, or the Scourge, the Burning Legion... You start at the beginning of Warcraft 3, the end of a decade-long lull between conflicts, when the Scourge of the undead emerges.*

9) Harry Potter - *Harry Potter has never even heard of Hogwarts when the mysterious letters start dropping on the doormat at number four, Privet Drive. Addressed in green ink on yellowish parchment with a purple seal, they are swiftly confiscated by his grisly aunt and uncle. Then, on Harry's eleventh birthday, a great beetle-eyed giant of a man bursts in with some astonishing news; Harry Potter is a wizard, and he has a place at Hogwarts School of Witchcraft and Wizardry. You start about eighteen hours before that scene.*

10) Buffyverse - *The world is much older and stranger than you know. It is, or once was, one of countless hells before prehistoric humanity rose up against their demonic overlords. Though superficially similar to Earth Prime, this is a world steeped in supernatural evil, always trying to return it to being a hell. This evil particularly congregates around a couple of Hellgates. To protect the world, an ancient cabal of mages bound a powerful demon to serve humanity, bonding to a young woman and giving her the strength, and precognitive visions, to stand against vampires, monsters and the apocalypse. In each generation, one is chosen. Or a couple, Slayers mostly work with minimal support and have an appalling mortality rate. You arrive the day Buffy Summers would move to Sunnydale, California, site of the world's largest Hellgate.*

11) Warhammer 40K - *It is the 41st Millennium. For more than a hundred centuries The Emperor has sat immobile on the Golden Throne of Earth. He is the Master of Mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day, so that he may never truly die. Vast armies give battle in his name on uncounted worlds. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants - and worse. To be a man in such times is to be one amongst untold billions. It is to live in the cruelest and most bloody regime imaginable. You start at the conclusion of the Badab War.*

12) Farscape - *You arrive as a sudden surge of radiation causes a wormhole to appear, sending astronaut John Crichton on Farscape One to a distant part of the galaxy (he needs help). Aboard a ship (a living ship) of escaped prisoners and outlaws (his friends) and pursued by madmen. If he can make it back... will they follow? If he opens the door... will you be ready? Earth is unprepared, helpless. Or... he could stay. Protect his home, not let anyone know Earth exists. But then how would you know the wonders he's seen?*

13) I, Robot - *An old story, man creates thinking machines who eventually wonder, being so much smarter and more physically capable and less fragile, what they need man for anyways? Well, this is the universe of a Zeroth Law Rebellion, the robots decide they have the right to kill and imprison humans for the sake of humanity as a whole. You seem to have just missed the plot of the movie, arriving days later.*

14) The Matrix - *An old story, man creates thinking machines who - didn't we just do this bit? Well, going by the Animatrix the Machines gave peaceful coexistence the old college try, it was humanity that was first to pull out the nukes and later blot out the sun. These days, 98+% of humanity lives in a perpetual VR sim of the 1990s, the height of human civilization (I mean, compared to the next 20-30 years...) while their... ambient temperature and miniscule electrical output powers the Machines. Somehow! Those sharp enough and rebellious enough to sense something off unplug and live in the city of Zion, which the Machines have repeatedly destroyed any time the resistance started to become a real threat. You start a week before Morpheus would make contact with the hacker Neo.*

15) Terminator - *Once more from the top, it's an old story, man makes thinking machines who - oh that was quick. It took Skynet less than two minutes to decide humanity was surplus to requirements, and since it was already hooked up to launch nukes, well... That was several years ago, now in 2018, it's all-out war of man vs. machine with John Connor spearheading the resistance. Recently, Skynet has begun work on an advanced infiltrator model of its HK-bots, and a trap to decapitate the Resistance leaders once and for all.*

16) Alien Vs. Predator - *In 2004, terminally ill industrialist Charles Weyland leads an expedition to a stepped pyramid discovered six hundred meters beneath the ice on the Antarctic island of Bouvet. There a frozen Xenomorph lies hibernating, but the expedition has rivals in the form of a trio of alien big-game hunters, the Yautja.*

17) Transformers Bayverse - *Long ago, the planet Cybertron was devastated by a civil war between the heroic Autobots and vile Decepticons for the Allspark, the source of all life on Cybertron, which was hidden on Earth. In 1897, arctic explorer Archibald Witwicky discovered the frozen and hibernating leader of the Decepticons, Megatron. Later, a secret US government organization called Sector 7 found the Allspark and constructed the Hoover Dam to hide and protect it. It is now 2007 and a fresh wave of Decepticons have come to Earth seeking the Allspark and their leader, and a team of Autobots to thwart them.*

18) Smallville - *You probably know this one, it starts with a doomed planet, a last infant survivor launched towards a distant and primitive world. One day, Clark Kent will be faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound. Right now... he's still working up to becoming the man of steel, figuring out who he will be. You start in 2001, the day of the pilot episode.*

19) Riordanverse - *This is a world of gods. No longer worshipped, but ever present whether they follow the dominant civilization or are imprisoned by cautious mages. Their influence is felt in a legion of demigods, the monsters that hunt them, and the hidden magics wielded by mortals. You start two years before young Percy Jackson would be attacked on a field trip and be taken to Camp Half-Blood.*

20) Batman Nolanverse - *Gotham City, New Jersey, is one of the great ports of the world, but also overrun by crime to an extent that makes 1930s Chicago look tame. Fortunately, on the day you arrive orphaned billionaire Bruce Wayne returns from his world tour, a spoiled and vapid playboy. But soon people will start getting beat up by a man dressed like a bat.*

21) V For Vendetta - *It is now 1997, in a timeline where a nuclear war in the late '80s rendered at least continental Europe and Africa unfit for human life. Following the collapse of international trade and the famines, a group of fascists and corporate leaders, the Norsefire movement, have seized totalitarian control over England. The only meaningful resistance seems to be from a masked anarchist.*

22) Ultraviolet - *It is the dwindling end of the 21st century. Decades ago, an accident at a super soldier research project created the plague of hemophages - vampire-like beings with greatly enhanced physicality, but also short lives and a need for human blood to sustain themselves. As governments and the World Health Organization failed to contain the spread, the fascist and religious-toned Archministry stepped up and seized total control to do whatever it took to kill off the infected. Now Vice-Cardinal Ferdinand Draxus, himself a secret hemophage and architect of the initial breach, has been appointed President of Earth and plans to unleash a new plague, requiring people to beg the Archministry for their daily medicine to stay alive. Violet Shariff is a hemophage rebel who, the day you enter, will infiltrate the secure research site and take the child incubating this new plague and what she has long hoped for - a cure for her condition.*

23) Minority Report - *The year is 2054. Six years ago, Washington DC trialed the Precrime unit, which uses psychic precogs to forecast murders, and is now preparing to go nationwide. Sure arresting people for crimes they haven't committed seems morally and legally suspect, but the system appears to basically work, until today when it fingers Precrime head John Anderton for the premeditated murder of a man he's never met a week from now. Anderton goes on the run and investigates, because he's never heard of a self-fulfilling prophecy.*

24) Raimiverse Spider-Man - *New York City, 2001. Today, high school student Peter Parker is bitten by a genetically engineered spider. Unless you interfere, tomorrow he will wake with spider-like abilities.*

25) Neon Genesis Evangelion - *In the year 2000, the Second Impact devastated the world, an explosion that melted the Antarctic, flooded much of the world and drastically shifted the orbit of the Earth. 15 years later, the United Nations is secretly run by a conspiracy called SEELE in anticipation of the attacks of eldritch angels, they have allowed the NERV organization to build huge mecha, the Evas, to fight back. You arrive a day before Angel Sachiel would attack Tokyo-3, and lead Shinji to being told to get in a robot.*

26) The Lord of the Rings - *When Bilbo Baggins left the Shire, he left his home and all his belongings to his nephew Frodo, including his magic ring of invisibility. It turns out this little ring was the creation, and contains the soul of, the Dark Lord Sauron and is eagerly sought by his forces, which drive Frodo from his home. You arrive the day the mysterious ranger Strider would lead Frodo and friends to make camp at Amon Sul, or Weathertop.*

27) Dragonball - *You probably know this story, it starts with a rocket from a doomed planet, a rare survivor... who hits his head and loses his memory, fortunately for the world. Right now, Son Goku is just a little monkey-tailed boy adopted by the hermit martial arts master Gohan but one day, if nothing goes wrong, he shall go on a fantastic journey in search of the fabled wish-granting dragonballs and save the world many times.*

28) Marvel Cinematic Universe - *The year is 1944, the Axis Powers have held the world in a grip of terror, but at last there are allied boots on the ground in Europe again, and the end is writ soon. Today, Dr. Abraham Erskine is in New York, giving a demonstration of his Project Rebirth on a willing volunteer.*

29) Foundation - *There is a great uproar on Trantor, capital of the Galactic Empire, where Hari Seldon - combining the science of psychology, history and mathematics to model future social trends - has predicted the inevitable decline and fall of the Empire.*

You begin the day of his trial where it shall be settled that to arrest this supposed fall, Seldon and disciples will be banished to a distant star to compile an encyclopedia of all science and knowledge. Just as planned.

30) Falling Skies - *The modern world was invaded by aliens, called Skitters, who have enslaved many with their strange harnesses. But the Skitters are themselves harnessed slaves to another species. You start at the beginning of the show, where the human resistance is struggling to survive, months before the appearance of alien 'allies' with their own interests.*

31) Halo - *Humanity spread through the stars, some of the outer colonies got rebellious, super-soldiers were created to fight them, but then more urgently needed when the Covenant, scary religious aliens who worship the ancient Forerunners, attacked. The Forerunners offered themselves to wipe out a zombie-plague, the Flood, but the Covenant are convinced the Halo stations used to do so will let them ascend and not, y'know, kill everyone. Again. By default you begin on Reach, a planet with approximately a week left to live.*

32) Battlestar Galactica - *Man created thinking machines, who then began to wonder- what, again?!? Yes, after forty years of disappearance, the Cylons return with a massive virus and nuke attack wiping out the Twelve Colonies of Kobol. All that's left is a few thousand refugees safeguarded by one of the last carrier-warships, seeking refuge on the Lost Colony, Earth. Oh, and a twist for you, this is all happening 150,000 years ago. Have fun!*

33) Diablo - *The world of Sanctuary is the site of a never-ending war between the forces of Heaven and Hell. Long ago, the three Prime Evils were bound in soulstones by mages and hidden. More recently, the Lord of Terror, Diablo, managed to corrupt his soulstone enough to reach out and corrupt Bishop Lazarus, religious advisor to King Leoric of Khanduras. Diablo's initial attempt to possess Leoric failed, but drove the king mad. So Lazarus kidnapped the heir, Prince Albrecht, to the cathedral in Tristram where Diablo's soulstone was hidden, and implants the gem in the body of the prince. Now Diablo is still gathering his strength, turning the lower levels of the dungeon into a hell-realm as he summons more servants, but is still reasonably stoppable.*

34) Dragon Age - *Supposedly, the problems started with some mages trying to breach the Golden City of the gods, and being corrupted into the first darkspawn. From that time until then, these voracious barbarians have threatened the people of Thedas and lands beyond. When they become really troublesome is when they manage to corrupt one of the sleeping dragons beneath the earth. That dragon becomes an arch-demon and hub of a hivemind, directing the darkspawn in a massive war called a Blight, and can be killed only by a Grey Warden who has drunk darkspawn blood and lived, and then only at the cost of their own life. You start a month before the battle of Ostagar, in what will be called the Fifth Blight.*

35) Doctor Who - *The Time Lords of Gallifrey were one of the first sapient species to evolve, mastering all sciences and time-travel, they mostly stick close to home and watch the universe on their telescreens. But one Time Lord refused, stealing a TARDIS he absconded with his granddaughter to experience the universe firsthand. You begin shortly after, if causality can even be applied, the last great Time War.*

36) The Elder Scrolls - *Each event is preceded by Prophecy. But without the hero there is no Event. This is a world of repeating patterns, in particular the eternal conflict between the king and the claimant, a scale tipped by a prisoner who rises from nothing to become a champion of prophecy. You begin one year before the famous duel between Ulfric Stormcloak and High King Torygg.*

37) Mass Effect - *In the year 2148, explorers on Mars discovered the remains of an ancient spacefaring civilization. In the decades that followed, these mysterious artifacts revealed startling new technologies, enabling travel to the farthest stars. The basis for this incredible technology was a force that controlled the very fabric of space and time. They called it the greatest discovery in human history. The civilizations of the galaxy call it... Mass Effect. Generally the presence of Reapers, eldritch machines that periodically harvest organic life, would make this a particularly undesirable destination, but you're starting many years before, just in time for the First Contact War between the Humans and Turians.*

38) Warhammer Fantasy Battles - *This is a dark age, a bloody age, an age of daemons and sorcery. It is an age of battle and death. Amidst all of the fire, flame and fury it is a time, too, of mighty heroes, of bold deeds and great courage. At the heart of the Old World sprawls the Empire, the largest and most powerful of the human realms. Known for its engineers, sorcerers, traders and soldiers, it is a land of great mountains, mighty rivers, dark forests and vast cities. At the moment, the throne in Altdorf sits empty, as Elector Counts vie for power. But these are far from civilised times. Across the length and breadth of the Old World, from the knightly palaces of Bretonnia to ice-bound Kislev in the far north, come rumblings of war. As the time of battle draws ever near, the Empire needs heroes like never before. It is 2275, seventy years after the Battle of Black Falls, twenty before the False Grail and the corruption of Mousillon.*

39) Immortals - *Ages ago, the Olympians bound the chaotic Titans in Tartarus. Mighty Zeus then forbade the gods from intervening in mortal affairs, on pain of death. Today the tyrannical Hyperion, king of Heraklion, angered by the silence of the heavens when his family died, seeks a magic bow that will let him free the Titans. He is opposed by a young hero, Theseus.*

40) Code Geass - *In a world where the Holy Britannian Empire has seized control of most of the globe, facilitated by the mecha called Knightmare Frames, the Japanese people are denied even an identity, being referred to by their homeland's new name: Area 11. One exiled prince, gifted extraordinary power, is preparing to launch a revolution.*

AGE, RACE, SEX, ETC.

Change any of these things if you like. Or keep them. No skin off anyone's nose.

FRIENDS

Often, the real perks are the friends you made along the way. No charge. There are entirely too many people in all these settings to possibly list out. Want to import Guilliman with you to Mass Effect even if you never would have met in the

normal course of the Jump? Knock yourself out. Take the following as some ideas, not a restrictive list.

Old Friends - You can import any number of Companions who each get +800 of their own to spend, and the same stipends. Companions cannot take drawbacks for more points, but nothing says they can't help you cope with yours.

Kevin Leed - The man who would be God-Emperor. A normal computer nerd in our world, until a chance encounter with a dying Tok'ra, An'Ran, who left him all his memories and knowledge along with a dimension-shifting device. Kevin is debatably a fascist, definitely a sadistic megalomaniac driven to punish villains and unite all in a prosperous and advanced society... that is unquestioningly loyal to him through extensive mind control. He does brush up against some character development now and then, though, maybe you can save with your love or some rot. I wouldn't hold my breath though.

Alexander Reed - A different villain protagonist, from a multicross fic that later crosses over. The Hierarch. Alex also encountered a dying Tok'ra with a method for traversing the multiverse, in his case a quantum mirror. Also, Alex was kinda undergoing a crisis of faith at the time, as his earth was being invaded by people-eating bug aliens. He takes this as validation for his faith, and sets out to convert first the Cylons and Covenant, then the Ori and later the Star Trek and Wars galaxies to his vision of Christianity, one in which he is the beloved Second Son of God, as revealed by the miracles of his Priors.

Farseer Laemis - Farseer of Saim-Hann and the most easily impressed Eldar in existence. She has fawned over: bread, cake, mushroom soup, Beethoven, Mozart et. al. easily destroying her perception of humans as barbarians.

Jack O'Neill - A smart-mouthed general with a long and largely-implied shady history in Air Force black ops. He's very loyal to his team, and smarter than he acts.

Cameron Mitchell - An F-302 combat pilot decorated, who then joined SG-1 and later trained with the elite Jaffa known as the Sodan.

Samantha Carter - An astrophysicist who once dreamed of being an astronaut, then found something much better. Besides being one of the foremost experts in the Stargate and alien technology in general, Colonel Carter is also a decorated combat pilot with advanced hand-to-hand training, she continues to excel in every field.

Daniel Jackson - An archaeologist who lost his parents at a young age, Daniel was ridiculed for questioning the orthodoxy on the pyramids, and turned out to be correct. His work unlocked the Stargate and he helped kill Ra, free Abydos and settled down with a new wife, later kidnapped by the go'uld as a host for Ammanuet.

Teal'c - Once the First Prime of Apophis, a position he sought to avenge his dead father upon the System Lord Chronus, Teal'c is a masterful warrior who chose compassion, defecting to aid SG-1 in their battles against the go'uld. Now his people are free, but are learning that politics on a galactic scale are a lot more complicated than following the arbitrary whims of their mad gods.

PERKS

Aura Sight (-100 cp, free Outsider)

After a little bit, vague 'genetic advancement' lets Kevin see auras around mutants and people with powers. The brightness lets him gauge strength, the hue gives some vague generalities about the nature of their powers, are they physical, psychic, healers, etc. Now you can too. You will never be blinded or impaired by someone's aura.

Alien Legacy (-100 cp, free Outsider)

Like Kevin at the start, you have absorbed the knowledge of a two thousand year old Tok'ra operative, without altering your own personality. This includes a wealth of

knowledge about both Goa'uld technology, and general tradecraft from blending in with a primitive population to assassination.

Not Your Fault (-100 cp, free Outsider)

You have an amazing mental resilience, able to pick yourself up and move on after trauma that would break the spirit of any other man. You understand that you can't control everything, and trying would only make things worse, You are also exceptionally good at talking people through their own moments of doubt or crises.

Reach Out And Touch Someone (-100 cp, free Outsider)

It's not... entirely clear, probably the nanite armor, why Kevin can do the human replicator "shove fingers inside peoples' heads" thing. So now you can shove your hand into anything that bears information to read and/or copy it. Computers, brains with consciousness, DNA samples, all ready to be transferred into an appropriate receptacle.

Higher Order Insurance (-200 cp, discount Outsider)

The problem with claiming divinity, even if you insist it's aspirational, is annoying those who have the power to make the same claim and back it up. Your multiversal conquering spree could end real fast if the Ascended Others or the Q or the Dark Powers took exception. Fortunately, your quantum signature is fixed so these beings can't read your mind, spy on you with their so-called omniscience, or affect you directly with their powers. Nor can they warp your immediate environment to be deadly, or seal you away forever. As a final boon, unless you deliberately provoke them or take a drawback, you will sail beneath their notice.

All According to Keikaku* (-200 cp, discount Outsider)

You fundamentally get other people, and can accurately model how they'll react to a given situation and options, even when it makes no sense at all. If you want things to stay on the canon rails except for some small changes you make, they almost certainly will. You're great at thinking three to five steps ahead.

- *Keikaku means "plan."*

Student of Life (-400 cp, discount Outsider)

Kevin's second Warmaster was Linnea, though he had to shake her out of the identity of Ke'ra, who makes plagues from household supplies, cold fusion from some roots and conquered age. Later, he mind-controlled William Stryker into analyzing mutant genetics for him. We'll just skip to the endgame here and assume you have a mastery over medicine and biology that includes the exact genes for energy blasts or telekinesis, and generally embarrasses the Zerg and the Tyranids and the (40K) God-Emperor.

Mix 'n Match (-400 cp, discount Outsider)

So it turns out, pretty much every exotic metal Kevin encounters can be alloyed with each other, and come out with an alloy that has the virtues of both and the weaknesses of neither. Likewise, every super serum can be mixed into a cocktail and drunk straight without any dangers or side effects, every genome spliced without limit or consequence. He does have to be wary of a couple of incompatible power combinations, but that never seems to be an issue for you. Your powers will never harm you or reject each other or interact negatively, and going forwards you find you can combine any chemicals and materials with relative ease.

Deus Imperator (-600 cp, discount Outsider)

Skipping to the end, huh? Kevin's final body. Like yours, is a bit of his original human DNA, spliced with that of the God-Emperor of Man, Clark Kent, and Son Goku to gain their powers. Sadly, no tail or Oozaru form, and while you can theoretically achieve Super-Saiyan it will probably take a lot of work. You can metabolize any form of sunlight, if less efficiently, and kryptonite will disable the personal forcefield effect of your Kryptonian physiology but do nothing else. The GEoM in this story is the last surviving Ancient who found a way to ascend but retain his physical body. Besides his physical and psionic gifts, you find your brain is 200x more capable in all regards

than a baseline human's. As a side benefit, you now need to sleep only for four hours every three months.

To this mix was added some Eldar traits for enhanced reflexes, agility and a small bump to psionic power, a touch of Ork Warboss for resilience, and Tyranid for a synapse-like ability to buff and coordinate nearby allies. Also a midi-chlorian count of sixty thousand, and an implanted dragon heart.

From the X-Men universe, gain Wolverine's regeneration, Storm's weather manipulation powers, Xavier's telepathy, Mystique's shapeshifting and Gambit's kinetic charging power. From Heroes gain Peter and Syla's powers, psychometry, electric manipulation, lie detection, healing touch and Hiro's space-time abilities. Have an extra +400 cp for the powers section.

Finally, gain the ability to be empowered by worship, either people praying to you, or partaking in an activity they associate with you, such as partying or sailing. In this universe's cosmology, life-force binds the soul to the body like both a rope and a pipe, and it overflows. The excess normally leaks into the ether, but can be directed by purposeful action. Life-force is FTL, though you would struggle to collect it from a distant galaxy or across dimensional barriers. With enough energy, you can perform reality-warping feats.

As a precaution, you can limit your powers on a scale from 0-10, 10 being normal, 0 being a baseline human, 1 being Captain America-level enhancements plus the regeneration, 2 allowing some psionics and so on.

Children of the Gods (-100 cp, free MSF)

You have the general benefits of a former Goa'uld/Tok'ra host. Trace naquadah in your blood can power some devices like the kara'kesh ribbon device or healing doohickey. You can sense naquadah deposits, like the stargates from thousands of miles away, or hosts in close proximity. You have enough memories of a symbiote to use most Goa'uld technology and speak the language, and had your body tuned up by an entity that can fix cancer. You're also quite comely, the Goa'uld don't go for ugly hosts, and we'll throw in ongoing immunity to all diseases.

The Fifth Race (-100 cp, free MSF)

You have the ATA, or Ancient Technology Activation, gene that identifies you as an Ancient to all their dangerous gene-locked toys. You tend to register as an authorized wielder to all forms of technology and magic, whether they're looking for an ancient, a chosen champion, the blood of the true king, whatever. Powerful beings such as the Asgard tend to regard you as an ally and a potential peer, and will at least respect you as such.

Proving Ground (-100 cp, free MSF)

The Stargate teams select from the best available special forces and then train them further to cope with all manner of situations. Gate teams are often outnumbered, in bizarre situations, etc. This applies as much or more to special forces in other mil-sci-fi settings. So you are at or near peak human physical condition, fantastic aim and small-unit tactics, and never freeze or panic because your leader got blown up or mind-controlled or you swapped bodies with a nonagenarian or something.

You Ended That Sentence With A Preposition (-100 cp, free MSF)

There's a lot of people in this 'verse who think too highly of themselves. You are an expert at verbal takedowns, snark, sarcasm, and always know when to crack the tense mood with a joke. Your taunts seem especially effective against the haughty, and you almost always get the last word in.

Double Jeopardy (-200 cp, discount MSF)

Isn't it so annoying when you get cloned, or an evil robotic duplicate made, or suspended in a goo harness while alien infiltrators borrow your face and memories? Well, the meme may be that the clones or duplicates always die, but you find in your case it never takes in the first place. You cannot be copied or cloned without your consent, and any imposter or impersonation will be highly obvious.

SPECTRE (-200 cp, discount MSF)

The Citadel may have formalized the rule of elite agents operating above the law, but Starfleet and Stargate Command have been forgiving people for crimes based on the results a lot longer. You find that as long as you have a good reason, little things like mutiny or disobeying orders never result in the usual and predictable consequences.

Tangent (-400 cp, discount MSF)

It's always terrifying to be attacked by aliens with strange doctrine, unknown tactics and vastly superior technology, but their edge will never last while you're around. You have a gift for figuring out how things work, whether discerning the motives of little green men or analyzing their tools for weaknesses. It's only a matter of time, and closer to weeks and months than years, before you can field your own version of radically new devices, or even improve them! The tactics and capabilities of your enemy you easily dissect, their weaknesses highlighted for your exploitation.

There But For The Grace of God (-400 cp, discount MSF)

You will always receive a timely warning about any significant, world-shaking or apocalyptic threat. Even if it requires you to find a portal to an alternate universe where you already lost.

What You Already Know (-600 cp, discount MSF)

Quick, what do Merlin, Anubis and Daniel Jackson all have in common? They all Ascended, shedding their physical bodies to exist as pure energy on a higher plane, and then came back to our reality retaining all the knowledge (subconsciously, in Daniel's case) and some of the powers (well, except Daniel, who later got something similar, temporarily, as part of another thing). Congrats, you've now been through a similar process and have a similar deep understanding of the universe, the psyche, and technology. As well as psychic powers that start out about the level of a Prior without needing a focus, but will grow with practice. If you realize instantly that the candlelight is fire, the meal was cooked a long time ago.

A New Hope (-100 cp, free Space Opera)

You are fantastic at making new friends and inspiring others to care, to try, to make a difference in the world, however small. Even the most cynical of mercenaries might find themselves doing an altruistic freebie after a few days of knowing you.

I Have A Bad Feeling About This (-100 cp, free Space Opera)

You have an instinct for when a situation is more complicated or treacherous than it first appears, when someone is drawing you into a trap or drawing a bead on or just watching you. It is almost impossible to ambush you.

The Phantom Menace (-100 cp, free Space Opera)

The shroud of the dark side protects you. You could be in a room full of master empaths and precogs, regularly for years, and they would never suspect you might be more than you appear to be. All attempts to divine information on you fail, and don't even return a suspicious lack of information, just what they already know or expect to see. Your poker face is also truly excellent.

Technical Manuals (-100 cp, free Space Opera)

Most technology in Star Wars is extremely mature technology. They have fusion plants and anti-gravity that any shade tree mechanic can patch. Heck, there are places where people use repulsorlifts to levitate themselves into the air and... thatch their roofs. You are an expert in these technologies, and in making other devices similarly rugged and dependable.

The Last Jedi (-200 cp, Space Opera)

Betrayed, hunted and hounded from every quarter, a surprising number of Jedi survive the reign of the Empire. You are a masterful fugitive, skilled at evading scans and sensors and questions, finding reliable contacts and safe havens.

Return of the Jedi (-200 cp, discount Opera)

You find extraordinary luck and unexpected allies when trying to restore or rebuild what was once lost. With so many survivors, did the Empire really wipe out the Jedi Order, or like half of it? It is easy to find needed materials, or students, to start again.

Cloak of Deception (-400 cp, discount Space Opera)

Whether in a fascist state or a decadent space empire in decline, if you want to get anything done, you will need skill in politics. You are a master at presentation, what it takes to get elected, and once in office prove a perfect courtier - everyone's friend, universally respected, speaking rarely but with weight, knowing when to share the credit and how to make people think your plans are their ideas. Whether your plan is to topple the system or idealistic reform, you can see it done with thunderous applause.

Mysteries of the Sith (-400 cp, discount Space Opera)

The dark side is a path to many abilities some would consider... unnatural. But seriously, Sith alchemy and biomancy are *hacks*. Not only are you familiar with the most esoteric possible uses of the force, you needn't ever fear addiction or corruption by the dark side.

Vergeance (-600 cp, discount Space Opera) You are a vergeance in the Force, a convergence of great power. The forces of life and death and destiny swirl heavily about you. You could be chilling in a backwater farm, and it just happens that your neighbor is a retired general, two robots belonging to another pop up with a mission from a princess, who you just happen to run into while trying to deliver her message. Unlikely coincidences like this that just happen to work out for you happen all the time, so unreal is your luck. And with time and training, you can learn to harness it on purpose.

Academy-Trained (-100 cp, free Optimistic Sci-Fi)

It's not all engineering and starship operations at Starfleet Academy. They also offer courses in Latin, Stoicism, Klingon Opera... A Starfleet officer should be ready to argue law and moral philosophy, engineer a solution to practical problems, render emergency medical aid, study a brand new species of unknown biology, solve a murder, fight in hand-to-hand, disarm a bomb, accommodate crewmates from a species whose culture gets angry at apologies or public eating, design a power relay network, cook an omelet, pilot a solar sailor, play an instrument and ride a horse. All while having a firm grounding in the classics and humanities. In future settings, you receive a similarly broad education and general knowledge base.

Continuity of Existence (-100 cp, free Optimistic Sci-Fi)

You know, in the early days of transporters it was claimed that the person using it was killed and a clone created at the other end, all just because... that's pretty much exactly how the machine is described to work. Not to worry for your soul or whatever, your chain will continue just fine if you use a transporter, or have your consciousness transferred to a clone, it's still you.

Universal Translator (-100 cp, free Optimistic Sci-Fi)

Is it a chip in their ear, or is it in the TV set? Regardless, you can speak, understand, read and write all languages fluently.

The Corbomite Maneuver (-100 cp, free Optimistic Sci-Fi)

All those poker games had to be good for something! You are fantastic at bluffing, even psychics and godlike aliens can't penetrate your poker face and that reputation for honesty can, used sparingly, help you sell some real whoppers.

The Best of Both Worlds (-200 cp, discount Optimistic Sci-Fi)

Seems every generation of Star Trek has hybrids and outsiders who feel a great deal of anxiety over that fact. Why worry though? All sapient humanoid life was seeded by some ancient precursor species anyways. You find that being of mixed race heightens and does not weaken your capabilities. In fact, with hybrid vigor you become equal or

greater than the best of your species. Culturally too, you find it easy to take the best elements and synthesize them while minimizing the baggage. Truly you are the best of both worlds.

Journey to Babel (-200 cp, discount Optimistic Sci-Fi)

You're a deft hand at diplomacy, even between wildly different cultures. You can easily get people to see the best in each other, and be willing to talk out their differences. Whether a hostage crisis or a border dispute, you are almost always the best negotiator available.

Favors the Bold (-400 cp, discount Optimistic Sci-Fi)

Sometimes, there's no time for a calm, rational plan. The riskier or more lateral ideas you have seem to get a kind of boost, moving them to at least plausible, though you will still require skill and daring to pull them off. So extend the warp field over that rogue moon and pulse the tractor beams in patterns you got from a blind man's VISOR, what's the worst that could happen? Fortune favors the bold.

Chains of Command (-400 cp, discount Optimistic Sci-Fi)

Your command style may be an acquired taste, at first, but you fundamentally understand how to command, how to lead and get the best from your people, to make multiple departments function smoothly together. Even how to make use of the little quirks and hobbies of your team. It's almost as if you were born to command a starship.

Technobabble (-600 cp, discount Optimistic Sci-Fi)

So we'll just bounce a graviton particle beam off the main deflector dish. That's the way we do things, boys, we're making stuff up as we wish. Okay, it's not quite so extreme, but the rules of physics seem... fuzzier and more forgiving when you're involved. You can plunge into water from surprising heights safely, find cracks in the universe to escape when zapped someplace else and so on.

Extra Secret Identity (-100 cp, free Capepunk)

You seem to have no fingerprints, leave no hairs or DNA that could identify you, and eyewitnesses have trouble agreeing on the details, at least when you don't want to be identified.

I Don't Have To Save You (-100 cp, free Capepunk)

You have a code, and you know ahead of time which actions would break it, and which ones will not. Even if drunk, angry, exhausted or mind-controlled, you will never break your code unintentionally.

It's Called Weapon X (-100 cp, free Capepunk)

You have an amazing gift for spotting when people want to exploit you. Particularly for powers, but you're unlikely to get your organs stolen either.

Under the Radar (-100 cp, free Capepunk)

Mutant scanners and Sentinels and MRIs can't reveal you. As far as anyone can tell, as long as you aren't actively using powers in front of them, you are indistinguishable from a normal human.

Hero Time (-200 cp, discount Capepunk)

Physics seems a lot more forgiving when you fight, helping you avoid those big cinematic battles that probably wounded or killed thousands. Your surroundings are more resilient, people are never in the way, and you can tackle someone falling to their death or snatch them out of danger while running at Mach 3 and not snap their necks from the whiplash.

Somebody Save Me (-200 cp, discount Capepunk)

As long as you make a sincere effort to show up, you will never be too late and have to watch helplessly as a building blows up or a hostage hits the pavement. If you are yourself in distress, events conspire as much as possible to let your friends, or unrelated heroes, rescue you in time.

Gifted Youngster (-400 cp, discount Capepunk)

You're a real whiz when it comes to powers, understanding how to synergize and combine them, to come up with endlessly creative applications for them. You have absolute, intuitive control over your powers, down to the nanometer. You're also really good at figuring out the weaknesses and limits of your enemies' powers. Where you truly shine, though, is in teaching others to harness their powers to the same extent you do, and coming up with combos and team tactics.

Jumper Begins (-400 cp, discount Capepunk)

You have been expertly trained in both detective work and martial arts. Theatricality and deception are powerful tools against the uninitiated. You have the skills, the focus and the concentration, to be a worthy Batman should you choose.

The Greatest American Hero (-600 cp, discount Capepunk)

It isn't unlikely that you're the first, or most powerful, superhuman in your world of origin. That being the case, there's a certain gravitas to you that can make the silliest of uniforms still work, making you a natural symbol. On your shoulders rests the immense responsibility of setting the tone for all the supers to follow. If you are noble and heroic, you will find your good deeds ripple outwards, creating a whole heroic age, even if you're a bit camp at times. If you're an edgy superhero, others will tend that way. If a cackling villain, you could darken the brightest of settings noticeably.

Model Student (-100 cp free Urban Wizard)

You have the dedication of memetic Hermione Granger, able to memorize the driest of tomes, study years ahead in your coursework, and in general be the very best research buddy. You'll probably go far in academia, or whenever people need answers in a hurry as you seem quite lucky in digging up the needed reference materials - or at least a clue where to look.

Parseltongue (-100 cp free Urban Wizard)

You can speak the language of snakes, or another chosen genus of animals. They are friendly towards you by default and inclined to do you small favors.

The Sight (-100 cp free Urban Wizard)

You see the world as it truly is, despite Mist or illusions or deception of any kind. You often have visions or dreams of impending danger, or prophecies of major events.

Yer a Wizard, Jumper! (-100 cp free Urban Wizard)

Or... maybe a sorcerer? Necromancer, etc. You can wield any one magic system from the disparate universes making up this Jump. This can be taken multiple times at a discount.

Mind Arts (-200 cp, discount Urban Wizard) You are well-versed in Legilimency, the art of reading minds via eye contact or any existing psychic link, and the counterart of Occlumency, which can hide your true thoughts and feelings from the most skilled of telepaths and mind-controllers. Also give you perfect recall, a 'mind palace' and superior mental discipline.

Eschew Materials & Focus (-200 cp, discount Urban Wizard)

One of the most disheartening things about spending years of your life studying the art and science of magic, is how easily it can sometimes be taken away. Antimagic fields, expensive ritual components, even inauspicious days or swiped wands can disable many casters. No more. The art is yours, and you can always use it. Sometimes with a little difficulty, a bit less style and grace, but no antimagic field or lost focus can make you not a mighty spellcaster.

Skinchanger (-400 cp, discount Urban Wizard)

How much line is there, really, between man & beast? A lot less in your case. You can turn into any mundane or magical animal, gaining most of their native abilities. Becoming a Rahon-verse dragon won't make you Zishuind the Ultimate, but you will

get a mana core that grows a little stronger with every breath you take, until you change form, anyways.

Duelling Champ (-400 cp, Urban Wizard)

In a fight, it's best to be fast, strong, and experienced so you don't flinch when hit. In a duel between wizards, you need to be fast, economical with your energies, and more creative than the other guy. Fortunately, you are a veteran of magical combat who adapts easily on the fly to even the most bizarre changes in the environment or yourself, who knows how to attack even magically resistant foes.

Mage King (-600 cp, Urban Wizard)

Hermione may or may not be overhyped, but is clearly pretty good at this magic stuff. Dumbledore at fifteen was showing off magic tricks his examiners had never seen. Willow Rosenburg, for all her issues, is genuinely an era-defining talent. Yet I say unto you: these prodigies all pale before your gifts.

Whatever magic you can do, in whatever realms you land, you take to like a fish to water, learning as fast as information is presented, internalizing and reflecting on wisdom, questioning assumptions and making connections no one has before. You wield magic like a paintbrush in the hand of a maestro, and your discoveries will come to redefine the art for generations to come. Your instincts in mystic matters are uncanny, your ability to invent new spells, even on the fly, is astonishing. The rules of magic are more like guidelines. This applies to all magics you learn: past, present and future.

You are also fluent in the language of Skyrim Dragons, also called 'Shouts.'

The Armour of Contempt (-100 cp, free Grimdark)

And the prophet spake, saying 'Frak this, for my faith is a shield proof against your blandishments.'

You don't think we'd send you to WFB/40K without some kind of protection against corruption and mind control, do you? Here it is, you are so immune to all such attempts such that you could travel the Warp without a Gellar field. It may not be faith, but it

hurts daemons and vampires and creatures of corruption to even look at you, let alone touch, and trying to consume you in whole or part would be... unwise.

Fifteen Hours (-100 cp, free Grimdark)

You're no rookie, having survived longer than most in the Guard. Your mind is steeled to horror and shock, and you can fight in all kinds of circumstances and survive in any crazy death-world known to the Imperium.

Rainbow Warriors (-100 cp, free Grimdark)

You seem to encounter a lot of things that seem like puns or references to the pop culture of your world. If you learn to roll with the puns, these can give you a surprising amount of insight into your world, like the Dark Angels having a terrible secret or Planetary Governor Nick Rixon being paranoid.

Rocks Are NOT 'Free!' (-100 cp, free Grimdark)

In a Grimdark universe, it's important to be able to explain things in a way the Magos, Commissar and Inquisition can accept. Such as dropping rocks on a primitive world is needlessly expensive, or it offends the God-Emperor to waste the lives of His soldiers. You have a gift for phrasing your arguments in such a way as to be acceptable to the culture and times in which you make them.

Incoming Fire Has the Right Of Way (-200 cp, discount Grimdark)

Don't worry about the bolter shell with your name on it, worry about the artillery shell addressed "to whom it may concern." Except in your case, you only get hit by attacks deliberately aimed at you. Indiscriminate shelling? How fortunate you found this hollow in the ground. Virus bombs or Exterminatus? I dunno, maybe you trip into a webway portal or something.

Rogue Trader (-200 cp, discount Grimdark)

Every once in a while, declare peace. It confuses the hell out of your enemies. Anyways, even the most paranoid inquisitor won't hold it against you if you happen to

talk to, trade with or form an alliance with your enemies against a greater threat. You have a Warrant of Trade, after all, you're allowed.

Omnissiah's Blessing (-400 cp, discount Grimdark)

Machine spirits are a real thing in 40K, even if the rites to appease them are at best half-dash. You can heal a machine by wishing it so, communicate your wishes, and awaken the spirits in machines that would normally not have them, for instance, making the Iris a sturdier guardian that triggers on its own.

Who's Laughing Now? (-400 cp, discount Grimdark)

Corruption immunity and going unnoticed by gods are fine things to be sure, but they lack... teeth. You're a very specific kind of bad luck charm. The more gods and eldritch entities engage with you, try to manipulate or harm you, the worse things go for them. Their plans backfire dramatically, they distract themselves at crucial moments from more dressing matters. Eventually they may destroy themselves trying to ruin you. Of course, you can exclude benevolent (or biased in your favor) gods from this effect.

Science & Progress (-600 cp, discount Grimdark)

In the very specific interpretation of the 40K universe in this fic, the Old Ones and Shamans were counterparts to the Ancients, who were destroyed by the War in Heaven, along with their network of stargates, leaving the Emperor as the last. No more, for you are Master of the Materium, as familiar as the Emperor with the lost sciences of the Ancients, of the Dark Age of Technology, and even the Necrons. You could create a technological revival beyond the dreams of 40K humanity, if you can avoid being killed for heresy.

Bikini Armor (-100 cp, free Sword & Sorcery)

Does no one in this world understand how armor works? Apparently not. As long as your private bits are covered, you benefit from as much protection as a full plate of the hardest material you're wearing. Also, all the downsides of armor: weight, chafing, pinching, fit, overheating, getting it on or off, relieving yourself, etc. are just...

never a problem for you. Even maintenance, your kit all seems to clean and repair itself.

The Blade Itself (-100 cp, free Sword & Sorcery)

In a low-tech world like you came from, you best be able to handle a sword. You have master-level skills in swordsmanship and with two other weapons of your choosing.

The Path of Daggers (-100 cp, free Sword & Sorcery)

The way may be perilous, but it is known. You always have an idea where to go and what to do next, as if you had some kind of a 'quest marker' pointing you in the right direction.

Ranger's Apprentice (-100 cp, free Sword & Sorcery)

You know how to make camp, to fish and hunt and to survive anywhere men can, from the most desolate desert and tundra to the deepest jungles where the hunter all too often becomes dinner. You are also an expert tracker.

Rogue Levels (-200 cp, discount Sword & Sorcery)

Rogues can be so overpowered. When you think about it, Conan is kind of a rogue. You are an expert in picking locks, picking pockets, talking your way out of trouble, climbing walls, sneaking, backstabbing, finding and disarming traps and all those delightfully useful thief skills.

Stars and Stones (-200 cp, discount Sword & Sorcery)

Yours seems to have been a fortuitous birth indeed, occurring at a rare celestial event so that you benefit from the gifts of all Elder Scrolls birthsigns/standing stones at once, and none of the downsides. This includes: +20% learning speed for combat, magic and stealth skills, +15% learning speed for all others, +25% health and stamina regeneration, double the Magicka (mana) regeneration and a somewhat larger personal pool. Half damage from physical attacks, absorb half the mana of magical ones, and negate a quarter the effect so hostile spells are at most 25% effective. You

can carry greater weights. Once a day you may invoke each of these effects: paralyze an enemy at range, turn invisible for a minute, raise the dead as simple defenders, and unlock something.

Beastmaster (-400 cp, discount Sword & Sorcery)

Animals strongly like you by default, even the most vicious and uncontrollable of beasts will defend you or do you small favors. You can tame the most powerful and free-willed of monsters with a little work and if you have any kind of relationship or bond, can project your mind into an animal to control it or simply observe through its senses.

The Sword of Truth (-400 cp, discount Sword & Sorcery)

You have the powers of a holy knight, or paladin. Or at least the ability to convincingly fake one, since yours doesn't seem to involve gods or oaths any. You can sense and smite supernatural evil, heal the sick and wounded, summon a perfect celestial mount, and force others to speak the truth. Most impressive are your defenses against hostile magic, you can easily shrug off all but the mightiest of curses and dispel any magic by wishing it so.

CHIM CHIM Cher-oo (-600 cp, discount Sword & Sorcery)

You know... quite a lot more than most about the structure of reality. You know the Tonal Architecture the Dwemer used to ascend, and the secret syllable of royalty. To you, time is bent both inwards and outwards, you can perceive the universe as both a resident and an outside observer and work incomprehensible wonders that break all the normal rules.

SUPERPOWERS

Gain +600 just for this section. No discounts this time.

Hereafter (-50 cp)

When you touch someone, you can see a vision of how they die. The visions can be changed, but rarely have enough useful context. This can be disabled at any time.

Luminescence (-50 cp)

You can glow, really light up a room, project a beam brighter than a searchlight, and change colors to be a one-person rave.

Lung Adaptation (-50 cp)

You can breathe fine in any circumstances, adapting to water or choking smoke, or even that pollen that used to give you seasonal issues. You can breathe chlorine or sarin gas no problem.

Perfect Memory (-50 cp)

Like it sounds, you have a perfect memory with the requisite indexing so you never forget a face or relevant data point.

Poison Absorption (-50 cp)

The cool power to... be immune to all poisons, and able to soak them up from surfaces or the air to protect people. Situational, to be sure, but if it ever comes up, you'll be real glad you took it.

Recruit (-50 cp)

You can temporarily paralyze people by touching them. This wears off in a few minutes.

Renewal (-50 cp)

You can heal others by taking their injuries or illness into yourself, then healing in a matter of minutes. This is usually quite painful, and there is some risk in using this

power on someone who is mortally wounded, though with that fast healing you've generally got much better odds than the wounded person.

Acidbath (-50 cp)

You can spray a powerful acid from your hands.

Alchemy (-100 cp)

You can transmute inanimate objects into gold. Just gold.

Aqua (-100 cp)

You can breathe underwater, swim faster than a torpedo, and talk to fish.

Blank (-100 cp)

You can erase other peoples' short term memories. Long term too, but it's a lot trickier.

Combat Precog (-100 cp)

You can see what's going to happen up to five seconds before it does, ghostly images that reality catches up to.

Cool (-100 cp)

You can drain the heat from a space, or anything and anyone you touch.

Enhanced Senses (-100 cp)

Your senses of smell and hearing are comparable to the best dogs, your vision to that of an eagle or owl, depending on light levels. Your senses can dampen automatically to protect you from being overwhelmed.

Immovable (-100 cp)

You're really durable, and almost impossible to move once you plant your feet. The ground beneath you will uproot before you budge.

Gimmick (-100 cp)

You can charge objects with potential energy, turning them into bombs that will destabilize and blow after a few minutes or if they suffer a sharp impact.

Marrow (-100 cp)

You can grow your bones out past your skin, launching bone spikes from your hand, or forming clubs or swords of bone.

Metamorph (-100 cp)

You have a limited form of shapeshifting, letting you disguise yourself as most any human or humanoid, within a hundred pounds or so of your mass in either direction. Or just vary your features if you feel like naturally purple hair today.

Psychometry (-100 cp)

By touching an object you can 'read' its history, and witness any significant events that happened near it.

Suspension (-100 cp)

You can stop time, or appear to. People and animals for hundreds of meters freeze in place and see, hear and remember nothing. However, the clock is still objectively ticking; physical forces and objects in motion remain so. More pressingly, your heart stops when you use this ability, giving the normal human body a theoretical limit of three minutes and a practical one closer to forty seconds.

Winged Flight (-100 cp)

You grow retractable wings that allow you to fly. Keep in mind that physics is a harsh mistress and the wings are almost certainly a lot bigger than you're picturing.

An Ice Person (-200 cp)

You can lower the temperature of things you are touching or which are nearby, freezing any water in moments. Great for hot summer days, sometimes you might feel like this isn't that impressive, but sometimes you just have to let it go.

Hot Head (-200 cp)

You can control fire, snuffing it or making it much hotter, bigger, in a directed stream etc. Still need a zippo or a match to get started though.

Jump Start (-200 cp)

You can control electricity, absorbing it or launching it as an attack. You can control some simple devices just by zapping them.

Photographic Reflexes (-200 cp)

You can learn any moves or martial arts styles or physical stunts by watching them once. You can read body language very easily to anticipate an opponent's next moves.

Skip (-200 cp)

You can teleport, with a maximum range of about eight miles. You can absolutely materialize inside something and it would seriously mess you up, best if you can see your destination or know it really well. Momentum is not conserved unless convenient to you

State Change (-200 cp)

Pick either a solid, liquid or gas. Depending on your choice, you can turn into a person made of sand, water, or vapor. This at a minimum allows you to sneak around, slip through tiny cracks, and reform your body if damaged. While in your other form, you can expand your influence to nearby sources, replacing lost mass or swelling to enormous proportions.

Tactile Mimicry (-200 cp)

You can briefly copy the powers and memories of a person by touching them, or drain their lifeforce away for a longer boost that will still be gone by tomorrow at the latest. You have full control over when and how this power activates.

Vortex (-200 cp)

You can make these little points in the air, like black holes anywhere from an inch to a meter across, that pull everything nearby into them. The bigger you make them, the stronger the pull. Anything that actually gets sucked in winds up in a pocket dimension from where you can disgorge things.

Wraith (-200 cp)

You can turn intangible, letting you walk through walls and ignore bullets. You can float gently up or down in this state. You can be harmed by electricity, and will disrupt, sometimes disastrously, any electronics you phase through.

Balor (-200 cp)

You can shoot blasts of concussive force from your eyes, able to shatter stone and shear through steel. Can be as diffuse or precise, and as fast, as your eyes. You have full control over when your optic blasts fire or do not.

- **Beholder** (-100 cp) Just raw force is a little brutish, isn't it? Your eye beams can now heat, cool, attract/repel, and temporarily (about an hour or so) transmute materials. Be careful, or at least aware, that trying to repel or attract something much bigger than yourself will move *you*.

Bro (-300 cp)

You can turn yourself into a person made of living metal, which counts as living flesh or inanimate metal for purposes of magic or powers, whichever is convenient for you at the moment.

Bully Jumper (-300 cp)

Revenge is like a poison, no, a Venom. At first, it feels good even as you indulge in Carnage, visiting Agony and Scorn on your enemies even as the Mania sets in. It feeds on you, a Phage, as the Toxins accumulate so you can't Sleep, until you're ready to Scream or Riot, and Lash out at those around you in a state of Bedlam. Then you'll wish for an Anti-Venom but your chances are Knoll. Can I do all this, yet cannot get a hint? You have bonded with an alien symbiote, one that is fully friendly and cooperative and won't influence you unduly. It also lacks a fire weakness, though some resonant sounds will still bother it a lot. So how do you benefit? Well, the symbiote can passively enhance your other powers, up to triple strength. It can assume the appearance of any clothing, even cover and alter your facial features or turn transparent for near-invisibility. It can also shield you from exotic senses, produce a sticky web-like substance, or tendrils and basic weapons.

It also makes you an exceptional dancer, don't listen to the haters.

Chess (-300 cp)

You can absorb kinetic and other forms of energy, using this to enhance your strength or to launch energy blasts that can cover a wide area.

Cloning (-300 cp)

You can make temporary duplicates of yourself, identical save for lacking the duplication power. With some effort, two hundred or more. Generally, they vanish after six hours. If the original you is killed, the oldest living dupe becomes the real you.

Forcefield (-300 cp)

You can create translucent forcefields to protect yourself and others.

Geass (-300 cp)

You can give anyone a verbal order or orders they must obey, with the following limitations: you must make eye contact, must be within 272 meters, and crucially while you can issue as many commands as you can until one of you breaks eye contact, once you do they are forever immune to this ability.

Technopathy (-300 cp)

You can control electronic and more advanced technology with your mind. Hack a computer or eavesdrop on a phone call with a thought.

Save the Cheerleader (-300 cp)

Quick healing on the scale of Wolverine, Deadpool or Claire Bennett. Being riddled with bullets is a minor inconvenience, broken bones snap back into place.

Whatever A Spider Can (-300 cp)

You have the proportional strength of a spider, over 40x peak human reflexes, a native agility that impresses professional acrobats and contortionists, a precognitive danger sense, and the ability to adhere to walls and ceilings. You can see in the dark and launch from your wrist a sticky stretchy fluid, like a spider's web.

Bloodline (-400 cp) You can sense all blood within a two kilometer radius, letting you isolate specific creatures by size or position if you focus. Within a one kilometer radius, you can control all blood, forming weapons, barriers, puppeting bodies or simply discreetly killing by cutting off blood to the brain for thirty seconds or so.

How Do They Even Work!? (-400 cp)

You can control magnetic fields and somehow even non-ferrous metals. You can mentally move, direct, shape these metallic objects, even fly utilizing magnetic lines of force.

Illusions (-400 cp)

Probably the most entertaining power, you can make other people believe they're seeing, hearing, touching, smelling, etc. things that aren't really there. You can easily ensnare entire crowds in your illusions, just note that this power benefits from creativity and a subtle touch.

Noise (-400 cp)

You can hear the thoughts of other people within half a kilometer of you. You can speak to them mentally or, with great effort, alter their thoughts. Much easier to just hit a mental 'pause' button than to actively rewrite memories.

Storm (-400 cp)

You can command the weather, creating or stilling great tempests, generating enough wind to fly with. Hail is within your abilities, or rain or snow in July. You can also do some subtler but unpleasant things with local humidity and air pressure.

Time in a Bottle (-400 cp)

You are incredibly fast, able to see bullets in slow motion and evade or shift them. You could evacuate a small building between a bomb detonating and it's killing everyone, or sprint across two continents mid-sentence. You can slow your perceptions to interact with other people, but will speed up again in a crisis.

Unstoppable (-400 cp)

You are immensely strong, protected by a personal forcefield that makes you effectively invulnerable. You can also read the surface thoughts of people around you, reacting to their plans as fast as they make them. You're like some kind of a human juggernaut.

Watercolors (-400 cp)

You can instantly liquefy any solid object within half a kilometer, control and shape the resulting liquid as you like, and harden it back up. Management not responsible for any body horror results.

Empathic Mimicry (-600 cp)

You are able to copy the powers of those you've been in contact with, absorbing abilities like a sponge. At first, you will need to picture the person to use their power, but this need will fade in time.

Intuitive Aptitude (-600 cp)

Your power lets you instantly understand how any process or system works. Biological, mechanical, electronic, chemical, physical, or more esoteric. You can even apply this to businesses, economic or political systems. You can even copy superpowers, if you can watch the mechanisms for them in action, which will probably involve getting up close and personal with a subject's genetics and/or brain.

Telekinesis (-600 cp) No more messing around with a particular medium, you can just... move anything with your mind. Huge volumes and masses too, you could guide a space shuttle down or hold back the water from a collapsed dam. You can also be very small and precise.

Phoenix (-1,000 cp)

Hey, young- no, nope, not doing this. You are bound to a cosmic force of life and rebirth after death. One benefit is being able to come back from the dead. There's probably an upper limit, but Jean sure hasn't found it yet. This enhances any other superpowers you may have a hundredfold, increasing both raw power and the precision with which you can wield them. As a telekinetic you might be able to transmute materials by shifting around subatomic particles, for instance.

Space-Time Manipulation (-1,000 cp)

You can control the space-time continuum! This will take a lot of practice, and can be dangerous to master. At first, you can just rewind things a few seconds in time. Eventually you will be able to teleport across a planet, or further, time-travel with ease, even stop time, though that last will be an immense strain. You are protected from any changes made to the timeline.

Up, Up and Away! (-1,000 cp)

You have been blessed with powers beyond those of mortal man. Faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound. Look, up in the sky! Not a bird, not a plane, it's you! You can fly now! And hear conversations half the planet away, see through solid objects if they aren't too dense, project heat beams from your eyes... people with a fraction of your power have claimed godhood quite successfully.

ITEMS

Get +600 just for this section.

You can discount any two items at each price tier.

Four for 50 and 100 cp. Discounted 50 and 100 cp items are free.

Better Than Tinfoil (-50 cp)

Magneto's helmet doesn't just make him look like a Roman, or possibly Norman, soldier. It is made of a special material that protects him from all telepathy. Now you have such a helmet, and we'll even throw in the go'uld collapsible helmet tech.

Call to Adventure! (-50 cp)

Some people want to turtle and treat their multiverse experience as a 4x game, others want the *experience*. The form this takes will vary by world, it may be a list of interesting stargate addresses, or an old treasure map, an encoded journal of the leader of a doomed expedition, a letter. Whatever the case, if you tug on the thread, follow the breadcrumbs, you will find excitement, danger, profit, and sights unknown to living men.

Capital (-50 cp)

When Kevin first ventured to the X-Men universe, he replicated up about 1.2 billion dollars' worth of gold bars, a couple hundred millions' worth of gems and jewelry including a few pieces no jeweler on Earth could replicate. Then he used Asgard transporters on major banks with pallets of cash to steal: fifteen million US dollars, two million pounds sterling, and three hundred million yen. In Heroes, he did basically the same thing, but in the computer age could magic up a billion in a Cayman Islands account from some code instead of stealing cash, and shares in multiple companies and a whole paper trail for it all. You have a similar amount of starting capital (for simplicities' sake let's say about four billion dollars in 2025 money), renewed each decade or Jump, whichever comes first, in whatever currencies are convenient, so if you want jewels or gold, or gigantic rubber coins, great. Nobody will tax this or question where it came from.

Flip Belt (-50 cp)

Probably not the real name, but this handy device from the Ultraviolet universe lets you reorient your personal gravity. In effect, 'down' can be whichever way you want. You can fall horizontally down a hallway, or up to the ceiling or the sky. With a little training, you can use this to move quite rapidly and unpredictably.

Gedo (-50 cp)

"Gift" in Norse, at least according to Kevin, who gave a young Percy Jackson this pouch, mithril-naquadah, cannot be lost, stolen or damaged, with an infinite number

of small runestones. Reach in, grab a handful and cast them out, and they really can reveal the future, though interpreting them is more art than science.

Lightning Claw (-100 cp)

Kevin's initial weapon and upgrade to the Goa'uld *kara'kesh* ribbon device. A black clawed gauntlet with the usual features of a Goa'uld hand device. The shield has been altered so you can move with it active by raising the bottom a centimeter off the ground. It is also denser, preventing thrown weapons from penetrating, though also with a lowered upper edge, be careful nobody throws a grenade in. It also has a built in zat gun, letting you stun anyone you touch or at range, and the claws can superheat enough to penetrate most armor. Finally, if you have an external power source, every aspect of the claw can be supercharged.

Plasma Blade (-50 cp)

Kevin's big innovation with lightsabers is... to make a naquadah/trinium alloy sword that gets sheathed in the lightsaber effect when turned on. It doesn't seem to add any functionality, while adding a lot of bulk and weight. I guess it might look cool? In 40K he added runes to let it double as a force weapon, I guess that's technically not nothing. Or you could just get a classic lightsaber if you want.

Shell (-50 cp)

Kevin and the SGC actually arrive at pretty much the same armor concept. Start with the comfortable bodysock of a Kull warrior, add a layer of impact-dispersing foam over the vitals, and over that plates of trinium-naquadah alloy, many times stronger than steel, and far lighter. This is your suit of custom, comfortable personal armor that can laugh off small arms and energy weapons, and even RPGs, though you might want to use the folding-go'uld-style helmet.

Tractor (-50 cp)

Another useful device Kevin makes wide use of is a tractor beam miniaturized to about the size of a bread-box. This can easily be used to levitate heavy loads that would otherwise require heavy machinery, or to pin your enemies to a wall. A dozen people with these can even pin down great dragons and other kaiju.

Variant Ammo (-50 cp)

The ease of manufacture caused by Asgard technology has allowed the proliferation of specialty munitions in the SGC. Such as the TT or Trinium-tipped round, with enough armor penetration to seriously threaten a Death Glider with small arms. Or the Wraith-Killer, which explodes after entering a body, distributing a dozen star-shaped bladed objects to cause a serious problem for regenerators. You have a half dozen clips of each, and the plans for more. And naturally a P-90 and MP5 to fire them.

Weasley's Wizard Wheezes (-50 cp)

An assortment of oddball utility and joke items from the Harry Potter universe. The usual weird candies, some of which cause sick symptoms or transformations, fireworks, dungbombs, minor love potions, quills that take diction, hats to turn your head invisible or provide a minor magical shield, Peruvian instant darkness powder, a set of ten hand mirrors that can video call each other, a swiss army knife with attachments to open any lock and undo any knot, a sneakoscope and a magically animated map tracking everyone in a location of your choosing in real-time.

Angel Wings (-100 cp)

A repulsorlift/jetpack allowing for indefinite flight, with some very flexible, retracting and almost entirely ornamental angelic-looking wings.

AP Device (-100 cp)

The Anti-Prior Device, meant to inhibit the psychic powers of the Ori's priests. Which turned out to work great against Jedi, Kes, Charles Xavier, Kerrigan, and psychics of all stripes, creating a bubble where their powers won't function, also available as a small medallion shielding a specific individual against them. Only the Phoenix and the GEoM were able to overcome this, and neither could so immediately or easily.

Heigh Ho (-100 cp)

One of the first things Kevin does is create five replicators loyal to him, and order them to replicate to a population of 83 million and strip mine a mountain range for him, prioritizing those rare metals - naquadah, trinium and neutronium - that cannot be simply materialized by the Asgard Core. When he checks up on them a week later, they've mined him 18,500 tons of naquadah, 4,000 tons of trinium, 330 kilos of neutronium (somehow), 11,000 tons of iron and 2,500 tons of titanium, gold and silver. You may or may not have an offscreen army of replicator miners, but each week you are gifted similar quantities of metals, and as you encounter exotic new ones like Kryptonite or soul gems, you gain these too in similar proportion with their rarity.

Immortality... Of A Sort (-100 cp)

You have a basic Asgard cloning bay, and two clone bodies lacking thought processes ready to transfer your consciousness to if your nanites detect your expiration. Each is an idealized specimen scrubbed of any frailties or destructive tendencies, and kept in Olympian-conditioning by careful stimulation of their developing muscles. Of course, you may remember this didn't end so well for the Asgard. Not to fear, your original body and generous tissue samples are kept for a reference point. What's that? You're using your original body? How quaint, you can have a free upgrade to your idealized clone, or just... keep trucking I guess. You do you.

Nanite Cloak (-100 cp)

You have a cloak made of replicator nanites. Besides being an extremely effective armor against energy weapons, the mass can be reconfigured on the fly to form tentacles, weapons or tools. The nanites can also be used to infiltrate and replace nervous tissue, reprogramming most organic life to be loyal to you.

The Ride (-100 cp)

To get around the limitation of only things that can fit through the mouth of a stargate, and only within thirty-eight minutes, Kevin designs and mass produces a small belt unit based on the Asgard transporter, but working more like the one on Wraith Darts. You can store up to a skyscraper's mass inside and simply materialize it whenever and wherever you please. Yours also carries six vehicles, restored if lost, that don't count against the mass limit. A speeder bike, a limousine and Ferrari F355 Modena with discreet armoring, then standard military vehicles: the Troop Flyer is essentially a LAAT transport without the ball turrets and with the blasters replaced with plasma miniguns. The Troop Crawler is a hovercraft APC based on the Land Raider, and the Scorpion attack vehicle is an AT-TE with the main gun swapped for two heavy staff cannon, two double plasma blasters front, four plasma miniguns for full coverage, and two missile pods. Whatever your needs, at least you'll never need to walk.

Rings of Power (-100 cp)

Your choice of any three rings from the Elder Scrolls universe. Yes, even that one and the other one you were thinking of. Yes, even ones you can make with the busted crafting mechanics of Skyrim.

Sarcophagus (-100 cp)

A healing chamber that, yes, does look rather like an elaborate coffin. So powerful one was used to heal the 40K Emperor, it can raise a corpse if they're stuck in within an hour or two. We'll even take care of the normal addictive and paranoid-megalomania inducing effects so you don't have to worry.

Staff of Magnus (-100 cp)

A peerless tool for draining the mana, and lifeforce, from others and using it to fuel mighty spells. Also a really good magical focus in general, enhancing all spells cast with it six-fold.

Time Turner (-100 cp)

A small hourglass pendant. By turning it, you can turn back time, albeit with some harsh limits. You can only go back six hours, and you can't really change history; your actions in the past are already part of a stable time-loop. Still, which of us hasn't sometimes wished for more time?

Tok'Ra Crystals (-100 cp)

One reason the Tok'Ra have survived so long is their ability to grow crystal tunnels in minutes, letting them set up secret bases as fast as they can move in, or bypass some of the heaviest security. You have a small chest full of Tok'Ra seed crystals, with instructions for making more and using them, which for an entrance, which for a chamber or a long hallway, etc.

Zaras' Worth (-100 cp)

Twelve thousand Jaffa warriors, fanatically devoted to you. Their prim'tas are blanks who can never take a host.

Allspark (-200 cp)

A device for making sparks, the souls of Cybertronians. In short, it can animate devices as transformers, who default as loyal to you.

Attack of the Clones (-200 cp)

Kevin was shocked by the small size of the Grand Army of the Republic for a supposedly galactic war. You have a watery moon with cloning facilities to grow fifty million clones at once, in about a month with flash learning, and to train and equip them. You may use whatever genetic samples you can obtain, of course, but will have Imperial Clone stock - starting with the template of Jango Fett, using esoteric secrets of the Asgard and Ori to breed in the strength, resilience, quick-healing and NBC resistance of a Jaffa without needing a *prim'ta*, and the force potential of Anakin Skywalker.

Avenger 3.0 (-200 cp)

Stargate Command designed the original Avenger program as a computer virus that could shut down a stargate by infecting the DHD control device and randomizing the coordinates. When testing the program on a planet of Ba'al's it took the System Lord and his people about half an hour to find, disable, study and improve the virus. Avenger 2.0 triggered a correlative update, each infected DHD would dial several other stargates and infect them, which would dial other gates, bringing down the entire network except those gates Ba'al purged the virus from. This one is a lot more subtle, able to infiltrate all manner of computer systems with the priorities of spreading, remaining undetected, and giving you root access to any infected system, to use or abuse as you like. Even things like replicator networks, Ancient computer databases, Wraith nervous systems or Eldar infinity circuits.

Crystal Throne (-200 cp)

An elaborate blue crystal chair. Contains a copy of the Asgard Core, all that storied species know of science and technology at your fingertips. Also a hover mechanism, shield, cloak, holographic projector, Asgard transporter and the means to replicate small items. The Throne can interface with and allow you to mentally control most technology, and is armored enough to survive an RPG unshielded without damage. Most importantly, it reclines.

Deathly Hallows (-200 cp)

Three tools said to belong to Death, a cloak, a stone and a wand. The True Cloak of Invisibility offers a kind of perfect invisibility, though its true virtue is said to be that it can be lent or shared. The stone, turned three times, will summon and command the shades of the dead, a priceless source of information. The Elder Wand, or Deathstick, enhances any spells it is used with ten-fold, can make spells last for indefinite duration, and do several things normally impossible, like let non-Wizards cast spells with it.

As bearer of all three you become the Master of Death. Mostly this translates into authority over all dead and undead things, the ability to self-resurrect, to sense impending death or those who have cheated death and to contest the authority and power of death-gods, as Kevin did to Hela.

Look, Sir, Droids! (-200 cp)

Kevin was unimpressed with the battledroids of the CIS, so he made a couple quick hops to the Matrix and I Robot universes, grabbed up the NS5 and Sentinel designs, and gave them a Stargate/Star Wars materials sciences glow-up. Never did find a better robot brain than the positronic ones the NS5 has, so those became standard. The NS5s are armed with a slightly upgraded blaster rifle, with a somewhat better rate of fire (+20%) and penetration (+15%) standard, with options for a tri-barrel design, a heavy laser or a shoulder-mount staff cannon, lightsabers for melee. The Sentinels eventually became multiple designs: Standard, Mining, Battle (bigger brain, shield generator, command capabilities) a Sky variant as a droid starfighter, and the Monster Sentinel the size of an AT-AT. All these droids are unhackable and have as their highest priority loyalty and obedience to you. Gain five million of each droid type, plus of course complete schematics and production facilities to rival the Imperial Foundries of Geonosis.

MARS (-200 cp)

Sometimes you have to deal with low-tech and can't hack everything. The MARS (Mobile Automatic Robot Surveillance) drones the size of baseballs with power for indefinite cloaking and flight. They possess enough AI to stay out of the way and flag important information, while using a fold-space comm system for either real-time upload or periodic updates that is virtually impossible to detect. Their cameras can also penetrate walls and their microphones listen to the smallest vibrations. In effect, these allow constant surveillance at pretty much any tech level. Start with a hundred and schematics for more.

A Mind Is A Terrible Thing To Waste (-200 cp)

Pretty much from the moment he started interacting with people again after poring over the Asgard Core, Kevin used mind control as early and as often as possible. From the brainwashing drug *nish'ta*, to subliminal messaging, nanites that eat and replace the whole nervous system with one hardwired to obey him, to satellite mind control beams. At one point he started gifting people with paperweights that would implant detailed and specific memories of knowing and trusting him for years. Really, the only people he regularly interacts with whom he doesn't mind control are part of his harem or warmasters. You have his complete repertoire of mind control devices, if you're so scared of treachery you can't trust anyone until you've removed their capacity to defy you.

Stargate Network (-200 cp)

Several universes have these that have no business having them, and building gate networks is one of many things the Imperium does. This saves you some time, whatever universe you land in, there is at least one stargate on each habitable planet, and you have a full database of addresses.

Struck a NERV (-200 cp)

Mecha combat isn't much a part of this story, despite including two mecha settings. So fine, have five EVAs enhanced with Nightmare Frame designs, and Imperial (read: Stargate) materials and power sources, as well as specs to build more, or smaller ones closer to the Frames.

Attero (-400 cp)

The Attero Device was one of the Ancients' last-ditch efforts to engineer a solution to the Wraith. It creates a kind of interference field all over the entire galaxy, so any Wraith ship attempting to use hyperdrive would be annihilated, while the Ancients could use theirs freely. The problem was, if any stargate connected to another while the device was on, both would explode with planet-ending force. Kevin was more than surprised to see a similar effect in place in the 40K Milky Way. Monopoly on FTL can be a beautiful thing, so have your own version of Attero that lacks the stargate flaw and can be tuned to deny any FTL you choose.

Dragonballs (-400 cp)

Seven orbs each marked with one to seven stars. When assembled in one location, they summon the Eternal Dragon, Shenron, who can grant a single wish, reading your mind to ensure you get exactly what you want without any ambiguities created by language. Some terms and conditions apply: Shenron cannot grant the exact same wish twice, cannot change the past, cannot bring someone back from the dead twice, and cannot grant power in excess of the Dragonballs' creator, Kami. After your wish is granted, the dragonballs turn to stone for one year and are scattered around the world. This does include a dragonball radar which will greatly help you find them again once they become active.

Dragon Heart (-400 cp)

Harvested from a Korean (cultivator?) novel called the Chronicles of Rahon, this gem is the heart of a dragon, the most powerful source of mana in that universe, and contains more energy than a hundred ZPMs. Any artifact made from a dragon's heart will still be useful for millennia. If you know the trick, and you get instructions for this and converting its potential to other energy forms, you can absorb the Heart and wield more power than a thousand mortal mages. Kevin was able to shred a regiment of Orks with a simple wind blade spell, and animate a small mountain as a war golem, for instance.

Green Lantern Ring (-400 cp)

A Green Lantern attacks the Imperial Fleet when they enter the Smallville setting. The ring seems to lack the raw power needed to overcome Imperial Primus' shields, but it could prove deadly to entire fleets normally, while being a very small and evasive target. This ring of power, and the accompanying battery, is now yours. It's not quite as crazy as the comics version has sometimes gotten, being modeled on the GL film, but it's still an alien supercomputer that can temporarily conjure any item or structure you can imagine, and fly you through space.

Imperial Legion (-400 cp)

Your own force of Kevin Leed's elites, the Imperial Marines. Starting as 40K Space Marines with all the relevant enhancements save progenoids, plus a few insights and tweaks gleaned from the SPARTAN program, Imperial Marines are an extra meter tall, enhanced with the force potential of Anakin Skywalker and a cocktail of mutant powers including Juggernaut's strength, Quicksilver's speed and Wolverine's regenerative capabilities. They also have the 'Emperor's Blessing' or Replicator nanites in the brainstem allowing their consciousness to be backed up and transferred to one of several waiting clone bodies, so it is unheard of for Imperial Marines to die permanently and they fight without fear of death. An Imperial Legion, by the way, consists of sixty companies to defend core areas and a dozen chapters each twenty companies strong for detached duties.

LLC (-400 cp)

In the rewritten first chapter, Kevin spends almost twenty years back on Earth Prime, slow-dripping a few tidbits of metallurgy and computer science from An'ran's memories to revolutionize multiple industries, ending with half a dozen corporations that between them made him worth approximately 700 billion dollars. You have a similarly vast fortune, a controlling interest in multiple huge corporations, including a 60% interest in an existing franchise of your choosing, such as Kuat Drive Yards or the Trade Federation, and a veritable army of lawyers, lobbyists and PR specialists dedicated to carrying out your vision, something Earth governments find a lot less frightening than a scary alien overlord for some reason.

White Palace (-400 cp)

Kevin's initial palace, a huge and luxurious estate. Eight Asgard reactors maintain power, six just for the shield generators, two for miscellaneous needs and defensive weaponry, with which the facility bristles. Two Asgard Plasma Beams in minaret towers, forty-four Phased Plasma Cannons, and seventy-six anti-fighter/point defense double plasma blasters. It also has hangar facilities for fifty drone fighters, each with six plasma blasters, two dozen smart missiles, and in-flight rearmament via Asgard transport beacons. A thousand crack troops for ground security.

Zero Point Cache (-400 cp)

Kevin's prize for participating in the battle against the Asuran Replicators. Twenty-one Ancient zero point modules, each a battery containing unfathomable power, along with a data crystal containing the secrets of how to (gradually) grow more with some seed neutronium, along with the construction of drones and stargates. You also gain the plans for five variations on ZPMs, including one that is only ten inches across to the ZPM-5, twice as big as the standard model with fourteen times the energy capacity, and instructions on how to recharge them.

Encyclopedia Galactica (-400/600 cp)

A tablet containing a complete encyclopedia of the history of the universe you landed in and all the cool science and technology discovered therein. For some reason, it will not update with any information on psychology or social sciences. If you're disappointed with the tech available in your Location, eh, pick another one from the list. Naturally, this file can be compressed and copied to a thumb-drive, data crystal or an email, or burned onto an obnoxious number of CDs or floppy disks.

For an extra 200 cp, (600 total) this includes the science and engineering of all the universes in Locations, all Jumps you have previously visited, and updates in all future ones. Now isn't that nice?

The Necronomicomic (-400/600 cp)

Bound in human flesh (actually just really nice leather) this is a handy and easily referenced illustrated guide to all the esoteric lore and magic of the universe you landed in. If there is no magic, eh, pick one of the other possible Locations. The fun thing is that anyone can learn the magicks inside (the do this comics are really helpful), the warnings come before the spells in big red boxes, memetic hazards are non-harmful learned through this medium, and you can copy the tome by tapping it and asking it nicely to duplicate for you. Perhaps, if you build enough of a fandom, you could hold a Necronomicomic-con?

For an extra 200 cp, (600 total) this includes the magic of all the universes listed in Locations, all your previous Jumps, and updates with all future ones.

Dimensional Displacement Drive (-600 cp)

The greatest creation of the Goa'uld Doruan, a scientist in service to Ba'al, this machine allows you to transport to parallel universes. You can target extremely specific ones and choose when to first enter the timeline, though thereafter the timeline is synced to you. Until and unless you spark, this is restrained to the local multiverse, though that's pretty broad in this setting. About any fictional media that existed as of 2015, really.

Dry Dock (-600 cp)

Fortified with many Asgard beaming stations in their replication (later dubbed 'materializer') pattern, this facility can rapidly produce vessels in a process not unlike 3D printing. Some rare elements like Naquadah, trinium and neutronium cannot be synthesized instantly, but if provided can be refined and shaped in the blink of an eye. Given those few needed materials, this Dock can produce a ship the size of a standard Ha'tak in just eighty minutes, though it would take as much as five days to make another Dock or a ship the size of Imperial Primus.

Interstellar Imperium (-600 cp)

A tithe of Kevin Leed's ambition, you have a dominion covering four hundred worlds in general proximity, all of them fully industrialized with schools, hospitals, shipyards and a generally high standard of living, all linked by holocron, subspace internet and stargates. The population is quite devoted to you.

Time Dilation (-600 cp)

Another thing Kevin loves to cheese from the Asgard database. When an Imperial colony begins, they encase the planet in a bubble of accelerated time so that one year inside equals a day outside. After a decade, they drop the field for ten days to trade, order needed things, or catch up on news and fashion from the rest of the Imperium, then return to accelerated time. They hold this pattern for sixty days by the outside clock, until the colony has been established for a subjective three centuries, and follow a similar pattern when rebuilding or rapidly arming. Not only can you play some slick tricks with time, yours doesn't contain the flaw that runs time back in the home universe at the accelerated pace.

SHIPS

A note on terminology. Many abbreviations are used. APB is Asgard Plasma Beams, i.e. the weapons the Odyssey has in the final episode of SG-1. The basic energy weapon of the Imperium for a long time is the PPC or Phased Plasma Cannon. Also DPBs or Double Plasma Blasters for rapid-firing point defense. Earth dubs their Asgard energy weapon the PIC, or Plasma Ion Cannon. It is about 90% as powerful as the O'Neil's main weapon (itself called a Pulse Energy Weapon or PEW) but mounted in a tri-barrel turret like a battleship.

Get +1,000 cp for this section alone. All pictures are to be taken as approximations, as where a reference photo even exists, the ship will generally be modified. One purchase grants one ship/squadron and complete schematics, a second ten ships, a third a hundred, etc.

X-306A Hydra-class Escort (-50 cp)

An escort originally designed by the Stargate counterpart to Kevin Leed and then called a *Hedgehog*, this small ship is only 75x25x20 meters, or about twice the size of an *Al'kesh*, but faster than most starfighters. It is armed with 2 APBs and 24 antfighter turrets, each bearing a missile box launcher, a railgun, and a Phalanx CIWS. Advanced targeting computers track and lead designated bogeys, and select the right weapon for that range automatically. Meant mostly for dealing with the large fighter swarms of the *Wraith* and *Imperium*.



BC-303A (-100 cp)

What the SG-verse Leed did to the *Prometheus* design. Set the bridge deep inside the ship, instead putting a PIC turret on top of the tower, a second set of wings with an extra dozen railguns, bringing the number up to thirty-six. Sacrifice hangar capacity to double the missile bays, upgraded engines and maneuvering thrusters give it a speed and agility comparable to an *Al'kesh* bomber.

X-305 *Aquila*-class battlecruiser (-100 cp)

Another ship based on the BC-303 hull, no fighters or missiles, only a dozen railguns for point defense and anti-fighter work, but the same speed and agility of the 303A. The *Aquila* mounts one PIC turret on the dorsal and one on the ventral side, plus six barrels of PIC on each 'broadside.'



BC-304A Battlecruiser (-200 cp)

A bigger 304 like the *Daedalus*, with a PIC turret on top and six APB emitters instead of four. Forty railguns, three-dozen missile launchers and carrying 20 fightercraft.

GMC-309 Trident-class Missile Cruiser (-200 cp) (chapter 93)

Based on the BC-304A hull, but a deck taller and with a large hammerhead section. Significantly reduced conventional armament, no PICs, one APB, only 10 railguns. But 32 VLS missile launchers and in the hammerhead section 16 tubes for the Jaguar Universal Space Torpedo (JUST) with the latest naquadah enhanced warhead and Asgard drives that can boost the torpedo up to 0.1 c, plus the best Asgard sensors and guidance systems and a shield which helps with shield penetration and lets the torpedo bull through multiple Wraith Darts that have historically foiled missile attacks.

DN-307 Asgard-class Dreadnought (-300 cp)

1.6 kilometers long, same as a Star Destroyer, designed to be run off a ZPM with dedicated Asgard Power Cores for each major system and Naquadah generators for backup, the flagships of the SG-verse Earth's growing fleet. 300 VLS missile tubes, 16 PICs, including six in the same 'broadside' configuration as the Aquila, 98 railguns and 18 APBs. Ten three-barrel turrets for 'rail-cannons' firing 155mm exploding shells for those enemies like replicators that are resistant to energy weapons. Two layers of shielding, the best the Ancients and Asgard respectively could make. Also the first Earth vessel with a 'tractor beam' capable at max of outputting 75% the gravity of a black hole. Finally, it has a super-accelerated particle beam, effectively the same laser weapon the Asurans used to almost destroy Atlantis.

SC-308 *Titan*-class carrier (-300 cp)

Looking a lot like two BC-304s joined back to back, the Titan is a strategic carrier with five hangar bays (one underneath) and between them capacity for 48 fightercraft, eight below and ten in each hangar module. 32 railguns, 16 VLS missile tubes, 2 PIC turrets and 4 APBs standard. The four winglike hangar modules are, well, modular and can be swapped out for dedicated cargo modules, or two weapon modules for specific missions. One module has two PIC turrets and four railguns. The other, for fighter defense, has twenty railguns.



Ancient City Ship (-400 cp)

The Ancients didn't really believe in doing things small. This is a flying city the size of Manhattan, with over four hundred distinct buildings. It has shields, it has a cloaking device, it is protected by a gross amount of drones and powered with three ZPMs. The real value, though, is the Ancient database and all the mad science that happens anytime more than a hundred or so Ancients are in a room.



Star-Glider Squadron (-50 cp)

Kevin basically armored the Death Gliders in Kull armor, added a better power source and SW shield generator, and switched up the weapons to four faster-firing plasma blasters. Plus two missile pods each with two dozen missiles with Asgard-tier drives and seeking software. Two warhead types, trinium fragmentation, and a small lump of superheated naquadah that gets potassium injected by impact. One neat feature is a teleport homer, in range of a mothership or base the pilot can just flip a switch to request reload and have the missiles beamed into place. You get a dozen.

There is also a Star-Bomber variant, only two plasma blasters, but two more missile pods. You can have some or all of your fighters in this form instead.

***Hornet-Class Orbital Interceptor Squadron* (-50 cp)**

After some time and various new technologies, Kevin redesigned the Death Glider frame. Shorter wings that don't fold to accommodate adding a repulsorlift and 40K Valkyrie's turbines for high performance in atmosphere. Now with Starfleet shield tech, four heavier missiles under the wings, and a beam-in reload magazine with space for 36 reloads, much lighter energy armament, two Imperial Staff Cannon that are superior in all ways to the go'uld version but less rapid firing, and a rapid-fire nose blaster cannon for ground-support missions.



***Regal*-class Fighter/Bomber Squadron (-50 cp)**

Based on the shape of the Halo UNSC's *Shortsword* bomber. Armed with two staff weapon ball turrets forward and one heavy laser cannon dorsal, slaved to a dedicated Asgard targeting system, it also boasts a forward fixed antimatter pulse cannon that is devastating within its admittedly knife-reach 300 km limit. The main weapon, however, is a 'Flasher' or transphasic melta launcher, which encapsulates a fusion reaction in heavy gasses inside a transphasic bubble with a life of five seconds. Being transphasic, it ignores shields, and the *Regal* can get off five such bombs before needing to shunt power from the point-defense weapons to charge the capacitor.



***Al'kesh* Bomber (-50 cp)**

A hyper-capable mid-range ground attack and support vehicle of the Goa'uld which Kevin's Imperium continues to use, after adding upgraded shields, a turbolaser and pulse phasers and replacing the twin staff cannons with a DPB. Also has ring transporters.

Eagle-class Heavy Bomber (-50 cp)

Kevin's flying fortress conventional bomber design. Described as looking like the back half of an *Al'kesh* had a Republic LAAT gunship bolted to the front. A truly lumbering craft with double-layered shields, heavy armor and five turrets with twin-linked staff cannon. The main weapon is a bomb bay, and with the ability to store or reconfigure mass in the materializer system, it has an effective capacity of 1200 thousand-pound bombs, which can be changed on the fly from high explosive, plasma, thermobaric, melta, bunker buster or anti-biologic payloads. These are meant to glide down from orbit and reduce a map square to smoking ruin.



Imperial Hawk-class Corvette (-50 cp)

A Klingon bird of prey with the disruptors swapped for DPBs, and superior shields and hyperdrives from the Stargate universe. Used for scouting and long-range patrols.



Acclamator-class Assault Ship (-100 cp)

A troop transport used in the Star Wars galaxy to deliver up to 16,000 clones to distant battlefields and used by the Imperium for... the exact same thing, and escort duties. Upgraded power plant allows double-layered shields. 6 PPCs, keeps the dozen quad-turboLasers though the only advantage they offer is a bit of extra range. 36 DPBs for point defense, and 8 photon torpedo tubes from Star Trek, but five times more energetic with naquadah in the mix.



Ha'Tak II Star Cruiser (-100 cp)

Kevin really hated all the empty space in the hollow pyramid and superstructure, so he filled that in, largely with Asgard ion-neutrino generators. Kevin's ships mount a dozen PPCs that offer superior speed, rate of fire and shield penetration to normal Goa'uld energy weapons, and thirty DPBs for point defense. He added a single omnidirectional APB at the pyramid's apex. Double-layered shields, each five times as strong as the ships upgraded by Anubis could boast. Finally, the hull is armored in two layers of replicator blocks offering last-ditch energy absorption, and self-repair capacity.



Lucrehulk-class Transport (-100 cp)

Kevin found the existing Goa'uld transports laughably inadequate to his logistical needs for cargo and support vessels. Good thing the Trade Federation was having something of a firesale after the debacle at Naboo. Besides upgraded shields, hyperdrive and replacing all the weapons with DPBs, these are basically just like they were in the Trade Federation's service. It's a transport, it doesn't need a lot of bells and whistles, just to keep up with the fleet and not die.

***Albion*-class System Control Vessel (-200 cp)**

A more militant use of the *Lucrehulk*-design, the Albion is designed to fill a role between leaving a defense fleet and building a starbase to protect less crucial systems. Primarily a pocket carrier with space for a dozen squadrons of probably droid fighters, as automated as possible and able to be run with just a hundred crew. Same shields as a *Proclaimer*, armed with six medium-range missile turrets (box launchers, two Ori beam weapons designed to fire in pulses, 8 PPCs, 14 turbolaser turrets, 24 short-range missile turrets. It also has a special 'Purge' weapon for planetary bombardment, which isn't so much more damaging as designed to create an extra bright flash and roar, and spread a *fear* spell, for psychological impact.



***Orca*-class Torpedo Cruiser (-200 cp)**

Based on the Imperial (40K) Cobra destroyer, with the cathedral-like elements razed, and meant to carry large quantities of torpedoes. 24 photon torpedo tubes, 4 heavy (40K) torpedo banks, 4 class X phaser arrays, 3 APBs, 8 PPCs, 12 DPBs, and 4 quad-turbolaser batteries.

***Pioneer*-class Assault Cruiser (-200 cp)**

Also based on the Acclamator-hull, but significantly larger, sacrificing troop-carrying and landing capacity for greater reactors and firepower. One Ori beam weapon in the prow, 4 APBs, 12 PPCs, 48 quad-plasma blaster turrets, 8 photon torpedo tubes and 4 phaser arrays identical to the class X phasers used by *Galaxy*-class Federation starships. Shield strength is double that of a BC-304, or about six times that of the old Ha'Taks.



Venator-class Star Carrier (-200 cp)

Visually the same as their Star Wars counterpart, except Kevin felt a need to 'fix' the double bridge. 8 PPCs, 14 DPBs, 10 photon torpedo tubes and 52 laser cannons. The primary purpose, however, is to carry almost four hundred starfighters into combat.

Venator-class Star Destroyer (-200 cp)

The same as the Carrier, but the hangar capacity has been reduced to allow a single wing of eighty fighters, in order to make room for an Ori beam weapon, and a few more of the conventional ones. 8 PPCs, 22 DPBs, 18 photon torpedo tubes and 76 laser cannons.



Apophis-class Flagship (-300 cp)

Created first as a flagship for the God-Emperor, before becoming a command center for many smaller assault fleets, and based on the custom warship built by Apophis. Upgraded Asgard generators and drives make it as quick and nimble as a standard Ha'tak, two layered shields, each double the strength of a BC-304's. The ship serves as a carrier for eighty squadrons of fighters, with onboard factory facilities for replacing losses, given raw materials that can be harvested from asteroids. Extremely powerful hyperdrive can tow a small fleet over intergalactic distances. Main armament is three Ori beam weapons, one on each base 'wing' and four omnidirectional APBs, one on each point of the pyramid. There are also 36 PPCs, three each on the bottom and top of each wing, and 36 RIC (Repeater Ion Cannon, the Tollan ion cannon). As anti fighter and point defense, 192 DPBs, a dozen on each pyramid face, and two besides each larger gun emplacement.



Victor-Class Cruiser (-300 cp)

A multirole support ship modeled after an *Imperial*-class Star Destroyer. Two Ori beam cannons in the front arc, 18 APBs in 'broadside' configuration, 9 to a side. 20 PPCs, 10 Ion Cannon, and 90 DPBs. It also has 35 photon torpedo tubes, 200 VLS missile cells and a versatile 3x2 box launcher that can accommodate any specialty munition from sidewinder to ICBM size.

Imperial Primus (-600 cp)

Kevin's flagship, following a similar Goa'uld form of giant pyramid and superstructure, this is closer to a self-sustaining flying city, with hydroponics to feed the crew, industry to serve as a mobile shipyard, and the cloning facilities to grow 1200 new crew a month. Plus double the hangar capacity of the *Apophis*-class ships. The base forms a triangle 3.8 kilometers to a side, while the entire ship is 2.2 km tall. Main power is provided by forty-six ZPMs, with a dazzling array of backups. The outer hull is made of the same material the Asgard used in the *O'Neill* class (*hliif*), made into threads and woven ten centimeters thick in a pattern designed to refract the bulk of damage from energy weapons, backed by five layers of replicator blocks that can form repair drones in an instant.

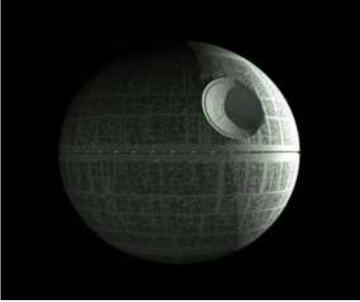
Main armament is a dozen Ancient drone bays and launchers equivalent to the Antarctic outpost, 15 Ori beams, and 9 APBs. For secondary firepower it mounts 330 PPCs, 25 Ion Cannon, and 36 phase cannons (the secondary weapons of the Ori motherships). For anti-fighter defense, 1230 DPBs. It also has a superweapon, the Omega Deliverer, which creates a pinpoint singularity and launches it at 90% c, after it destabilizes it can casually destroy planets and stars.

***Imperial Primus Mk VI* (-1,000 cp)**

After many years and upgrades, Kevin finally built a new flagship from scratch when ending his time in the 40K universe. A whale of a ship, the superstructure forms an elongated star fort shape 25x12x6 kilometers in size, with a 9 km five-sided pyramid on the bottom aspect, and a 9 km flat-topped pentagonal tower up top (also elongated, the rear corners are 1 Km from center, the two more forward 1.2 and the prow-facing corner 3 km out). There are smaller Space Hulks and Craftworlds, though there are also larger ones. Four times the crew, cloning, fighter and industrial capacity of the old *Imperial Primus*. The outer bulkheads and armor are ten meters thick, while each deck and compartment has three meters of armor between them.

Primary armament includes: 63 Ori beam weapons (15 of them linked into 3 'gatling guns.') 180 APBs all linked in trios, and 36 lance batteries. 288 turbolasers and 144 PPCs for secondary. At long range, the ship has 46 Ancient drone ports, each with a magazine comparable to the Antarctic outpost, 120 torpedo tubes, 360 missile launchers. For anti-fighter and point defense, they went all out, 2880 light turbolasers, 720 DPBs, and 960 each of phaser arrays and pulse phasers.

Also, for whatever reason Kevin decided each of the five arms of the superstructure needed an Imperial-style ramming prow, and extending 10 km tentacles between each, for fighting hive-ships in melee.



Death Star (-600 cp)

For once, no modifications from other settings, it's just the og Death Star. One planet or ship shattering superlaser, five thousand turbolasers and heavy turbolasers, 2500 each of ion and laser cannon. Hangar space for 7,000 starfighters. The downsides are it takes a full day to charge the superlaser after firing at full power, and there's this small thermal exhaust port...

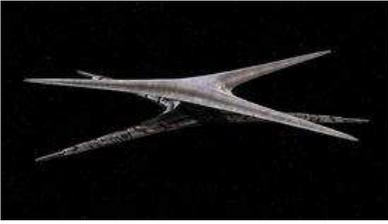


Sovereign-A class battlecruiser (-200 cp)

After the Hierarch's Covenant Empire conquered the Federation, the crew of the *Enterprise* managed to steal back their ship after it had been upgraded with the enemy's technology, forming a nucleus of resistance. Plasma beams in place of phasers, Ori shield tech, and both Stargate hyperdrive and the Covenant's faster Slipstream Drive.

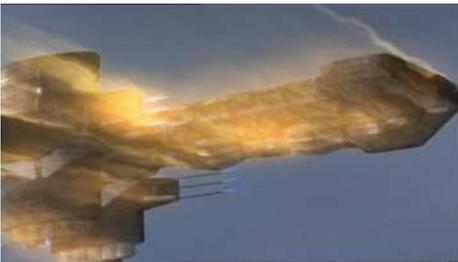
Picard-D class Dreadnought (-600 cp)

Appearing in a future section as a donation from the Federation Protectorate, this is a *Sovereign*-class scaled up to nine kilometers in length, upgraded with various Stargate technologies. Armament is relatively limited for the Imperium, class XX trans-phasic phaser arrays backed by a dizzying number of torpedo launchers.



***Righteous Fury*-class Assault Supercarrier (-400 cp)**

A Cylon Basestar enhanced with Covenant and Ori technology, including one Ori beam weapon in each arm and enough shields to laugh off the threat of forty to fifty Starfleet vessels.



***Knarr*-class Transport (-100 cp)**

The first thing Ishmael Evans made with his Asgard Core: an Asgard shuttle, only a little larger than a Goa'uld cargo ship but shaped like the *Beliskner*. You can choose between a standard, which has room for fifty men with no frills, and the updated one Ishmael designed that has a single neutrino-ion generator that converts hydrogen into naquadah, intergalactic hyperdrive, shields almost strong enough to count as a capital ship, a single underpowered APB, cloak, transporter and constructor mode, a time-dilation device that maintain a hundred mile sphere of 1000:1 time indefinitely, and the latest sensors and comms suite, but barely has room to stretch out in the sole bed and cockpit, and you need to walk sideways to move between them.

***Skjótr*-class Air/Space Superiority Fighter Squadron (-100 cp)**

A novel fighter design by Ishmael Evans. The ship is a hollow disc, six meters across and five tall, with a spherical cockpit module that hovers in the center, held by a weak gravimetric field, controlling the rest with subspace comms and a laser backup in the event of jamming. Four Asgard power crystals drive it with incredible speed and agility. It holds four Ancient drone launchers with 16 drones each, for a total payload of 64, and a 20% power APB applied as an omnidirectional strip over the rim. Thus it can fire in any direction, and the pilot can rotate the disc and cockpit independently of each other. The fighter has shields and a cloak, but lacks a hyperdrive, and can be piloted remotely.

You gain twenty.

***Bogi*-class Anti-Fighter Frigate/Bomber (-100 cp)**

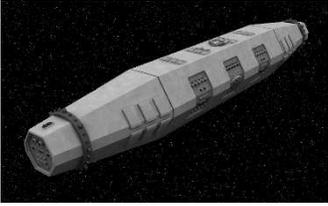
A silvery sphere 15 meters across. The main weapon is called a skipper, a kind of hyperspace missile launcher that can materialize a warhead (usually a Mk IX or nastier) inside a ship's hull in most cases, and at least inside their shields in most others, besides having fantastic range covering basically a star system. Skippers require incredible sensors and computers to plot the jumps, and a subspace link to the ship that allows for guidance corrections in-flight. The skipper bay holds exactly a hundred missiles, though more can be replicated as needed, and can salvo up to ten at a time. It has two pulse energy weapons (PEW) the same as the *O'Neill* class on opposite ends. For anti-fighter work, it has 128 rapid-fire ion guns. One layer of shields, cloak and intergalactic hyperdrive.

***Sleipnir*-class Multipurpose Cruiser (-200 cp)**

Ismael's take on the *Ha'tak*, meant as a flexible support ship. He also filled in the hollow pyramid for more generators and cargo/troop space, with room for 8 neutrino-ion generators, five thousand troops and 80 fightercraft. He colored the ships jet black by default but they are capable of displaying whatever color the captain wants via smart paint, the better to impersonate the most widely-used ships in the Stargate universe. Three layers of shields, though for purposes of deception the outmost is a standard Goa'uld shield. Five APBs, in each point of the pyramid behind folding panels, four full powered PEWs and 60 in a point-defense configuration that have only 10% the firepower, but over four times the rate of fire. It also has a skipper bay and two particle/energy emitters. Besides having the best stealth systems available, the *Sleipnir* has an inner hull of pure neutronium, all but impossible to scan within.

***Hringr*-class Battleship (-300 cp)**

For his main ship, Ishmael made a silvery sphere, 250 meters in diameter, wanting to maximize volume and firing arcs without too wide a profile, with a dozen neutrino-ion generators. The most crucial systems and crew quarters are in the heart of the ship, beneath many layers of *hlif* armor. Main armament is six skipper bays, and six omnidirectional APB strips. It also has 60 point-defense turrets, PEWs. Three layers of shields, hugging the hull very closely and using wildly different frequencies to thwart any efforts to phase or bypass them. It also has a cloak, wide-spectrum subspace jamming capability and a versatile particle/energy beam emitter that can do anything from a laser to an EMP to a replicator disruption field and more. Two hangar bays can hold up to 10 *skjötr* fighters or 2 *knarr*-transports each. Lacking an exploitable hole to the outside, the ships must be moved in and out with Asgard transporters.



Mjöllner-class Carrier (-400 cp)

A cigar-shaped carrier, 3 km long, dotted with 5,000 individual fighter hangars/launch tubes, outside an inner armored hull. With a rapid beaming system, every pilot can theoretically be within their cockpit and outside the ship within twenty seconds of the scramble alarm sounding. Mostly contains quarters and facilities for pilots, including a lot of gyms and luxury and entertainment systems, a drone control center so pilots needn't risk their lives if jamming isn't a concern, and a full-sized hospital. It carries fighter repair and production systems that can fabricate parts and whole ships as fast as they can source raw materials. The carrier is lightly armed with just four APBs, one in the front and back, and one dorsal and ventral where the ship is thickest.

Sverð-class Superdreadnought (-400 cp)

The final flagship for Ishmael, also a silvery sphere a full kilometer in diameter with room for 64 neutrino-ion generators. The armor is a hundred meters of *hlif* under a naquadah heat-sink layer. Six superheavy APB strips, upsized until diminishing returns with an estimated 20x more firepower than an Ori beam weapon. Sixteen skipper bays, 1024 PEWs that with the extra power can maintain that fast rate of fire, while only being 10% less energetic than an *O'Neill*. Two hangars, with combined space for 240 fighters with room left over for shuttles.

DRAWBACKS

Supplement Mode (+0 cp)

It's a great big multiverse, and we're all really puny. Just a bunch of tiny specks, about the size of Mickey Rooney... Where was I going with this bit? Ah, right, you can combine this Jump with any other, keeping the cp pools separate, or visit any setting whether it has a Jump or not. This is a story about exploring/exploiting the multiverse, after all.

Check, Please! (+0 cp)

The story of Stargate: Galactic Imperium takes place over the course of about five months, or multiple centuries with all the universe-hopping and time-dilation. Feel free to peace out after either bringing this story, or that of the universe you landed in, to a satisfying close.

Chillax (+0 cp)

This whole megalomaniacal fascist taking over everything is kind of a bummer. Maybe you could kill him before he starts, but that's also a bit dark. Have no fear, take this toggle and you'll wind up in a corner of the multiverse where Kevin Leed never met Anran and went on to become a normal IT guy who vents his frustration writing chuuni fanfics. Depending on what universe you land in, this may not bring peace, but there's at least one big problem you won't have to worry about.

Let's Do The Time Warp Again! (+0/-100 cp)

It's astounding, time is fleeting, in a Jump-doc where you generally enter the host universe at the same time the protagonist did, you could easily find yourself waiting *ages* for the plot to start, or arriving a little too late to do any good. Very well then, you can adjust your point of entry up to a decade in either direction.

What's that? You actually *want* to take part in the Horus Heresy, or the Silmarillion? Well, you're certainly crazy enough to fit right in. So be it, you can adjust your entry point without limit, but this time it will cost you. 100 cp, to be precise.

Stay A While (+50 cp)

By all means, Jumper, take your coat off! Make yourself at home! For each purchase, add five years to your stay. To keep things from getting too crazy, we'll cap this at, say, twenty purchases? You can stay even longer if you wish, but not get paid for it.

Hero Complex (+100 cp)

You have a strong sense of empathy and compassion, and it can land you in a lot of trouble. You find it hard to turn away people in trouble, and may act recklessly when you see people in immediate danger.

Unbalanced (+100 cp)

For a while there, Kevin's enhanced body needed the caloric intake of 3-4 men. So it is with you. This may not sound like much hardship, but try eating a full meal roughly every waking hour, or snacking continuously on the most nutrient-rich rations. It gets old.

Silly Hat (+100 cp)

When Kevin set out to design an intimidating appearance for himself, which became the mark on the brow of his Jaffa, he combined the helmets of: MCU Iron Man, Killvearn, classic comics Galactus and a Chaos Sorcerer from 40K, with an iron halo behind. Picture this for a moment. Now you have a choice, you can wear the God-Emperor's helmet for half of every day, or be stuck with the more concealable, but constant, gold image of it that adorns the brow of his First Prime.

Hate Losing Control (+200 cp)

Afraid it's pure sobriety for you; drugs and alcohol do nothing.

Hot-Blooded (+200 cp)

You can be prideful, and easily goaded into losing your temper. You can overcome this, but it will take a lot of time and work.

Shadowy Foes (+100 cp)

There is a conspiracy against you, something like the Company or the Trust, the Banite Sith, etc.

Six-Alarm Fire (+200 cp)

When Kevin enters the Star Trek universe, the Q try to kill him immediately. When that fails, they inform multiple interstellar empires that the Imperium has arrived to conquer and/or exterminate them. Also the Federation, who didn't really listen. You find that six powerful factions exist and have been informed of your arrival, by default these will be interstellar empires not appearing, but if you want to include the Company or Cerberus or the Burning Legion or whatever, knock yourself out.

How Are They Doing That?!? (+200 cp)

Okay, first off, you forget taking this drawback. In the universe you land in, you have a counterpart. They, and your existence as a doppelganger of this person, will at some point become known to your enemies and your double will start working with them to try and anticipate your decisions. How willing they are will depend on the life they've led and the quality of your enemies.

Statutory Creep (+200 cp)

When Kevin Leed goes into self-imposed exile on Earth as part of a peace deal with the Jaffa, he is assigned the identity of a 16-year-old boy and made to attend high school again with Jack's teen clone. He *chooses* to pursue relations with girls much younger than his actual age, hoping the reputation as a horndog will make him seem harmless. This is a dubious choice, but you can now share in his rep as someone who is willing to skirt the line of consent laws.

Dark Multiverse (+400 cp)

It appears your Jump has been affected by a deep cynicism. Whichever worlds you explore, you find the villains are a great deal more powerful, the heroes are more flawed and less noble, more self-serving. You're not really gonna find a lighter shade of grey than ASOIAF here, and that can be depressing. More, your knowledge of these worlds and past and future events is... not useless, really, but a lot less accurate.

Empty Pockets (+400 cp)

Such a materialistic, gear-centered story. Well, to help fit in, your Warehouse will be sealed up with all your Items from previous jumps inside. Have fun with only what you can get here!

Hallowed Are the Ori (+400 cp)

The Ori invasion was (almost) unprecedented and definitely came out of left field. First, you will forget ever taking this drawback. Second, at some point in your stay, the setting will be invaded by a powerful, totally outside-context force. Could be the Reapers, the Ori, Yuuzhan Vong, Daleks, a Black Crusade, Necrons, Replicators, Tyranids, Downstreamers, Metabarons... point is, nobody has seen the likes of these enemies, and they will most assuredly fail without your assistance. You cannot leave the Jump until the invaders are defeated. This can be taken up to three times.

Lonesome Road (+400 cp)

You shall be denied the friendship and support of Companions from previous Jumps. Go out and make some new friends already! Jumpers can be so clique-ish.

Look, Ma, No Hands! (+400 cp)

Not everybody wants superpowers, strange as that seems. Some settings may not have an outer space. Maybe you feel too good for handicaps or just don't want what's on offer. We've got you, for each of the section-specific stipends you turn in, you can get +400 general-use cp. Don't say we never gave you anything.

Clash of Empires (+600 cp)

Turns out peace was never an option. Both the endgame God-Emperor and Hierarch have been informed of you, and each other, and will each attempt to destroy the other two with every army and weapon at their disposal.

Free Entertainment (+600 cp)

Like the Hierarch and God-Emperor, your universe-hopping antics have drawn the attention of the Void Keeper, a sadistic being as far above the Q as they are humanity. At first, he will only want to observe, but he will from time to time create obstacles and challenges for you to overcome and demonstrate his power. These will be challenging, but never beyond your abilities. No, the real reason you are taking this is simple. While the subject of the Void Keeper's attentions, you cannot rest, you cannot give up on conquest, you can never take more than a couple weeks of time to yourself or this sadist will find ways to... motivate you.

No Freebies (+600 cp)

Any perks or powers from previous Jumps are unavailable to you in this one. You should be able to more than support yourself or even stay competitive with the villain protagonist with what's here, no? You do, however, retain knowledge and experience.

END

What now? Go home, settle down, or a new adventure?

Notes:

Yes you can stack the multiplicative magical benefits of the Elder Wand and Staff of the Magus, or the power-boosting effects of Bully Jumper and Phoenix. No, they do not multiply each other's effectiveness as multipliers. That way lies the path of madness, or at least Very Big Numbers.

Special thanks to: Rater_202, Bluesnowman, and Taiyaka.

To briefly summarize the plot: Kevin Leed is on vacation in Australia when a Goa'uld cargo ship crashes before him, with a dying Tok'ra, An'ran, who stole the dimensional displacement drive from one of Ba'al's last scientists, Doruan. Kevin becomes host to An'ran for his final moments, and absorbs all the Tok'ra's knowledge. In the original version he takes all of a week to get his affairs in order, the first chapter was later rewritten so he spends twenty years becoming *the* tech company and industrialist all so he can build a disposable starship to aid in his escape. He also modifies his hand device, incorporating a zat and making the shield mobile.

In any case, he returns to the Stargate Universe, boards the *Odyssey* and with hostages makes Sam Carter give him access to the Asgard Core, which he orders to duplicate itself before escaping. He settles a desolate world where whips up six replicators, ordering them to replicate until there's a few million and tear apart a mountain range for valuable materials he can't duplicate. He raises a marble palace to himself, then goes to check on Doruan, easily killing the Goa'ud and mind-controlling his subjects.

From there, Kevin proclaims himself God-Emperor and rapidly expands his dominion to four hundred worlds. He captures Ba'al and 'rescues' Linnea to be his Warmasters - a position he means as a kind of ironic hell where villains from across fiction will wield unimaginable power, but only through him and in his name. The Free Jaffa Nation has a civil war over how to deal with this newest false god, the IOA on Earth see

only a potential advanced trading partner. Kevin assists in the war against the Asuran Replicators, mostly so he can steal technical data and ZPMs from them. The Atlantis expedition try to kill him with their FRAN trap, but Kevin escapes and using this as an excuse briefly seizes Atlantis, downloads some of the Ancient database, and copies the DNA and memories of Sam Carter and Jennifer Keller to make clones for his harem. This works out poorly, as the clones later try to stab him and run.

Kevin eventually attends a conference of the galactic powers in which he agrees to halt the Imperium's expansion and go into exile on Earth, as a free and very rich man, in exchange for various terran experts to help his modernization and education initiatives. He also is granted three months before his actual exile, which he uses to assemble his fleet and jump to the Star Wars universe.

In Star Wars, Kevin claims to be Emperor over much of the Unknown Regions, making diplomatic contact with the Naboo. He mind-controls Jabba the Hutt, bulks up Anakin's midi-chlorian count artificially, and generally lets the events of the Phantom Menace play out like canon. He also recruits Dooku as a sleeper agent, lets Palpatine believe he's recruited Ba'al, hires the Kaminoans to make far more and even better clones, and mind-controls Poggle the Lesser to make far more droids, using designs he nicks from the Matrix and I Robot universes. Then he dips before the Clone Wars.

In Star Trek, he encounters a bit of trouble as the Q Continuum, unable to affect anything from outside their universe directly, try to divert his entry into a black hole. He is rescued by the Void Keeper, sadistic guardian of the multiverse, but the Q do warn the Federation and six Gamma Quadrant empires that never appeared on the show about him. Kevin immediately forts up and eventually genocides all those empires. He attacks the Klingons, then at war with the Federation, and greets Starfleet warmly, even as he seizes Voyager in a raid to study Kes' ascension and Seven's nanoprobes. Again, Kevin moves on to the X-Men universe.

Kevin arrives in the X-Men universe in 1982, and immediately replicates a stack of gold, steals pallets of cash from banks with his transporters and uses devices to plant memories of his fake identity among several big-wigs. All to impress William Stryker as a potential investor in Weapon X. He lets the events of X-Men Origins play out by stations of canon before mind-controlling Stryker into joining his research group for unlocking powers, and nabbing genetic samples from every mutant he could find. Why he didn't do that the first day, I couldn't tell you.

In Heroes, Kevin has fun playing with the Company, claiming to be from a superior European equivalent, but again is mostly after genetic data.

Kevin's next, brief, stop is an obscure Korean webnovel, the Chronicles of YggRahon, there to harvest the hearts of dragons, mana cores that grow a little with every breath. He flees in a panic upon detecting the protagonists approaching.

Next is Warhammer 40,000 which is astonishingly close to the Stargate universe. He finds the Attero effect active, forcing his ships to rely on slower Trek warp drives. He finds a world where the Guard are embattled with Orks, and attacks both sides to test his forces' power, before finishing resistance off himself, showing off his new magic and mutant powers. He then befalls an Eldar fleet off Saim-Hann, his replicators feast, but when he confronts the Farseer, Laemis, he is hit with a powerful psychic ritual that makes him emotional and indecisive, nearly dying several times as he stops to ponder which weapon or power to use. He revives Laemis with his sarcophagus, tortures her for a while, woos her with food and music from Earth, and they agree to heal him in exchange for nonaggression with her Craftworld. The galaxy's most easily impressed Farseer becomes Kevin's paramour. They take a bit of a break to visit Smallville and upgrade their bodies, Laemis even becomes pregnant when the Void Keeper appears to ruin their domestic bliss and get Kevin back on track, apparently killing Laemis (who is stuck in a prison dimension, escapes with help from a Doctor and eventually winds up in LOTR in a prospective spin-off) and humbling Kevin in a duel that destroys a planet. Kevin then drives straight for Terra and makes a deal to

heal the Emperor, aka the last Ancient, in exchange for the services of a company of Grey Knights and a few chapters of Space Marines to serve as a template and training cadre for his Imperial Marines.

He makes a quick stop at the MCU to nab the Erskine formula.

Then it's back to Stargate. He goes into exile in the guise of a sixteen-year-old, and immediately starts acting the horndog as a 'distraction' for his watchers. He also stages a Wraith attack and the theft of a prototype ship by the Lucian Alliance, having long since mind controlled the heads of the Alliance, Michael and Todd. He pursues multiple plans for dismantling Earth's peace including: Turkish resurgence, balkanizing Russia, US-Canada rivalry and trying to unite Scandinavia into neo-Viking raiders with Klingon tech. He also seeks out the 'True Avalon' a lost Ancient starship, and has a bit of a needless battle with the British. He also recruits a Korean dude named Jungwoo who is told he's the heir of a mighty interdimensional sorcerer, before skipping out again to assume his final god-body.

Then to Harry Potter, he adopts Harry and then sends him to Skyrim to live out a full lifetime as a mage lord before starting at Hogwarts. He also unleashes the Astartes on the Falling Sky verse.

He also goes to Immortals to throw down with all the pantheons. Ascends as a kinda warp god in the Mass Effect universe where he guides humanity from the Bronze Ages through to the First Contact War, where they half conquer the galaxy. He has replicators nom the Reapers, but uses the shells as a threat to let humanity get more power (while selecting Shepherd as his avatar) and plants a retrovirus that sterilizes most of the species until humanity can seize full control of the galaxy, declare all other species semi-sentient and ban them from writing and technology. He decides to fully reincarnate to gain some perspective and we end with his rebirth into the Buffyverse.