Space Pirate Captain Harlock CYOA

(Jumpchain-Compliant!)

With special thanks to Eisenstein!

It is the year 2977 AD. For years, mankind has harvested the resources of many planets to sustain itself and made a multitude of scientific achievements. Robots are used to establish farms on other worlds to feed the people of Earth. However, the people of Earth have grown complacent and weak-willed, controlled by a government unwilling to brave the stars. The apathy gripping the world has grown too great, and one man has decided to shake off the government's shackles and claim the endless sea of the stars for his own! His name – is Captain Harlock! He is not alone in space, however – aimed directly towards Earth are the alien species known as the Mazone. In three days, a mysterious black sphere will strike Tokyo, serving as a beacon for the Mazone invasion forces. All the while, the Federation of Earth is content to fritter away its citizens' days with golf games and parties. What will you do with the ten years you spend here?

+1000 CP

What is your choice, traveler?

Section 1: Identity

Roll 1d8+20 to determine your age and keep your current gender, or pay 50 CP to choose it within the range.

Drop-In [Free] – You've arrived with no memory of your new life here, but that just means nothing to hold you back. The Earth Federation seems to regard you as a citizen, though, so there's that. You may appear anywhere on Earth when you enter this world.

Earth Garrison Forces [100 CP] – Your mission, as a member of the EGF, is to uphold law and order wherever the criminal element may be found. In practice, this pretty much just means hunting down Harlock and his crew, since the government blames everything on him. You, like most others, appear in Tokyo.

Mazone [200 CP] – The Mazone are a race of humanoid plantlike aliens, some (including you) with hypnotic powers, originating beyond the Andromeda Galaxy, but having had a presence on Earth for thousands of years. They tend to look female, though not all of them do, and their “skin” turns white, rather than its natural bluish-green, when exposed to Earth's atmosphere. As a member of this ancient and powerful race, you have fled the destruction of your homeworld by its exploding sun and seek to resettle on Earth, where your kind long ago transplanted beings from Venus to serve as something like cattle. You first appear in Tokyo.

Juran [100 CP] – Long ago, your race prospered on its homeworld of Jura in the Antares system, where they subsisted entirely on alcohol, despite having no mouths. However, Mazone infiltrators drove your kind towards nuclear war, hoping to create a garden world of only plants for their queen, Lafresia – and it worked. Now, only two of your kind remain – Harlock's confidant Mimay, and you. You may appear

either on Harlock's ship, the Arcadia, or in Tokyo.

Captain [400 CP] – As you arrive, you look upon the blue sphere called Earth through a bridge window. In front of you is a large wheel, and in your heart swells a determination to do that which you desire – a willingness to dream and explore that most of mankind has lost. In two days, Harlock will receive a message – stating simply that “there is another.” Not surprising, then, that his guns are pretty much the only ones *not* pointed at you. Obviously, this means you appear on your own ship.

Section 2: Skills and Abilities

Discounted skills are 50% off for the specified Origin.

Musical Aptitude [50 CP] – Whether the harp, the ocarina, the harmonica, or even a guitar, you have a good level of skill with a single instrument. A song played on this instrument and matching your personality also sometimes plays when you appear in an area.

The Oceans Of Space Are Mine [50 CP] – This doesn't actually give you anything besides a comprehensive knowledge of all nautical terms and their meanings, wherever you happen to be.

I Will Avenge My Father! [100 CP, discount Drop-In] – Let it never be said that you are to be wronged with impunity. When those truly important to you are harmed, the lengths you can and will go to to avenge them may even frighten those around you.

Everyone Remain Calm! [100 CP, free Earth Garrison Forces] – As it turns out, you actually do have some skill at keeping law and order, rather than relying on humanity's complacency to do so. With a firm word from you, most crowds will at least *start* to disperse.

Infiltration [100 CP, free Mazone] – As it so happens, you're quite good at sneaking around. You could probably go unnoticed among a unfamiliar populace so long as you don't kill anyone.

All I Need Is A Drink [100 CP, free Juran] – You can now subsist nutritionally on nothing but alcoholic beverages. While this is a Juran racial trait, some humans appear to be capable of this as well – the doctor on the Arcadia, for instance.

Worthy Foe [100 CP, free Captain] – Even your enemies do not so much hate you as fear your victory – and relish the chance to pit themselves against you. In general, you'll be considered a credible enough opponent that your enemies will put their all into catching you – and they'll know when they've lost.

Scientific Aptitude [200 CP, discount Drop-In] – You've got the beginnings of understanding 2977's advanced sciences – you certainly know how to program the farm-establishing robots that humanity relies completely on in this day and age, as well as having a degree in astronomy.

Pursuit [200 CP, discount Earth Garrison Forces] – When it comes to hunting down crooks, you are tireless. Not content to merely frustrate any mundane efforts at eluding the long arm of the law, you've actually increased your physical stamina through sheer determination!

Ruthlessness [200 CP, discount Mazone] – Essentially, you can conceive of the most bloodthirsty solution to a given problem without issue – you're just that unfettered. Whether it be using a little girl as bait to lure her dead father's old friend to your position or going around and assassinating scientists to ease your invasion plans, you'll never doubt yourself doing it.

Loyalty [200 CP, discount Juran] – Never again need you fear turning on those you have a shared cause with – you know who you've sided with, and neither bribe nor threat of laser blast shall turn you from your course.

Runs In The Family [200 CP, discount Captain] – You are brave, or perhaps idealistic. You may even be coldly pragmatic. Whatever sort of emotional makeup lies in your nature, it runs through your blood now – those who came before you in your line passed it down to you, and those who follow in your line will surely take up this torch. You can even inspire the development of these traits in those you take

under your wing as if they were family – children of old friends, for instance. You might have to literally slap the sense into them, though.

Quick Learner [400 CP, discount Drop-In] – Whether it be computers or a ship's guns, it doesn't really take you that long to pick up the use of any technology that isn't outright barred to you. You could go from banging rocks together to make fire to surfing the web and sharing files in a couple of hours, provided said couple of hours consist of you trying to use a computer. Generally, you won't even have to take any "middling" steps – so if you want to pilot the starship, you don't have to learn to drive a car first or anything like that.

Oh No You Don't! [400 CP, discount Earth Garrison Forces] – Whether it be an elaborate trap or simply a high-speed chase, your enemies will find no avail trying to use civilians or bystanders as shields. When pursuing a single target, you can always pick them out in a crowd – provided they retain the features by which you know them – so the better you know your mark, the better this works. "Man in a black cloak" will only work if he stays a man and keeps the cloak on, but "the left-handed woman with blue hair who killed my father" will work just fine even if they wear a police uniform, and if you know their name? Wish them luck, they'll need it. In addition, civilians are more likely to help you set a trap for any crook you want to catch.

Fleet Tactics [400 CP, discount Mazone] – Some may be skilled with piloting a single ship, but when it comes to the command of fighter fleets, you could count your equals on one hand. When you give your directions, your fleet hears, then understands, then *obeys*. Furthermore, these directions are far more likely than most to result in victory – and as a bonus, you'll know when you just can't win, too.

So, You Knew As Well? [400 CP, discount Juran] – Everyone else may be surprised when they find a

spy in their midst, but you aren't. Generally, you have an easier time spotting moles and hidden agents among your allies.

Wheel It Around [400 CP, discount Captain] – When it comes to piloting a ship, you know the ropes better than just about anyone. With you at the wheel, even large battleships can pivot and maneuver like fighter craft, and you've become highly accustomed to the three-dimensional battlefield that is space.

The Good Doctor [600 CP, discount Drop-In] – With enough time and materials, the greatest works of this day and age will all be by your hand. Refueling stations disguised as meteors, rapiers that double as laser guns, or even a ship as magnificent as the Arcadia – all these might bear your name. Where to get the materials, though?

Pulling Rank [600 CP, discount Earth Garrison Forces] – Nevermind just abusing your Commander status to get whatever from those underneath you – you can even pull your advisory position on those above you, provided their wills are weaker than yours. Considering what Earth's government is like in this day and age, that shouldn't be too difficult at all.

Obsession [600 CP, discount Mazone] – Such is your desire to know the mind of your enemy that reality itself moves subtly to accommodate you – or maybe you're just that observant. Whatever works. Whatever tactics your enemy employs against you, you will adapt. Wherever they hide, you will find them. Whatever they would willingly die for, you will know to hold hostage. It would take some kind of hyper-determined tactical genius who values nothing above his own freedom to stop you. Surely nobody like that exists?

Talk Them Down [600 CP, discount Juran] – Whether they're trying to get themselves killed because

they revealed their race's secrets or risking their lives in a small armed pod, nearly dying of suffocation, and catching some sort of space madness all because they're trying to avenge their father, or even spying on you so their brother doesn't kill them and blame their childhood sweetheart, you're actually pretty good at calming people down and making them see reason.

I Will Always Live At The Risk Of My Life [600 CP, discount Captain] – The word “fear” has no meaning to you. You could be surrounded by a jungle made entirely of awakening aliens with nothing but a pistol and a sword to defend yourself from and you wouldn't even blink. In addition, sometimes you can win by doing absolutely nothing – for instance, an army surrounding you with tanks might, once in a long while, just let you go without even firing just because they know they can't faze you.

Section 3: Items and Gear

Discounted items are 50% off for the specified background.

Flight Suit [Free] – Whether a sleek Mazone suit or the bulkier pressurized human space gear, this suit leaves you ready to take to the stars in a fighter craft!

Sweet Threads [Free and restricted to Captain] – Did someone mention a slick overcoat, a tall-collared cape, and an aesthetically pleasing eyepatch? Because you have those now.

Cosmo Gun [50 CP] – This laser pistol has little in the way of recoil and can dispatch an unprotected human or Mazone in a single shot.

Gravity Saber [50 CP] – Despite its name, it has nothing to do with gravity. It's just a rapier that doubles as a weaker laser gun than most pistols. Still gets the job done, though.

Mazone Detector [100 CP, free Drop-In] – This pistol attachment or handheld device (whichever you please) beeps and flashes red when aimed at a disguised Mazone.

One-Man Flying Platform [100 CP, free Earth Garrison Forces] – This hovering scooter-like vehicle seats only one, but is about as fast as a motorcycle.

Mazone Fighter [100 CP, free Mazone] – This small fighter craft is equipped with a pair of ray guns meant to take on other fighter craft. Don't expect to scratch a battleship with this.

More Alcohol Than Anyone Could Ever Drink [100 CP, free Juran] – Whether beer, sake, or even

kumis, you have a small safe containing an infinitely restocking quantity of it, all in the proper containers.

Cosmo Wing [300 CP, discount Drop-In] – This space fighter seats one, but is also capable of ejecting a Bullet 1 from its rear, which acts as a smaller, more maneuverable fighter.

Offworld Garden [300 CP, discount Earth Garrison Forces] – You now have a small farm for growing fresh vegetables located on the nearest planetoid that is not a satellite of the planet on which you are currently located. Here, this will be on Mars, protected by robots, and with the produce being grown and shipped back to you fresh by robots. You now effectively have an infinite supply of about five kinds of vegetable, all engineered to stay fresh in the void of space until they can reach you.

Nursery Blueprints [300 CP, discount Mazone] – These instructions, encoded on a memory crystal of some sort, reveal the perfect environment for the sort of plants that the Mazone are born from, and how to create such a nursery on a starship. Now if only you had the raw materials to build this, maybe you could get a small Mazone force growing. It seems that they take as long as humans do to reach adulthood, though.

Asteroid Base [600 CP, discount Captain] – You have a hollowed-out asteroid with a propulsion system awaiting you somewhere in space. Said asteroid can act as a refueling base for ships, as well as a factory.

Hidden Superweapon [600 CP] – This powerful laser cannon is stored within an ancient ruin on Earth. It appears to have been built by the Mazone in ages past. However, it has long since been abandoned – until you found it. You could seriously damage even a ship like the Arcadia with this cannon! However,

the weapon is stationary, save for the ability to change its firing angle. In future worlds, it will place itself in the oldest ruin within 300 kilometers of where you appear.

Arcadia-class Battleship [800 CP, 1 free Captain] – This massive battleship is truly a masterwork. Its guns are powerful enough to lay waste to entire Mazone fleets in pitched battle, it can ram enemy motherships and survive intact with its ramming blade, and within its computer lies a spirit much like that of the Arcadia's designer, Tochiro. This third factor gives the ship the unique ability to act on its own. It also comes with a free Jolly Roger to fly when entering battle.

We Meet Again [100 CP] – It appears you've brought in a ship you already own – but now it at least looks like it fits. Whichever faction you happen to belong to, your ship will resize and reskin itself to belong better, while losing none of its power.

Section 4: Drawbacks and Ending

You may gain up to +600 CP in total from any selected Drawbacks.

Hothead [+100 CP] – You need to calm down. If you keep rushing into battle without a care for the consequences, you're going to get yourself killed.

She's My Daughter! [+100 CP] – Years ago, your spouse turned out to be a Mazone spy – and your daughter was kidnapped. When you learned your old captain was in trouble, you went to ask him for answers, only to find him dead. Now, the memories of your disappeared daughter haunt you, even as clues reveal that she, too, is Mazone. Eventually, you will confront her, and she will break your heart.

Plastic Model Enthusiast [+100 CP] – You can't resist collecting and assembling accurate plastic models of any ship you can find! You also can't resist showing them off, even to your enemies - who might examine the model to learn said ships' weaknesses.

Liabilites, All Of Them! [+200 CP] – You cannot stand civilians – anyone who does not serve in a military capacity of some form, official or otherwise, is a hindrance in your mind.

Room 302 [+200 CP] – A Mazone with hypnotic abilities has seized upon you and twisted you around her finger – mainly by mesmerizing you into thinking that she is a dead relative of yours. While you retain some measure of your free will so long as you are not directly looking into her eyes, it is difficult to tell her “no.”

Stop Doing That! [+200 CP] – It seems that whatever prisoners you manage to take will blow themselves up within a day of capture. Moreover, they will not divulge any information more pertinent

than propaganda, and the explosions will always be just close enough to stagger and shock you, but never big enough to kill you – the prisoner will inevitably die and disintegrate with all of their belongings. You *will* get fed up with this by the end of your time here.

Life Debt [+300 CP] – Much like Mimay, you have sworn your life to someone. This someone, however, is not Harlock, nor are they anywhere near as agreeable to you. Your debt, however, prevents you from disobeying them openly. With enough luck and skill, you might be able to manipulate them subtly, but your leash is short.

Complacency [+300 CP, incompatible with Captain] – Your ambition, your motivation, your desire to attend to anything but your own entertainment, and your courage are all utterly vanished. Hedonism, sloth, and refusing to believe anything inconvenient come as easily to you as breathing. Basically, you're just like Earth's population.

There Is No Other [+600 CP] – *What have you done?* You have appeared in a version of this universe where neither Tochiro Oyama nor Phantom F. Harlock was ever born. And now, the Mazone are *still* going to invade Earth in 3 days. Should they succeed in conquering the entire planet, you *will* have failed, and your journey will end. So guess who has to stop them *and* keep the politicians of the Earth Federation in power?

Regardless of which Drawbacks you've taken, they can be revoked at the end of the ten years you spend here. When all of that is done, you have one last choice to make.

The Songs of the Earth Are Mine – It's time to go home. You keep everything you have earned so far, but you may never Jump again.

Get Aboard This Ship – This seems like a good enough place to stay. You can keep everything you've earned so far, too, but this world is your new home.

The Seas of Space Are Mine – You're not stopping here. Vanishing into the depths of space, you take everything you've earned with you and move on to the next world.