It's been said by more than a few jumpers that you can figure out what world and what time period you're in by looking to the stars. But you've arrived in a world without them. Etheria is a single planet floating alone in Despondos, given warmth and light by its three moons. Long ago, the world was colonized by a group called the First Ones, and now it is fought over by an alliance of native Princesses and an invasive force called the Horde.
And now you're here.

Pick a side, try to survive, try not to fall in love with your enemies. It gets messy.

You may freely choose your age and gender. Etheria's cool like that.

You start with 1000 CP

BACKGROUNDS:

DROP IN:
You simply appeared out of the many nooks and crannies of Etheria, with no history or potential enemies. Even then, recruitment isn't that hard, especially for someone who shows the same sort of esoteric promise as a Jumper.

THE REBELLION:
Whether you are a freedom fighter or merely a civilian in Rebellion territory, you have aligned with the forces at Bright Moon and more importantly, *against* The Horde. Times are tough with the Princess Alliance shattered and Horde forces inching closer every day, though there are rumors of a mystical warrior who may push the Horde's forces from the Whispering Woods.

PRINCESS:
Oh I apologize, I didn't realize I was speaking to royalty. As a side note, it is not required to change your gender to female, due to the rarity or straight up non-existence of Prince's manifesting magical powers openly displaying as male may cause some confusion and suspicion.

The (Evil) Horde:
The food is bad, the furniture is sparse, the authority of those above you is absolute, and you are literally from a place called the Fright Zone. But the Horde has been winning for the past twenty years, they have endless resources, and if you play your cards right you can ascend the ranks and turn the Horde into your own personal army.

LOCATIONS:

Roll a d6 to determine your starting location, or you can pay 50 points to start anywhere.

1. **Brightmoon**: Good news if you're a Rebel. Bad news if you're Horde Scum.

2. **Mystacor:** Home of magic and mysticism, also hidden from the outside world by complicated illusions and

3. **The Fright Zone:** Good news if you're a Horde soldier. Really bad news if you're a Rebel. You had either be rank and file already, or be looking to join up.

4. **The Whispering Woods:** Borderline impossible to navigate if you don't already know where you're going, but.. I'm sure you'll be fine. Watch out for giant bugs and kooky old ladies.

5. **The Crimson Waste:** I'm gonna be, well not nice, but polite and say you start in one of the settlements within the Crimson Waste. It's still hot and dry and dangerous though.

6. **Free Choice**

DROP-IN PERKS:

Humanoid Form(100/200 CP):
By any stroke of luck, your parent(s) ended up being one of the various humanoid races populating Etheria and you've inherited some of their physical features. By any stroke of luck, your parent(s) ended up being one of the various humanoid races populating Etheria and you've inherited some of their physical features. For 100 CP this will be a merely cosmetic change like pink skin or antlers, for 200 CP your anatomy can be used as a tool, such as a prehensile tail or claws.

Shapeshifting (400 CP):
Through some sort of anatomical marvel, you can blacken and then change your form to match any creature, so long as it follows your general body plan I.E. humanoids gotta stay humanoid. This ability is useful for mimicking others or inventing whole new personas to go with your made-up appearances.

REBEL PERKS:

Plot Crucial (100 CP):
Instant, unavoidable death is not in the cards for you my friend. While you will not become immune to being shot in the back of the head without any warning you will instead be given a chance to survive either by your killer simply choosing to give you a fighting chance, noticing the danger mere seconds before it occurs like some sort of spider-sense or it instead containing a caveat such as a mine that only explodes when the pressure from your foot is relieved

Tolerable Goofball (200 CP):
Your quirks and odd behavior will be more excused by friends and acquaintances as an interesting facet of your personality instead of a deliberate slight. This perk does rely on how well you know a person so that a complete stranger would be immune. This only excuses your flaws, not erases them so you may grow a reputation as being annoying or may be asked to change your behavior if it is really severe. This perk also doesn't prevent others from being hurt by your actions if you mistreat them.

Sorcery [PERHAPS HORDE?] (600 CP):
Magic flows across Etheria, and you understand that flow and the power it holds. You are trained in the mystic arts to the point that your techniques for summoning, spying, teleporting or creating illusions comes naturally. Whatever magical powers you have were earned, unlike those of a certain kind of royalty, which has grown your understanding of magic and the variety of techniques at your disposal.

PRINCESS PERKS:

Princess Power (Free - Only Princess Origin):
While having powers is not necessarily guaranteed with a royal birth, most princesses have access to a supernatural power. For example; total control over a natural element, and a form of omniscience. I wouldn't recommend taking a domain that has already been claimed by a canon character unless you want to end up playing the role of a long-lost sibling. If you end up choosing an elemental related power, you must choose a rune stone from the Items section.

Proper Manners (100 CP):
Most royalty is given a basic education on various subjects, mainly on how to act at a ball. Your understanding of social cues, subcultures and fashion will greatly improve, enough for you to blend into a culture for the length of say, a casual get together. Additionally you now have greater control over your emotions, preventing you from doing anything rash that might disrupt a party.

The Horde Perks:

Combat Trained (100 CP):
Unlike the Rebellion, the Horde actually has standardized training, with skills honed by a life in the military and bodies kept in shape through years of tireless training. You are proficient in combat with skills that exceed in close-quarters/hand to hand engagements, to the point that most untrained combatants will need some kind of advantage to best you. Even in more unexpected situations, your training was both broad and lenient enough to adjust to some of the odder situations you may come across whether it be a conventional fight, or trying to avoid being eaten alive by the creatures of the Whispering Woods. You are also well versed in the Horde's weaponry and maintenance, as well as the ability to drive most Horde vehicles. Your aim and driving skills are still your own, but you know how to operate the related equipment without blowing off your own hands.

Cat-like Reflexes (200 CP):
Your time in the Fright Zone has given you rather unconventional skills compared to the standard training cadets are given. You are fast, agile and almost impossible to pin down. In addition to this your senses have been enhanced, giving you an uncanny ability to sense and track down targets.

Technically Gifted (400 CP):
Understanding and inventing technology just comes naturally to you. Observing a complicated never-before-seen contraption (such as a spaceship) for a few hours could net you enough information to accurately speculate on things such as power sources, weak spots, and what kind of welds were used in its construction and why. I fear for any man foolish enough to give you free reign of a workshop.

Workers Autonomy (400 CP):
You have an unusual amount of autonomy in your organization. Requisition a squadron of fighters to a suicide mission? Invest the company's stocks into something something (I don't understand the stock market) something? Take a week off to pursue a personal venture? As long as the outcome that is achieved benefits the Organization in question, you will not be reprimanded. If you do end up failing spectacularly, this perk will make it easier for you to argue your case and cite reasons for why you should not be punished. This isn't foolproof and you may simply end up negotiating an execution down to a suicide mission.

DROP-IN/GENERAL ITEMS:

Techpad (100 CP):
Map, scanner, recorder, video communicator, this thing can do it all! Be warned, if exposed to ancient technology it may begin to glitch.

REBEL ITEMS:

Hand Carved Dolls (100 CP):
Or tactical miniatures for planning assaults. We don't judge.

Household Object (200 CP):
This item, which defaults to a cooking pan but can be replaced with any other day-to-day object, is much more effective in combat than one would expect! This item isn't explicitly overpowered; you are familiar enough with it that you can think of creative, and violent, ways to use it! The item is unable to be damaged or lost unless you intentionally did such a thing, in the case of the former, it will be returned within three days.

PRINCESS ITEMS:

Sword of Protection (600 CP):
[IMPORTABLE WEAPON]
Activatable by the phrase "For The Honor Of Jump-Chan" (The trigger phase can be changed but this will hurt Jump-Chan's feelings), this sword has the ability to transform you into an 8-foot tall, idealized version of your current form. Any damage taken in this form will not be present in your 'default' form. If you die in the activated state, you will be forced to shift back. You will be dependent on the Sword of Protection for these abilities.

HORDE ITEMS:

Communicators (200 CP):
A full complement of ear-insertable Horde-grade communicators for you and your allies to keep in touch. Might want to paint over the Horde Logo on the side though.

Skiff (400 CP):
This skiff, whether land or sea-faring (they both float for some reason) will act as an invaluable method of transportation. It is speedy, reliable, and can seat up to ten party members.

Stack Of Chip(s) (600 CP):
You are now the proud owner of a single hacked Horde Chip, fresh off the production line. This Chip is not connected to the Horde Hivemind and will instead treat you as the unquestionable 'administrator' of whoever ends up being chipped. Unfortunately this Chip can only be hooked into the skin, and will not slowly fuse into the nervous system as other, non-bootleg Horde Chips can. If you had the time, resources, and genius at your disposal, you could probably begin to understand it's inner workings. If the Chip is attached to a host at the end of the jump only the Chip will be taken with you, freeing the host.

DRAWBACKS:

Issues (+200 CP):
Through circumstances outside of your control you have developed some sort of mental issue; be it an inferiority complex that you would burn the world to satisfy, a case of anxiety so chronic that it affects how your powers manifest, being unable to connect with other human beings in appropriate ways, or having the nagging feeling that your friends aren't actually your friends.

Compulsive Planner (+ 200 CP):
You have a need for perfection and what better way to be perfect than to plan everything to the point of neuroses.

Chipped: (+400): **[OR 600?]**
One way or another, you have a Horde Chip fused into your neck, making it impossible to remove. While it is currently un-activated, should Horde Prime or anyone else with the capacity to hack the chip get their hands on you… well let's just say that I hope you have untapped depths of willpower to pull from. If you have Shapeshifting abilities, you will find yourself unable to remove or hide the chip through transformation. Additionally, any Anti-Mind Control perks you have will be negated. The chip will be removed from your alt-form (if you are using one) at the end of this jump.

Bounty: (+300):
Unfortunately, you have caught the attention of a major player on Etheria, who has authorized your capture with a payment of five thousand [DOLLAR EQUIVALENT]. They may recruit you once you're at their mercy, but just know that they are fully prepared to change the parameters of your capture to dead *or* alive.

The End

This isn't your first jump (unless it is) so you probably know the drill already. Point is, you spend ten years on Etheria, making friends, losing friends, making arms, losing arms, etc, after which you have a choice to make

Stay Here:
You've made something of a life for yourself on Etheria. There are people and places here you care about. So, if you choose, you can stay here and live out the rest of your life on Etheria with your friends. (Or you've conquered the planet and want to rule it. I don't condone this, but I can't actually stop you.)

Move On:

Fish gotta swim, pups gotta fly, and jumpers gotta head off to the next world. The friends you leave behind will miss you dearly, after all you made quite an impression on them. And Etheria will probably never forget about you, as your name goes down in legend. Maybe a future jump will bring you back to say hi?

Go Home: You can, if you like, end your journeys and return to your home of origin. Everything you've accumulated in your jumps, from your abilities, to your relationships, to your fun toys, can come with you. (This includes Share the Love, so you know it'll be an improvement for everyone!)