Buzz Lightyear

of Star Command

v1.0

Created by Negative-Tangerine

To Infinity and Beyond!

Take **1000 Choice Points** to fund your adventures.

Starting Location

Roll a 1d6 to determine where you start, otherwise pay 50 CP to choose your Starting Location.

Star Command
This is the main base of operations of the Space Ranger Corps, whose main purpose is to keep the galaxy safe from criminals, and are the Galactic Alliance's primary means of defense against the beings like the Evil Emperor Zurg.

Emperor Zurg's Planet
Location Description

Tangea
Mira Nova's homeplanet of Tangea is a lush and vibrant planet that has recently joined the Galactic Alliance.

Cosmo's Diner
A local diner owned and run by Cosmo, who will serve anyone who comes in for friendly food and service.

Planet Z
Planet Z, also known as Xrghthung, is the residence of the Evil Emperor Zurg.

Free Pick
You are free to choose where you choose from the available options.

Age and Gender
You need to roll your age using a 1d20 + 1d8. By default your gender is whatever you were previously. It is 50 CP each to freely choose your own age or gender.

Origins
Any origin can be a Drop-In entering this universe with no background , memories, or documentation.

(Ex)Star Command Officer
Examples: Buzz Lightyear, Mira Nova, and Evil Buzz
Highly trained and skilled in many areas, these men and women of Star Command are some of the best in the galaxy.

Villain
Examples: Zurg, Evil Buzz, Gravitina
Enjoying the finer things in life, these beings take what they want and grind those that get in their way into the ground.

Scientist
Examples: LGMs, Brains
The brains of any organization, these people pursue new avenues of experimentation to good and bad ends, pushing the galaxy's technological base ever forward.

Royalty
Examples: Mira Nova and Gravitina
Wealthy, powerful, and generally born for greatness being that have the status and benefit of being royalty to go with the responsibility of ensuring those under them are either taken care of or subjugated until they stop complaining.

Race

Human [Free]
Examples: Buzz Lightyear and Warp Darkmatter.
These are the plucky species that Buzz Lightyear and the Commander of Star Command are from , a resourceful race that while not the strongest, quickest, or smarter over all, they make up with ingenuity, tenacity, and stubbornness.

Alien [100 CP]
Examples: Gravitina, Mira Nova [Tangean Royal] and Emperor Zurg.
There are many alien races shown in this universe from Mira to other less humanoid beings.

Robot [100 CP]
Examples: XR and NOS-4-A2.
Robots in this universe are generally massively advanced and have no real difference in sapience s or status than any other biological beings.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Shatner Theme Song and Soundtrack [Free]
You have an entire soundtrack and main theme sung by The amazing William Shatner with accompanying backup.

Pilot [50 CP]
You are skilled at flying, able to perform amazing feats of flying and maneuvering.

Normalized [100 CP]
Much like the inhabitants of this universe not finding anything odd about the various aliens, sapient robots, or other odd creatures, you no longer get discriminated against, thought odd of, or even really commented on about your appearance, race, or other standout features from the norm.

This may fail if you start Flying and leveling buildings with your puppy shaped laser eye beams. It will take extreme amounts of negative effort to become frightened of you, though even then it will be your actions and not looks that will do it.

This will also find that people take you on your word and actions and not your race, species, or looks, giving you the initial benefit of the doubt.

Multi-Faceted Character [200 CP]
This perk will allow you to truly express your wider range of experience and varied skill sets, by acknowledging that you don't just fall into one single box. Much like how Mira Nova is a Star Command Officer and Royalty, how Evil Buzz is an Ex-Star Command Officer and Villain, and how Gravitina is Royalty and a Villain.

With this perk you can choose a second origin and set related discounts and have it reflected in your background and history if desired.

Paragon of _____ [300 CP]
Capstone Booster

Whether you are good, bad, or just strange you are a true epitome and champion.

This doubles your base unaugmented strength, and no matter what you are doing you gain a five time boost in all learning and training of skills, abilities, and powers.

(Ex)Star Command Officer

Chiseled Jaw Line [100 CP | Discounted for Star Command Officer]
Well would you look at that, you are a recruiter wet dream, and probably the wet dream of most recruits as well. This makes you a 11 out of 10 with the option of having the perfect hourglass figure and bust or chiseled jaw and triangular torso of a true hero for every form you take that you want to apply it too, so be the sexiest slug on the block no one is going to stop you.

This comes with the ability to instantly sprout an evil beard or goatee on command, though you will need to shave it off as normal.

Boot Camp Survivor [200 CP | Discounted for Star Command Officer]
You have survived and thrived in the Star Command boot camp and training, as such your body has been honed into a nimble, tough, and strong example of your species with the very weaknesses burned away in the flames of train, drills, and maneuvers.

This makes you the peak of fitness and mental acuity for any species you are with this top peak never lowering and only ever increasing when you find yourself in a better alt-form, so your tiny mouse alt-form would retain the strength if your much larger and stronger T-Rex Alt-Form.

Alien Relations [400 CP | Discounted for Star Command Officer]
There are many differing alien species, many of which bear a striking resemblance to the human form in one way or another, and as a true space hero it is your duty to get that booty.

This exemplified by your tendency to attract the sex and gender of your choice more often as not matter the race and species, though this is not with drawbacks as this does not discriminate between the good or the bad, or sane and insane.

This will ensure that no matter where you turn you will be stumbling across those that are interested in you for more than your heroing services, this is not mind control but simply that you seem to exude that heroic charisma that all good heroes seem to personify on one level or another, turning the bad girl while not good but better and finding the princess as interested in getting to them as getting away from the dragon.

Laser Guided Laser [600 CP | Discounted for Star Command Officer]
You have perfect aim and special awareness, and can calculate complicated maneuvers and reflected shots with ease. This accuracy applies to everything you do from shooting, calculating flight maneuvers on the fly, or simply perfectly parking your cruiser.

+ Capstone Boost

This now applies to everything you do giving you perfect kinesthesia and an awareness of everything within a six foot radius of you.

Scientist

Mastery of Field [100 CP | Discounted for Scientist]
You gain a mastery in one field of future science per purchase, whether biology, robotics, starship engineering, or weapon creation.

Reverse Engineering [200 CP | Discounted for Scientist]
You are skilled in reverse engineering and learning other forms of tech and science , as long as you can get your hands on it and safely analyze or deconstruct it you can quickly figure out how to build and adapt new scientific principles, methodologies, and creation to your own ends.

Accident or Innovation [400 CP | Discounted for Scientist]
You don't have accidents, you have innovations and discoveries.

This perk minimizes your risk of negative and harmful consequences in any experimentation and creation attempt when you are making something new for the first time, through exploratory experimentation or from existing plans.

Once you create something successfully for the first time you will have almost no chance of messing up subsequent creations barring enemy action, and even then this will minimize its negative impact on you or injuries resulting from sabotage.

Mixing Methodologies [600 CP | Discounted for Scientist]
You are skilled in mixing various scientific fields and styles into a cohesive whole, retaining the better aspects while minimizing the drawbacks or negatives in your creation.

So an example would be you having mastery in both Robotics and Biology making for a much better skill in cybernetics than just have a mastery of Cybernetics with less negatives and far more powerful and robust creation with fewer drawbacks like power draw or physical strain on the body they are incorporated in.

+ Capstone Boost

This now also applies to magic as well as purely technological field, also allowing for the easier mixing of the two, combining things like the scientific theory and methodology with magic for better enchanting, physical alterations, summon creation, maybe even opening avenues of study and creation that the original magic was incapable of previously.

Royal

Royal Bearing [100 CP | Discounted for Royal]
You have the grace and bearing of someone raised and accustomed to being in the presence of power and royalty, those that see you will instinctively view you in a good light and know that you have good breeding and personal power.

Divine Rulership [200 CP | Discounted for Royal]
You will in this and future jump be able to be considered as royalty, either born into an existing royal family or found to be a lost relation and granted status through that position. This will not make you the heir or the next in line for power by itself unless you are the last of the royal line you are associated with.

Spoils of War [400 CP | Discounted for Royal]
You can impose your royal status as a legitimate reason for why you can take over an enemy's land and crown.

If you declare war with another being who is in the position of ruling a land or people then you can invade and take over and have it be considered as legitimate as if it was a conflict between two similar powers based entirely on your position as royalty.

Odd Power Ups [600 CP | Discounted for Royal]
You have a tendency to stumble on odd situations and accidents that will find you gaining new powers or dramatically boosting those that you have.

+ Capstone Booster

Any accidents, mutations, power-up, and alterations made to you that grant new forms, power and abilities will have their benefits boosted and negatives eliminated.

While any alteration or enhancement to existing power and abilities will result in their negative and drawback being converted into positives in the enhancement process.

Villain

LOOOOOM! [100 CP | Discounted for Villain]
You have an imposing pretense that ensures your minion's work efficiency, just don't overdo it or they might make mistakes in their haste to please you. Comes with the ability to loom effortlessly in shadow, to the point that it seems like you generate your own shadow for shade, you aren't right … right?

Blame the Minions [200 CP | Discounted for Villain]
Those damn minions, if it wasn't for them I would have won … what do you mean I shouldn't have shot that exploding barrel that allowed them to escape? Clearly it's my minion fault for placing those all over my base.

You are skilled at shifting blame to those below you and deflecting criticism onto others to ensure that you come out of any situation looking like the victim and that the failure of your plan and escape of the hero was not your fault.

Crush your Enemies [400 CP | Discounted for Villain]
Crush your enemies before you, and ensure that they stay down. All of those pesky do-gooders keep getting away and coming back to foil your plans.

With this perk you can now ensure that when you defeat an enemy they have less of a chance to escape and return. This won't completely stop them by itself but it will eliminate any luck and chance in helping them escape, ensuring that your minions will not just leave them alone in a room or get too close to be choked out.

This means that as long as you are attentive, they will not be escaping their fate.

Come to the ____ Side [600 CP | Discounted for Villain]
You have a dark(ish?) charisma that allows you to be affable and friendly even with your worst enemy and keep your cool and calm to hold conversations while you are both trying to kill the other.

This also helps you attract those that are against you to come over to your side, this includes having an instinct for what to say and what buttons to press to get them to help gain a being's loyalty.

This is a boost to your charisma, ability to stay calm, and a natural persuasiveness in charming your opponents.

+ Capstone Booster

This now also provides you with a palatable aura of trustworthiness that will help sway those you are trying to turn to your side.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

*** You have a single 50% discount per tier to use. ****

Origin Movie and Cartoon Series [Free]
You get a copy of all media related to this universe from the cartoon, to the toy story movies, to the video games and adjacent media.

Basic Space Suit [Free]
This basic Space Suit is rated for exposure to space, and has a single low powered wrist laser, small mobility jets for movement in zero-g and magnetized boots.

Prototype Undersuit [50 CP]
This form fitting prototype undersuit is skintight and covers you from head to toe with the hood, torso and leg portions able to seamlessly merge together to form a tight seal. This futuristic bodysuit is also made from space age materials capable of regulating your body heat to allow for survival in extreme temperatures.

Secure Bank Account [100 CP]
This secure and untraceable bank account will accept any and all forms of currency and convert between types for any universe you are in. This also comes with a starting pool of one million Uni-bucks.

Cybernetic Augmentation [100 CP]
You can integrate a single weapon into one of your limbs as a cybernetic augmentation or replacement that integrates a miniature crystallic fusion seed crystal reactor as its power source, this crystal will recharge within a day if exhausted and if destroyed of remove it will regenerate from a small seed crystal within the augmentation within a week during which time the weapon will not be able to be fired.

Trandibulator Mutagen [200 CP]
This fluorescent green liquid mutagen is capable of transforming harmless vegetables into savage monsters when sprayed over them. You gain a large vat of this mutagen and the notes on its creation.

Jumper Cosmic Diner [200 CP]
You now have your own copy of Cosmo's Cosmic Diner, including the four armed beauty of a waitress sally as your main waitress, whether you poached her from Cosmo, took over his business, or something else is up to you.

This also comes with up to ten followers including Sally in the form of generic aliens of your choice as the cook and other employees to run the diner.

Symbiotic Veggie Suits [200 CP]
You gain a case containing the seed pods for five vegetative space suits.

These symbiotic space suits were created by Professor Triffid and are a semi-intelligent plant-based life form that can be grown from pods placed at the foot of a being to deploy and don the spacesuit.

These suits are partially sentient and capable of detecting their users emotions and intent. Using this they can react to their user in positive or negative ways, this can range from helping to utilize their capabilities to stopping their use at inopportune times to the point of drying up and shutting off their life support systems if the user does not like or trust the suit or its technology.

As you are buying this with CP you will not have to worry about this as your personal suit will be completely in tune with you.

They can adapt to their user's form and with a bit of water expand to cover larger than normal sized users.

The Veggie Suits incorporate several weapons that are activated by specific actions and motions such as holding out a fist to form a thorny cutlass consisting of a vine body and numerous brown spikes jutting out to form an edge. The most destructive weapon in its arsenal though is an object called Fireweed that can be thrown at a target and upon impact will quickly grow pinkish white vines to ensnare the target before glowing red and exploding with enough force to completely destroy metal and futuristic composite materials.

Crystallic Fusion Seed Crystal [300 CP]
You gain a regenerating mine filled with the green energy crystal known as “Crystallic” that will over the course of 24 hours regenerate all missing crystals as long as the central Seed Crystal is in place at the back of the mine, if the mine is destroyed then all you need to do is place the seed crystal in a new location for it to regenerate a new cavern of crystals over the space of a week.

These Fusion Crystals are primarily mined from underwater caverns on the planet Bathyos with the only other known source being an unnamed mining planetoid in "Shiv Katall". These crystals are the main power source for this universe as they are used in most forms of technology and two crystals the size of a male human’s forearm can power a Star Command Star Cruisers, and can be used on smaller scales like the Star Command Jetpacks.

Be careful though as these light green multi-faceted crystals have a habit of exploding when supplied with too much energy whether in the form of electric or kinetic energy.

Vega-Genetic Technology [300 CP]
You gain a data storage device that contains the notes of one Professor Triffid of Rhizome, who pioneered the genetic engineering of plants for a variety of combat and utility purposes.

An small example of his work include his work in growing plant-based spaceships, the creation of living, empathic, and symbiotic spacesuits, as well as large-scale security systems built around different plants such as ones capable of shooting energy beams, snapping trap plants that can float on water, and living walls capable of shooting small green projectiles.

A lot of this is also thanks to his home planet access to two types of energy-producing plants, a smaller white one that can be used to power devices on the scale of an electric toothbrush to large red-petaled and green-bodied ones that when allow to can grow exponentially in size and power for use in application like a space station, with the red plant being able to be triggered into producing energy with nothing more than a burst of photons like those produced by a camera flash.

As such you will also gain one starting field of each plant that you can grow and expand from that will regenerate if destroyed by the next jump or 10 years, whichever is sooner.

Pulsar-400 Enviro Space-Suit [300 CP]
This is the primary uniform and space-suit of the Space Rangers, if you are not of Star Command then you have obviously got your hand on some black market salvage that has been

Being primarily green, white and purple the standard suit of the space rangers is built around a central metallic chest plate that can resist any blast short of a supernova in strength, with an attached dome helmet that can open and close as desired. Situated on the is an integrated backup communicator, while the large chest insignia hides a small conceal storage compartment for rations and compact items.

The left forearm or wrist includes the primary communicator in a hidden compartment, while the right forearm or wrist includes a standard issue Star Command red laser that is activated with a button press on the wrist and can be dialed from stunning to dull on atomization, and a hidden blue button on the inside of the right forearm that can activate hypersleep to help the user survive.

The suit also integrates a Star Command “Crystallic” Fusion Jetpack, which is a hexagonal unit powered by a miniature Crystallic Fusion power source that is capable of faster-than-light propulsion and contains enough power that in combination with two others can provide enough force that three of them have been used as makeshift propulsion engines to push a spacecraft out of a planet's gravity and fly it back to its destination. It is primarily attached to the back of the chest plate with its main activation button situated on the front left breast in the form of a distinct large red button that will activate the integrated jet boosters and deploy its extendable and expandable flight wings. This jetpack can also be detached and controlled manually or remotely when needed.

The rest of the suit generally consists of cloth components that while durable can be torn with extreme effort for its limbs, and has a magnetizing function into boots to allow for movement along the outside of ships and other metal surfaces.

+ For **50 CP** each you can add one of the following additions to your space suit, a larger **Chest Laser**, an arm mounted **Flame Thrower**, or a rack of deployable **Shoulder Missiles.**

+ For an additional **undiscountale 200 CP** you can have your suit upgraded with full power armor upgrade to augment your strength and speed similar to what is shown in the Lightyear prequel movie.

Star Command Star Cruisers [400 CP]
The Star Command Star Cruisers are designed in shape to be similar to the iconic rocket ships of 20th century earth.

Unlike those rockets though these are meant for long term use and contain bunks, restrooms, a full kitchen, and come equipped with advanced technology like scanners and weaponry.

Zurg's Dreadnought [400 CP]
This massive dreadnought is Zurg's main form of transportation and is strong enough to resist a black hole without taking more than minor damage, though it is not impervious as it has been successfully destroyed twice.

Star Command and Zurg Technology Database [600 CP]
This database contains a complete accounting of the basics of both the Star Command and Zurg techbase, with plans and programming samples

Technology in Buzz Lightyear of Star Command is highly varied and advanced with society having reached a point where many of the philosophical concerns posed by various writers in our history have been completely ignored or forgotten.

For instance, factions like the Galactic Alliance have already safely transitioned through the concept of singularity with their highly advanced and capable robots and Mainframe Computer; during Buzz Lightyear's lifetime, good will between organic and synthetic life was so prominent that it was almost unheard of for a robot to rise up and attack innocent people.

In many cases, the technology seen throughout the series has tended to elevate and streamline people's existence, though for some (like Buzz Lightyear) certain technologies can make things a little too easy.

Space Station [600 CP]
You gain a duplicate of the Star Command's own Space Station.

Weapons

Flamethrower [50 CP]
This small form factor flame thrower can be found in both handheld form factor or mounted directly into a space suit with a lower sustained flame.

Plasma Charge [100]
You get a set of five of these thermonuclear charges with a 10 second countdown.

They are shaped as a green cylinder with a gray and white triangular handed on the top that when pulled will separate the top portion of the charge exposing a smaller inner grey and white cylindrical core that is mounted with the countdown display along with two oval buttons in red and green that can activate the charge.

These come with the plans to manufacture more.

Small Laser Cannon [200 CP | Discounted for Star Command Officer]
Incredibly powerful and very portable, this blaster is used by first mission rookies to get acquainted with the practical use of laser cannons.

Due to the differing colors present in the laser cannon it is presumably more of standardization in color that determines a laser's color rather than indicative of their power, because of this you can choose what color your laser is outside the standard issue colors.

+ For an additional **50 CP** you can upgrade to the **Standard Laser Cannon** which has a stronger orange laser than the Small Laser Cannon rookies learn on, it does need far more precision as the laser can rebound off of surfaces if careful aim is not used.

+ For an additional **100 CP** you can upgrade to the **Heavy Duty Laser Cannon** which by default emits a far more powerful orange laser than the standard laser cannon, though it can come in both blue and green as well.

Plasma Cannon [200 CP]
Outlawed by Star Command due to their destructive capabilities.
+ For an additional **100 CP** you can upgrade to the **Plasma Bazooka** to fire large blasts of super hot plasma.

Star Command Photon Bazooka [300 CP]
Able to reduce an asteroid into dust.
+ For an additional **100 CP** you can upgrade to the **Star Command Low-Range Photon Bazooka** which is a smaller edition of the full sized Photon Bazooka that packs only a slightly less powerful punch than its bigger brother.

Zurg's Ion-blaster
You have a copy or variation on Zurg's own signature ion blaster that is equipped with a tri-barrel setup and can fire from one to three barrels at a time with a squeeze of its trigger.

Special Abilities

Eye Lasers (50)
Like Zurg you can now fire lasers from your eyes, and while it is unknown if this is an innate ability or a function of his suit, you do have it as an innate physical power.

The laser's power can range from melting objects to cutting right through obstacles, having a base power that is slightly stronger than a Star Command standard issue laser cannon.

Using this too much may cause fatigue as it is using small amounts of your energy.

The color of the laser is up to you upon purchase.

Hypnosis (100 CP)
You have the ability to plant commands through you're your gaze, able to take control of a beings mind and will turning them into your suggestible slaves. Be careful as strong wills can potentially break free from your control.

Intangibility [200]
You can shift your body in and out of phase to move through solid objects.

+ For an additional **100 CP** you gain the training and skill in using your intangible form to reach into a person's head and shift through their memories.

Energy and Data Vampire (200 CP)
Like NOS-4-A2 you can drain energy from machines and absorb data from computers. If you are not a machine then this will be an innate ability.

This comes with the option to have retractable metallic fangs in this or all alt-forms and transformation if desired, though this ability can still be applied through simple touch.

This can be toggled on and off with your canines lengthening to accommodate.

Gravity (300 CP)
You have complete control over gravity in a fashion similar to Gravitina, able to make things orbit your, freeze in place relative to you, and other gravity manipulation techniques like flight, gravity crushing through directional increases of gravity and more.

+ For an additional **100 CP** you can have the option to have a massive cranium in this or any other alt-forms and transformation as desired, with your cranium swelling and shrinking to accommodate.

Companions

Companions can purchase more companions.

Companion Import [50 CP - 200 CP]
Import or create a single companion for 50cp each or eight for 200cp.
Each import or creation gains 600 CP to spend on this jump doc to guild their background and skills.

Canon Companion [100 CP]
So you want to take any other existing character from this world. Well then this option is for you. This guarantees you to have a good first meeting and a chance to companion them when you leave.

Alternate Universe Mira Nova [100 CP]
This Mira Nova is from an alternate universe where an Evil Buzz Lightyear killed her father and destroyed her home, having sworn revenge on the madman she would probably appreciate help from you in getting her revenge and putting down her Buzz.

XR Model Robot [50 CP]
You gain your very own Fragile but Smart Android sidekick.

XL Model Robot [50 CP]
You gain your very own Beefy but Dumb Android sidekick

Robot Minions [100 CP]
While these don't have to be copies of Zurg's Hornet in style, this squad of ten Robotic minions are skilled in offensive combat and guard duty, capable of flying and containing inbuilt laser weapons in their forearms that match a standard Star Command Laser weapon.

LGM "Little Green Men" [100 CP]
You now have a squad of ten LGM minions that are especially skilled in scientific pursuits and RnD.

Grubs [100 CP]
You now have a squad of ten Grub minions that are skilled in grunt work and can take punishment and simply bounce back, though they have generally no physical offensive power.

Overmind [200 CP]
This Overmind can link into all of your minion class followers to provide a controlling and guiding intelligence to ensure they work at peak efficiency without over doing things. This Overmind doubles your various minions' productivity and half the chances of accidents and screw-ups.

The minions are still independent beings with their own thoughts and desires, the Overmind simply provides a constant mental connection and low level hive mind that provides a telepathic network and ensures that there are no issues and monitors work.

Toggles

Self-Insert [+0 CP]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]
Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 CP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0 CP]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're about to enter.

Drawbacks

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Under Warranty [+100 CP]
Much like XR, you need to make sure you verify your romantic interests age as you somehow keep attracting the wrong sort of interest.

Dark Universe [+100 CP]
You start in the universe of Evil Buzz and won't be able to leave until the good Buzz shows up and you can hitch a ride with him, unless you have multiversal travel abilities.

You will have your starting locations adjusted to match the changes in the Evil universe.

+ For an additional **+300 CP** the evil Buzz will learn of your existence not long after you arrive and will decide he wants to destroy you.

"Warp Darkmatter" [+400 CP]
You have a rival that is almost on the same level of skill as you who will constantly get in your way and try to destroy you.

"Evil" Twin [+600 CP]
You have an opposite aligned enemy from an alternate universe that has come to yours to destroy you, it has all the same powers and abilities as you.

+ For an additional **+200 CP** they also have alternates of all your companions that have imported with you.

Lockdown [+600 CP]
You have no Out Of Context items, powers, or warehouse.

Decisions
You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0
- Initial Jump Creation