BUZZ LIGHTYEAR of STAR COMMAND



Introduction

For ages, mankind has dreamed of exploring the stars. Whether it was men in caves looking up at the heavens, daring scientists and explorers imagining what might lie out there on the final frontier, or simple children, playing with toy spaceships and space men, humanity has always wished to sail through outer space. Well now, that dream has come true!

Welcome to the future, where the galaxy is governed by a grand democratic body known as the Galactic Alliance, composed of countless strange and alien races, and protected by the heroic space rangers of Star Command! Space rangers like Commander Nebula, Warp Darkmatter, and of course, the heroic Buzz Lightyear! These space rangers stand up for all that is good, protecting the Galactic Alliance and any who are threatened by the many forces of evil throughout the universe.

And there are many, many forces of evil out there in the vast reaches of space. From common criminals to rogue robots to space pirates like the infamous Valkyrans, there's no end to the foes the brave space rangers of Star Command must battle! Yet the most infamous of all is the Evil Emperor Zurg, a tyrant who seeks to conquer the galaxy, and eventually the universe! With an army of machines, an empire of slaves who live in fear of their wicked master, and a truly diabolical mind, Zurg hungers for total domination!

Fortunately for all who believe in goodness and hope for freedom, his plans have been thwarted by Buzz Lightyear of Star Command, though the recent and tragic death of Buzz' partner Warp Darkmatter has left the great hero off his game, determined to work alone, refusing to endanger other rangers who might be caught up in Zurg's crazed attempts to destroy him.

But that will change soon, as Zurg sets in motion his most diabolical scheme yet, a scheme that will see the galaxy's future hanging by a thread. Buzz Lightyear will need a team if he hopes to stop Zurg and save the universe!

Perhaps you'll be a part of that team, becoming one of the galaxy's newest and greatest heroes? Or perhaps you'd rather side with the Evil Emperor Zurg, or even seek galactic domination yourself?

Whoever you are, take **1000cp** to help you as your adventure begins. An adventure that will take you to infinity, and beyond!

Backgrounds

You may choose to either keep your gender from the previous jump, or change it by paying 50cp. You can determine your age in this world through a roll of 20 plus 1d8, or choose it by paying 50cp. Any of the following origins may be taken as Drop In origins.

Space Ranger: Welcome to Star Command, Ranger, glad to have you aboard! You're one of the brave heroes protecting law, order, peace, and freedom throughout the Galactic Alliance, and possibly even beyond as well. Under the leadership of Commander Nebula, you'll be saving lives, protecting the innocent, and fighting against such terrible villains as the Evil Emperor Zurg! It's a dangerous job, but it's also one of, if not the most respected jobs in the known universe. Whether you're a rookie who's just joined the ranks of Star Command's finest, or a veteran who has hounded the forces of evil throughout the galaxy, you're doing your part to make the universe a better place!

Galactic Alliance: But there's no shame in pursuing paths other than that of a space ranger. After all, the Galactic Alliance needs politicians and scientists, too! Plus life wouldn't be much fun without entertainment or media, now would it? As a citizen of the Galactic Alliance, there are a lot of jobs and positions open for you, and a lot of places you can visit or live in. Do be careful about the various forces of evil roaming the universe, be it space pirates or monsters or worse. Just because you're not actively seeking them out doesn't mean they aren't still a threat. Still, you can always trust in the space rangers of Star Command to fight to keep you safe!

Criminal Scum: But hey, hey, who said you had to be a good guy? As the very much alive and also evil Warp Darkmatter himself will one day say, evil is so much more profitable, and more fun! You're a proud member of the galaxy's criminal underworld, whether that be as a rogue ranger, a space pirate, an ancient evil, or just some hooligan out to cause trouble. You'll probably find Zurg your best option at employment, though, the Galactic Alliance and Star Command tend to frown on your less than legal activities. Then again, you could always strike out on your own if you'd prefer. Seems to be working just fine for the Valkyrans.

Evil Emperor: Then again, why be just some two-bit thug or washed up space pirate when you can be truly evil instead? Why settle for money when you can claim the entire galaxy instead? You're an up and coming would-be galactic tyrant, a villainous mastermind that will soon be the terror of the galaxy! Or at least, that's the goal. Evil Emperor Zurg won't take too kindly to having competition on the 'conquering the universe' front, and Star Command will fight to protect the Galactic Alliance from evil like you. But Natron proved the galaxy could be conquered thousands of years ago. Who better to take his empty throne but you?

Races

There are many different races scattered throughout the galaxy, from your bog standard humans and the human-like Tangeans to the famous Little Green Men (LGM for short) of Star Command and Brain Pods of Zurg's evil empire, to name only a few. Now the question is: what will you be?

Human(Free): You're a human! Your standard Homo Sapiens Sapiens: two arms, two legs, two eyes and ears and all that. Humans are a common though not universal species, and can be found throughout the Galactic Alliance. A large number of space rangers are humans, with preeminent examples such as Commander Nebula, the leader of Star Command, and of course Buzz Lightyear, the galaxy's greatest hero. Humans might not be running the galaxy, but they're certainly playing a role in protecting it! Will you carry on that legacy, or work against it as a criminal or tyrant?

Roswellian(Free): You're one of the little green men! No, not those Little Green Men, the other little green men, the one who live on a planet resembling an alien version of 1950's America. You're the spitting image of the classic alien, with big, opaque eyes, green skin, four fingers, and a short stature. Unfortunately, you fall drastically short of the intelligence or technology of the other Little Green Men, but at least you don't need the Uni-Mind to keep things functioning like they do! Your world is primitive compared to the Galactic Alliance or Zurg's empire, but lucky for you, neither side knows you exist! Yet.

LGM(Free): You're one of the Little Green Men! Yes, those Little Green Men, the short ones with three eyes and green skin and antennas and a race-wide mind link provided by the Uni-Mind. You're the technological backbone of Star Command, doing everything from creating to maintaining tech for the space rangers. Not only that, but with your mindlink, you can communicate with other LGMs across the galaxy, allowing you to find lost friends, call for help, or send messages. You are also, unfortunately, physically weak and incapable, as well as reliant on the mindlink provided by the Uni-Mind for that incredible technological capability. Without it, they would have little to no idea what they're doing. Plus, the mindlink means if another LGM feels pain, so will you.

Brain Pod(Free): You are, despite the name, not actually a brain in a jar. Probably. Or if you are a brain in a jar, you are a very weird brain in a jar, given that below your brain-like head, which has eyes and eye-brows, is an odd, tentacle-like body with a mouth on your chest and tendrils coming off of your tiny form. Since you can't move very well on your own, you tend to rely on a mechanical body in order to move around and interact with the world. On the bright side, you're very intelligent, though not to the level of the LGMs when connected by their Uni-Mind. On the not-so-bright side, your species is enslaved by Evil Emperor Zurg, who, as you might imagine, is not a very nice boss.

Grubs(Free): You're part of Zurg's other slave race, a group of small, insect like creatures that resemble roly polies, complete with antennas and hunched back forms, as well as large eyes and mouths. Your kind works as minions for Evil Emperor Zurg, as well as convenient punching bags and bowling pins for your boss when he's in the mood. Like the Brain Pods, you don't have a mind to match that of the LGMs, but you're still intelligent and capable enough to work advanced machines, even if you might accidentally forget to make sure the plus end of a giant battery went to the plus part, and that the minus end went to the minus part.

Bathyosian(Free): You are a native of the aquatic planet Bathyos, part of a species that comes in two variant: one variant looks like fishier versions of what humans would call ‘merpeople’, with a mostly humanoid form but fish like appearance and tail; the other variant looking like fish, with fins and tails and gills and a limbless body. Because of this, they’d have to rely on cybernetic limbs for any fine manipulation or control. You can choose which variety you’d prefer to be, though you can only pick one. Both varieties are unable to breathe air, so make sure you stay underwater! Yours is a planet of great riches, home of the crystals that are used for most technology throughout the galaxy. This gives your world an important role in the Galactic Alliance, but also makes it a target for pirates or conquerors.

Heed(Free): You are one of the Heed, the conmen conquerors of the universe. Like many other species in the galaxy, the Heed are short creatures, with large heads with frills on top of them. The Heed have incredible technology, allowing them to project great holographic images, create powerful warships, and communicate through frequencies that will reach the LGMs and Grubs as if through a mindlink. But what the Heed do best at isn’t science or warfare: it’s trickery and deceit. Guzelian, your leader, has a big plan to trick the galaxy into disarming ahead of the invasion by playing the role of an ‘evolved super being’ who is calling for an age of peace. And once they disarm their weapons and defenses, all will heed the Heed!

Chlorm(Free): Speaking of short, technologically advanced races with big heads and weak bodies, you’re a member of the Chlorm! With this, you’ll be a Chlorm, meaning you’ll have a small body, a big head, blue skin, blue hair, and reptilian eyes, and the ability to molt as well. Most members of your species tend to work in small robotic suits to make up for their physical weakness. They’re an odd race, to be sure, looking down on the population of the galaxy as ‘lesser beings’ due to their own advanced technology. They also have a startling lack of empathy or understanding of good and evil, capturing not only animals but even sentient people from other races and keeping them in zoos. They’re not all that kind to members of their own species, either.

Gargantian(Free): You're a Gargantian, the tiniest race in the universe! Yes, tiniest. Despite the species' grand name, and the fact that all of you have names like Monumentus and Tremendor, the natives of Gargantia are tiny creatures, being only a few inches tall. Gargantians tend to have blue, purple, or pink skin, with a variety of horns instead of hair, though some do grow facial hair. For a long time now, Gargantia has been a cold, dismal, and most of all, boring place, though that will soon change as they make in-roads to joining the Galactic Alliance, bringing in such luxuries as actually good restaurants and hotels, and of course, pizza. Despite their tiny size, Gargantians can prove to be quite capable, being hard to hit and using teamwork and tools to bring down larger opponents.

Vulturan(100cp): You're a Vulturan! The Vulturans are a race of humanoid avian creatures with a rather poor reputation, at least among robots. Many of your kind have made a name for themselves as pirates and scavengers, tearing apart ships, space stations, and robots for scrap and spare parts. Your talons can tear through steel, allowing you to rip apart a robot in a matter of seconds, and your wings make you fast enough to hunt down fleeing prey. A skilled human could still outmaneuver you in a fight, but all it would take is one clean hit and even a ranger's suit would find itself torn open...

Raenok(100cp): You're a Raenok! Raenoks are large, brutish creatures with red skin, a beak-like mouth, tusks, clawed fingers, and elephant-like feet. If you thought the Vulturan's had a bad reputation, at least they're not universally mistrusted and hated like the Raenoks are. And for good reason! The Raenoks are a brutal species, constantly at war with everyone and anyone, launching raids on other worlds and taking hostages. They're also just unpleasant to be around, constantly speaking in the third person and yelling and growling at everyone. Combine that with the strength to tear through walls and rip steel doors off their hinges, and you get a nasty warrior race!

Grounder(100cp): You're a Tangean! Oh, my apologies, a Grounder, the other native species of Tangea, not the pretty blue-skinned aliens who can phase through things. As a Grounder, you have a mostly humanoid appearance, though your head is oddly shaped, usually in an ovular shape with much of it being your brow. Much like the Tangeans, Grounders have a unique ability, and while it might not be as versatile as Tangean phasing, it's a rather potent one: the ability to unleash blasts of psychic energy from your forehead strong enough to destroy one of Zurg's hornets in a single shot. Oddly enough, it seems to fail when you're around a Tangean, their own abilities failing as well around you.

Jo-Adian(200cp): You're a Jo-Adian! A race of large, heavyset, dinosaur-like creatures with reddish pigmentation, the Jo-Adians are arguably one of the toughest, strongest races in the galaxy. As a Jo-Adian, you could smash a meteor several times even your own size with a single punch, hold back a malfunctioning vehicle designed to drill through crystal, lift up part of a spaceship, and you're tough enough to shrug off being blasted by plasma on top of all that! Your sheer size does also come with severe weight, unfortunately, and you're neither quick nor graceful. You've also got a massive appetite, especially for the bunzels your race so loves, which you'll need to eat lest you find yourself succumbing to bunzel fever, losing control of yourself as you see everyone and everything around you as bunzels! So do be sure to avoid that if you can. You're also harder to brainwash, since your brain is split between what's in your head and what's in your lower body.

Tangean(200cp): You're a Tangean! The ones everyone thinks of when they think 'Tangean' this time. Tangeans appear mostly human, though they have blue skin, with some also having pointed ears. Tangeans live in a highly bureaucratic, elitist, and hierarchical society. Yet Tangeans possess a uniquely powerful ability: ghosting. Tangeans can phase through objects and people and even energy, which will actually give you a boost, though be warned, such can be addictive and even fatal if overdone. Furthermore, your ability to ghost through people allows you to control them, to read their minds, or simply to squeeze their brain, letting you quickly knock someone unconscious. Perhaps that arrogance is justified?

Robot(Free-200cp): You're a robot! One of countless robots scattered throughout the galaxy, who serve countless different functions, whether it be civilian or military. For free, you can be a mass production model, something like the robots that work at mining facilities or transports. You can also choose to be one of Zurg's Hornets or the robots used by Star Command, which despite being combat machines aren't really stronger than humans, given how Buzz is routinely able to defeat them with just hand to hand skills. For 100cp, however, you can choose to be something more advanced, like XR, equipped with a variety of weapons and gadgets with a powerful mind. You're surprisingly fragile for such an advanced machine, but luckily, someone skilled enough should be able to put you back together unless you've been smashed beyond repair. For 200cp, however, you can be something even greater: you have the choice of either being a robot like XL, the prototype for XR, or NOS-4-A2, a machine so deadly even Zurg couldn't control him. XL has all the weaponry and gadgets XR does, with a far more durable and powerful body. NOS-4-A2, on the other hand, could drain robots of their energy, turn them into vampire bots, fire beams of energy from his finger tips, fly, and turn into smoke, though he was reliant on draining energy. The choice is up to you!

Other Alien Races(Free-200cp): To tell the truth, there are so many different alien races spread throughout the galaxy, so many in fact that we do not know all their names. If none of the above options satisfied you, you may instead choose to be one of these other alien races. Perhaps you'd like to be Phlegmian, one of those slug-like aliens? Or an alien like the president of the Galactic Alliance, with two mouths? Perhaps you'd wish to be Valkyran, who may or may not be a variant of humanity?

You may also, if you wish, create a custom race of your own, one that was not seen in the tales of Buzz Lightyear of Star Command, with the range of their abilities varying depending on the price paid for this. You may create an alien race in the league as humanity for free, whether they be like humans in that they are good but not great at everything, or specialized, like how the LGM's are physically weak but brilliant mentally. For **100cp**, you may instead create an alien race that is generally superior to humanity, but not so much so that a skilled human could not still prevail, while for **200cp**, you could create something truly superhuman.

Locations

The galaxy is a vast place, and much of it is still left unexplored by either the Galactic Alliance or Zurg's empire. So where will you find yourself in the final frontier? Roll a 1d8 to determine your starting location, or pay 50cp to choose it freely instead.

1. **Star Command HQ**: Welcome to Star Command, Jumper! This is the main base of operations for space rangers across the galaxy, a space station orbiting Capitol Planet, the, well capitol planet of the Galactic Alliance. Full to the brim with both rookie space rangers as well as veterans, not to mention the LGMs or any other support staff aboard the station, Star Command is one of the most advanced bases you'll find in the galaxy. It's also the home of the space rangers' fleet, so even Zurg hasn't been able to destroy Star Command yet. Those of the **Space Ranger** origin can start here for free.
2. **Capitol Planet**: Ah, Capitol Planet, the capitol planet of the Galactic Alliance! If Star Command HQ is the beating heart of Star Command itself, then Capitol Planet is the beating heart of the Galactic Alliance! Located in the Gamma Quadrant, Capitol Planet is home to countless different species living in the vast, advanced cities covering the planet's surface. It's also home to the Space Ranger Academy, where many of the great heroes currently protecting the galaxy trained. This is where the Galactic Alliance Senate meets, and where diplomacy with foreign powers is held. Those of the **Galactic Alliance** origin may start here for free.
3. **Tangea**: Home of the Tangeans and the Grounders, Tangea is a planet covered with lush forests, jungles, and other fauna. The Tangeans themselves do not live on the planet's surface, however, preferring instead to live in floating cities, while the Grounders lay claim to what's below. There is great hostility between the two races, born of long standing resentment and conflicts. A great deal of this can be blamed on the arrogance of the Tangeans, though the Grounders themselves are hardly innocent. Perhaps with Tangea's recent entry into the Galactic Alliance, that may change? Well, I wouldn't hold my breath on that.

4. **Planet of the Little Green Men**: The home of the LGMs, a surprisingly humble world devoid of any of the incredibly advanced technology you'd expect from such an intelligent species. The planet is the home of both the Little Green Men as well as the Uni-Mind that connects them all together via a mind link. It is not, however, home to any defenses, which is something Zurg will exploit when his dark forces attack the planet in order to steal the Uni-Mind for his most diabolical scheme yet! You'd really think they'd have space rangers stationed here for the planet's safety, but apparently not.
5. **Bathyos** An aquatic world that is home to both the Bathyosian race as well as the galaxy's largest supplier of the crystals needed for crystallic fusion technology. Which, considering that crystallic fusion technology is used by both the Galactic Alliance as well as Zurg's empire, not even mentioning all the independent or criminal elements spread throughout the galaxy, makes Bathyos rather important. There is currently a movement, secretly led by one of its senators, to eliminate any and all air breathers who have come to the planet, with their greatest ambition being to eliminate them across the galaxy.
6. **Tradeworld**: Welcome to the criminal capitol of the galaxy! Or at least the Gamma Quadrant. Tradeworld is a planet that might look beautiful on the outside, but is anything but once you actually get there. Unless you're a criminal yourself, in which case, you'll fit right in! There are twenty billion people living on Tradeworld, making it a good place to run to if you want to hide, acquire illegal goods, or just put the 'killer' in 'Killerville'. Just be careful you don't tick off the wrong person. Those of the **Criminal Scum** origin may start here for free.
7. **Planet Z**: But why settle for petty crime when you can have real evil instead? Welcome to Planet Z, the center of Zurg's empire and a polluted, industrial, sinister parody of Capitol Planet. The planet is crawling with Zurg's minions and slaves, and protected by Zurg's fleet, hidden within the three moons orbiting the planet. Planet Z is not a place for the faint of heart, and attacking it would be a high-risk operation for even Star Command. Those of the **Evil Emperor** origin may start here for free, but make sure Zurg doesn't know of your ambitions to steal his throne. He's Evil Emperor for a reason.

8. **Free Choice**: Well aren't you lucky? You get to pick any of the other options previously listed, or alternatively, you may pick another location not listed here, such as Roswell, Rhizome, Gargantia, or Jo-Ad.

Perks

Perks are discounted for their origin. Discounts are 50% except for 100cp perks, which are free.

Space Ranger

Ranger Jumper, Mission Log...(100cp): As a member of Star Command, procedure is key. You wouldn't want to catch a criminal, only for a technicality to let him off the hook, would you? Well now, you might as well be a procedure nut like Buzz, knowing the book inside and out, such that you could quote it down to the exact sub-section. You will never be caught making the kind of mistakes that would leave rookie rangers clenching their fists while a smug criminal walks off scot free. You're also quite good at keeping records and mission logs, which will be helpful if and when you need to share them with Star Command or other lawful authorities.

Handsome Heroes, Pretty Princesses(100cp): You know, while not every member of Star Command's a looker, there are plenty of rangers who would leave men and women alike dazzled. Buzz is a good looking man, and you'll find that space ranger and Tangean princess Mira Nova has plenty of admirers. Like them, you've got the good looks and charm that'll leave co-workers, civilians, and even some of your enemies giving you a second and third glance, whether that comes in the form of being handsome like Buzz or beautiful like Mira. You'll still need to actually talk to them in order to form a relationship, something Buzz doesn't have much luck with.

Rookie Ranger(200cp): Every ranger has to start somewhere! As a member of Star Command, you've got the close combat skills to bring down most perps, an expert in using the ranged Star Command laser to take on enemies like Zurg's hornets, the kind of physical and athletic ability needed to chase down fleeing criminals, and of course, an understanding of 3D movement needed for using the wings that come with Ranger suits, and of course, a knowledge of how to investigate and solve crimes. Don't get too cocky, though: you're nowhere near Buzz' level just yet, or even the level of the rookie prodigy Mira Nova. But maybe one day, you will be.

X(t)R(emely Annoying)(200cp): Most criminals and villains in this universe seem to have something of a short temper, often losing their cool to even petty taunts, let alone insults that really get under their skin. You've a talent for annoying your enemies, doing things that will cause them to make mistakes simply because they're too angry to think properly. A good example would be getting captors who take pride in being warriors so angry that, instead of simply executing you while they have you captured and disarmed, they let you challenge one of them to a duel. Of course, there's no saying it'll be a fair duel, or that they'll let you go after winning the duel, but it's better than certain death, and it might let you figure a way out.

Mr. Pickles!(400cp): Being a space ranger isn't all about fighting evil and solving crime, though: it's also about inspiring and connecting with the people you protect. And you excel at that. There's something about you that people simply trust, even those who should fear you or look down on you. You can make a group that previously hated you love you by doing heroic things to help them and save them, convince a frightened father to trust you and go against his own government for you, and make such bonds with your fellow rangers that they'd storm your prison to rescue you if you were taken hostage, despite the danger. No matter how clumsy and inexperienced you might be, you have the heart of a true space ranger.

You Are Learning!(400cp): Perhaps I misspoke before when I said you aren't as talented as Mira Nova. Like her, and like XR before his reconstruction, you are a fast learner, a prodigy, quickly learning new techniques and ways to use your skills and abilities even in the line of fire. Mira is talented enough to take on the same training Buzz can, quickly adapting to new situations and using both her training and her ghosting ability to achieve success when it should be beyond a rookie like her. Like her, you could quickly go from a fresh rookie to someone who can catch even Buzz off-guard. Experience is still key, however: with just this, you're simply a prodigy learner, not a veteran like Buzz. And even a prodigy learner can be caught off guard by a veteran who has already learned everything they need to know.

To Infinity, And Beyond!(600cp): Yours is a truly unconquerable spirit, an embodiment of goodness and justice to rival Buzz Lightyear's. Like Buzz, you can endure any pain and face any fear. Not only that, but you can also use this to purify corrupted artifacts and undo their effects, though depending on the artifact and the sheer corruption it might take great effort. As an example, Buzz was able to purify the corrupted Uni-Mind after being ghosted into it by Mira, undoing Zurg's brainwashing across the galaxy, though he then needed help getting back out by Mira. But perhaps your will surpasses even that of Buzz Lightyear, as unlike him, you cannot be controlled or brainwashed in any way. Not by the Zurgatronic Mega Ray, not by Project X, your mind is as free as the galaxy will be under your watch.

He's Good...(600cp): ...but you're better. You're the best at what you do, whatever that might be. You've got the experience, you've got the skill, and you've got the absolute blind luck to pull off the kind of crazy stunts that would drive your enemies absolutely mad. A space ranger would become the equal of Buzz Lightyear, a man who routinely bests aliens who should be his superior in every way, who flies circles around robots and prodigies, who takes down Hornets by the droves with his trusty Star Command laser and even through through close quarters combat, and who's foiled evil plans and criminal schemes by the hundreds. If you were working some other occupation, you'd have similar levels of experience and success: a scientist might be galaxy renowned, a criminal would be the terror of the underworld, an evil emperor would be a great conqueror, so on and so forth.

Galactic Alliance

It's A Living(100cp): Look, no one will deny that the space rangers do an important job. Okay, the bad guys will, but they're bad guys, they don't count. Point is, while what Star Command does is important, you need people doing all the other, 'lesser' jobs in order to keep the galaxy running! Jobs like mining, cooking, transporting goods, so on and so forth. Well now, those people include you! Pick a menial job, whether it be working as a chef, a delivery person, a secretary, or some other similar job. You'll have a skill for it, enough to net you a decent job, though it won't be anything you'll be able to use in combat. Don't expect to last ten seconds in a dogfight just because you know how to drive a super-tanker.

Don't Have This On Gargantia!(100cp): Gargantia has been a pretty miserable place to live for centuries. Not so much because of an oppressive or corrupt ruler, but more because things are, well, just kind of boring. The food sucks, there's a severe lack of comfort or hospitality, there's not even any pizza! Well, that's not something you'll have to worry about, since you'll always be able to find some decent food, some decent clothes, some decent play to stay, everything you need to live in comfort, even if it's not outright luxury. You'll also always have the courage to try new things, instead of being stuck in the past like a certain band of Gargantian militants.

Please Stay On The Line!(200cp):Who knew terrorists were willing to stay on hold if you just politely asked them? You've got a surprising knack for stalling for time, keeping even impatient and ill-tempered people willing to wait as long as you provide something to distract them with. Perhaps you could keep a group of militants from murdering your leader or attacking you by just providing some decent hold music and assurances you'll get to them eventually, or perhaps you'll distract a vain tyrant with flattery. This will not last forever, however, especially if the one you're stalling already has a short temper. Better hope you can stall for long enough for help to arrive!

Big Fan, Brent!(200cp): You've got an odd, smarmy charm to you, like the popular newscaster, Brent Starkisser. Whether it's selling products or convincing the brutal Raenok to allow you to walk freely on their world and report about the space ranger they've taken hostage, you've a certain way of convincing people to see things your way. That's not to say you've got anything supernatural here, or that you could convince someone to let you into their secret lair: even Brent could only report on what was happening outside the prison, and was routinely thrown around by the Raenoks. But you only need a bit to be a successful TV star! And hey, maybe you might do some actual good while you're at it?

At Ease, Citizens!(400cp): Star Command is on the job! Which is lucky for you, because the galaxy is a dangerous place. Space pirates, space monsters, space mummies, and evil space emperors, for a civilian like you, it can be potentially life threatening! Now, however, you've a certain luck that whenever your life is put in danger by an accident or threat, there will almost always be someone there to help you. A powerful alien saving you from a runaway mining machine, a space ranger rescuing you from killer robots, a hero rescuing you from captivity! It'll make your life a lot safer. This is much less effective if you actively go looking for trouble, and there may be some dangers too great for even your protectors to save you from if you're not careful.

He Needs His Mama!(400cp): Love is a powerful thing, powerful enough to motivate a pair of worried parents to somehow make it past a war-obsessed race's orbital defenses without any stealth technology, or to get a father and daughter to figure out a way to make it to another planet in another galactic quadrant with relatively primitive technology to help a friend. Like them, when someone you love or care about is in danger, you can figure out a way to reach them, no matter how difficult or dangerous or impossible it should be. There will still be some risk, and it may be that getting to them involves being caught, arrested, and trapped with them. But you'll always manage to reach them, somehow, someway.

Jumper President(600cp): Well, maybe not yet, but you'd certainly be a good one if you ever got the job! You have the skills and charisma needed to manage a variety of different planets and cultures and species, keeping everyone working together peacefully instead of at each other's throats, and leading a prosperous, democratic government for a government that at the very least spans an entire galactic quadrant, if not beyond. In fact, under your leadership, you could make such a government so prosperous it could lead even previously isolationist governments negotiating with you in order to join, though some particularly isolationist groups like the Tangeans might need an outside threat motivating them to join first. Top that all off with the strength of will, and of voice, to force stubborn space rangers and arguing senators to shut up and listen, and you'd make for a great leader!

Little Green Science(600cp): If you're not one of the LGMs, you're one of the few who can call yourself an equal to them when it comes to science and technology, and if you are an LGM, you are the only one to maintain your brilliance without the Uni-Mind. You can create all sorts of incredible inventions, from spaceships to advanced robots to laser drills capable of destroying fireballs from suns. You could even create a belt that could defend someone from being frozen in time, though it would be frail and malfunction with even a small amount of damage. You're also incredibly capable when it comes to repairing and maintaining machines, even complex or heavily damaged ones. If you haven't already, give Star Command a call, they could definitely use someone like you working for them.

Criminal Scum

Agent J(100cp): When you're a criminal, rep is something very, very important. Who's going to hire you or fear you if you don't have a respectable reputation or a name worth fearing? Well, you've got a heads up there, since you're able to very quickly establish a name and image for yourself. Come up with a decent name, get yourself some intimidating armor, and do criminal acts, you'll have people saying your name real quick. Whether it's with fear for your enemies and those you hurt or interest from potential employers, well, that all depends. Of course, you have to actually do things that will help you make a name for yourself in order to earn a reputation, even if this makes it easier. Looking cool is only half the job.

Four Years Next Week!(100cp): You know, you'd think Zurg's minions would be a lot more miserable than they are. I mean, they're definitely terrified of him, and some have defected, but a few actually enjoy their job and take pride in working for Zurg. You're surprisingly good at finding satisfaction in what should be horrible jobs, and can even get along relatively amicably with otherwise awful bosses. This can be pushed too far if you decide to keep bugging them when it's clear they're not in the mood, so don't go and try dumping your life story on your evil boss when he really just wants to fire his evil megaray in peace.

On Zurg's Payroll(200cp): You dirty traitor! Don't you have any shame selling out your friends? No? Congratulations, Zurg finds that sort of greed and self-centeredness promising! You're quite the double agent, weaseling your way into the trust of others. It will take effort, effort and a lot of time to achieve any real results: Warp has been working for Zurg since the academy, and it's only recently, years later, that he gained the information needed for Zurg to bring him on full time. But if you're patient enough, you'd be surprised what a snake like you can learn. Just try not to get caught: nobody likes a turncoat.

Space Rangers Are Total Losers!(200cp): Well, except Lightyear, he's pretty tough. Still, even a thug like you can prove a match for rookie rangers, if you're willing to fight dirty. And you're good at fighting dirty. You may not have the skill of a ranger when it comes to clean fighting, but you know all the cheap moves and dirty tricks to pull in a fight to make up for it, using brute force or clever ambushes to take down rangers who don't expect such a move. At the very least, you'll probably be able to make a getaway and escape capture. Just don't get too cocky, or you might find yourself getting caught by a rookie, and wouldn't that be bad for your rep?

Heed the Jumper!(400cp): You might be the galaxy's greatest conman. Much like the Heed, you're great at using technology to trick and manipulate others. With just some holographic projection and communication technologies, you could make even advanced societies think you're some god-like being, and have armed forces start disarming, thinking a time of great peace heralded by an evolved being is at hand. This especially works well if you target select groups first, like how the Heed communicated with Star Command's LGM and Zurg's Grubs first, then using these converts to sabotage your enemies and spread your message. Some may be perceptive enough to see through your trick, however, and if you get caught admitting your treachery, that illusion's going to be coming down real fast.

Saw It Coming(400cp): Buzz Lightyear may be one of the greatest space rangers ever, but his former partner, Warp Darkmatter, isn't all that far behind. And now, neither are you. You're an expert fighter and assassin, being both a crack shot as well as quite capable in close quarters combat. More importantly, however, is that if you're familiar with an enemy's strategy or technique, you can turn it against them. Warp managed to outsmart Buzz, getting him to pull off an old trick where Lightyear left his space ranger glove still firing after removing it, giving Warp a chance to burn the glove and leave Buzz defenseless. If you're cunning enough, you might take out an otherwise formidable enemy by turning their own trick back on them.

Project J(600cp): Fine, fine, the LGMs are brilliant, you'll give them that. But the forces of evil are no slouches either, you know? Yours is a mind quite capable of all the wacky, dangerous mad science Zurg and his lackies get up to, and it's a pretty wide variety. Alloy that even an Jo-Adian would struggle to break out of? Sure! Sapient cloth that can phase through walls and possess people? You bet. A crystallic self-perpetuating breeder construction core that can turn an ordinary planet into something more like Planet Z, able to quickly produce robots and weapons and ships for a surprise invasion? It's possible! Maybe it's not as safe as LGM technology, and maybe you can't fix or understand things like they can, but isn't evil science just so much more fun?

GraviJumper(600cp): I don't know what will make Gravitina angrier: that someone has gravity powers like she does, or that you have gravity powers but not a giant head like she does. Like Gravitina, you are a master of gravity, able to lift and hurtle objects, pin enemies down with the power of gravity, make objects or people orbit you to use as human shields or weapons, and more! Really, the only limit on what you can do is your range and your ability to endure the strain of your own abilities. For the most part, you'll only be able to exert your power over gravity in the immediate area around you, and while you can cause sunquakes, causing a star to release fireballs capable to destroying buildings or spaceships, you'd have to be very close to the star's surface, despite the heat and radiation, and it would strain even your powers. Still, for a master of matter like you, the universe is your oyster, ready to be ripped open for the treasures within!

Evil Emperor

That's Jim-Crackin' Dandy!(100cp): You know, for an Evil Emperor, Zurg's surprisingly charismatic and fun. Maybe not so much for his victims, but he definitely puts on a show. Like Zurg, you can play the role of a villain out of a cartoon show perfectly, chewing up the scenery and belting out evil laughter as you come up with your latest evil scheme, having fun the whole time you're doing it. Don't worry about any feelings of guilt or regret other, lesser people might face: you're the galaxy's next ruler, who cares how miserable other people are if you're having the time of your life? Don't be too surprised if people don't laugh at your jokes about destroying their planet, though. No sense of humor, you know?

He Didn't Like It...(100cp): Comedic though he may be, Zurg's still genuinely evil. He can go from cracking jokes to launching a brutal invasion of a defenceless world in a matter of seconds. Like Zurg, no one will ever forget that as silly as you can be, you're still a genuine threat, able to terrify the weak of will and leave even the brave taking you as a serious threat. You know the best ways to intimidate and bully others, making sure they know their place beneath you. You can even make your eyes glow if you want to! You can cover this effect up if you wish in order to appear genial and friendly in order to trick your enemies, but those who know your evil will be able to see through it quite easily.

Let Me Show You A Real Weapon!(200cp): While Zurg's favorite weapon might be his ion blaster, his body is itself a weapon, and now, so is yours. Like Zurg, you are some form of cyborg, with a metallic body equipped with claws that can slice through and shatter glass, the ability to project balls of lightning from your finger tips to torture others, the power to fire beams of energy from your eyes capable of melting steel, the reflexes to catch a tank shell and throw it back, and the strength to casually lift, aim, and swing around a huge ion blaster with one hand. You're somewhat lacking when it comes to skill or experience in battle, since after all, why should an emperor fight? You have minions for that.

Zurg's Fireworks Are Top Notch(200cp): Your enemies can't really suspect you or your minions of being up to anything if they think you're dead, now can they? You've got a real talent for pulling off stunts that would convince even veteran rangers that you or someone else has died, like how Zurg tricked Buzz into thinking Warp was dead, 'killed' by the explosion of a self-destructing lair. You're so good at tricking people that if they saw you or the person whose death you faked, they'd wonder if they might be dead as well. Naturally, this will fade once they piece together that, no, you really are still alive, but all you need for a proper evil plan is time. And this can give you time.

Evil Is More Profitable(400cp): And, depending on who you ask, more fun. There's something about you that appeals to the greedy, the power hungry, the traitor or the coward. Something that makes them want to join you in the hopes of being on the winning side. Scoundrels and crooks and fiends will be happy to join you, and though most of them will be your typical thugs and goons, occasionally you'll find proper minions. Minions like Warp Darkmatter or Gravitina, minions who you can use for your evil plots and schemes. Of course, these minions are motivated by their own selfish interests, so don't expect true loyalty from them, but if their fear and greed keeps them in line, do you really need true loyalty or friendship?

Evil Never Wins(400cp): But it always comes back again. No matter how catastrophic Zurg's defeats might be, he always bounces back for another go, seemingly no worse for the wear. Like him, you'll find yourself quickly making a comeback from every defeat, your armies and fleets and evil lairs being repaired or replaced or fixed in no time. This is helped by the fact that your enemies never seem to stick around to make sure your evil organization really is finished this time. This is in regards to your organizations and infrastructure, however, not in regards to you. Don't expect to come back from the dead if your enemies do manage to destroy you. But so long as you live? Evil may just win in the end after all.

If You Want Something Turned Evil...(600cp): Turn it evil yourself. You truly are just as evil as Zurg himself is, and it shows: with a simple touch, you could turn a mystical artifact like the Uni-Mind into a twisted reflection of your evil, overloading electronic systems monitoring you with your sheer malevolence. Such is your evil that if you found a way to connect others to your evil, you could take control of them and make them extensions of your will, speaking and seeing and acting through them. It will always be obvious when someone is controlled by you, as they will speak with your voice and have eyes like you, but does it really matter how obvious it is if everyone's under your control? With the right tools, you could enslave a galaxy...or conquer a universe.

Most Powerful Evil In The Universe(600cp): Yes, Zurg is silly. Yes, Zurg has a short temper and a tendency to crack jokes. He's still the most dangerous threat the Galactic Alliance has ever seen. You are a warlord, Jumper, a conqueror, a master of evil schemes and military strategy, coming up with diabolical plans to crush the galaxy beneath your heel. You're also a capable fighter, as well as a crackshot, able to quickly and precisely hit a target several stories above you. You're someone who could give even the likes of Buzz Lightyear a good-er, evil, fight, though unlike him, you have no skill or experience in fighting with others. You also lack skill in the finer arts such as diplomacy and running a government that is prosperous for everyone. But who needs any of that goody two-shoes nonsense when you can conquer the universe and create an empire that's all about you?

Items

Items are discounted for their origin. Discounts are 50% except for 100cp perks, which are free. You may, if you wish, import items you already have into similar items you purchase here. **You will receive a 300cp stipend for this section alone**.

General

Buzz Lightyear of Star Command Collection(50cp): Well, this is peculiar. You have a copy of the Buzz Lightyear of Star Command: The Adventure Begins movie, along with tapes containing the Buzz Lightyear of Star Command TV show. Yes, tapes. Specifically, VHS tapes. Don't worry, you also have a truly ancient and primitive device known as a VHS player! Neither the tapes nor the player will ever be damaged or destroyed by using them, and if you do lose them, they will quickly be returned to you. At the end of the jump, you will receive copies of the movie and show featuring you. Watch both and see the differences!

Buzz Lightyear of Star Command Toys(50cp): If you're going to have the show, you might as well have the toys too, right? You've got a collection of different action figures representing all the different characters in the show, from Buzz Lightyear, Mira Nova, XR, Booster Munchapper, and the rest of Star Command, to Zurg and his evil minions, as well as plenty of toy spaceships to go along with them. And because I'm so nice, I'll even toss in the video games that kids like Andy would have been playing. All of these will be replaced if lost or stolen or destroyed, so you won't have to worry about any of that.

Alien Souvenirs(50cp): One of the best parts about the Galactic Alliance is that trade between different worlds, cultures, and species is not just allowed, but promoted, meaning that you can find various goods and knick knacks from across the galaxy. Like bunzels from Jo-Ad, or artwork from Tangea, or games created by the various cultures of the Gamma Quadrant. You have a collection of all these and more now, and while none of them are necessarily rare or even useful beyond personal enjoyment or entertainment, it can be nice to see the works of a galaxy that's coming together and sharing what they have with one another, even if some of them are a bit arrogant and foppish.

Unlimited Pizza Planet Pizza(50cp): They don't have this on Gargantia! Or anywhere else, for that matter. You've got an unlimited supply of every different kind of pizza there is, courtesy of Pizza Planet, the most popular pizza franchise in the universe! Or at least the Gamma Quadrant. The pizza is absolutely delicious, absolutely fresh, and absolutely free, so don't worry about the costs of having enough pizza to feed a planet.

Humble Home(100cp): It might not be anything fancy, but it's something! You have a nice home out in the suburbs, or their local equivalent, a place where you can just kick back and relax. It's got a nice lawn too, and it's overall very comfortable to live in. In future jumps, you may choose to either place it within some town or city already existing in the world, or keep it as an attachment to your warehouse.

Galactic News(100cp): You're watching Brent Starkisser, LIVE! And for free, too, that's pretty neat. Brent Starkisser is a loud, overthetop newscaster, half the time seeming more like an actor then a news reporter. And yet, he's surprisingly on top of things, usually being the first to report some major news, whether it be the latest gossip or the story of a space ranger being held hostage by Raenoks. If you can look through his dramatics, you might find some useful information. At the very least, he's surprisingly entertaining to watch.

Space Radio(100cp): How peculiar. Despite looking like a radio from 1950's America, this contraption can reliably pick up signals from across the galaxy, whether it be music, news, or communication. Granted, it's no spy device, only really being able to pick up signals that are being spread out on purpose like a news show, but you'd be surprised how important a device that looks like a humble radio can be when it can pick up broadcasts from another quadrant. For primitive worlds, it's evidence of alien life. And for people with otherwise no ability to communicate with other planets, something like this could prove very useful indeed.

Rules, Regs, and Laws(100cp): I don't know if you have any plans to be a lawyer or member of Star Command, but if you did, these would probably help. What you have here is a collection of every book of rules, regulations, and laws throughout the galaxy, whether they be for Star Command's strict military like code, Tangea's overly complicated and restrictive law system, or just the previously unwritten rules of a lawless place like Tradeworld. Even if you're a law-breaker, it's good to know the rules so that you can get away with breaking them.

Personal Ship(100cp): If you're going to get anywhere in the universe, you're going to want a spaceship. How else are supposed to make it to other worlds? And luckily for you, you now have one, a space-faring vessel that's all your own. You can choose now whether it's a civilian craft, built for comfort and transportation but lacking in weapons, or a more military craft, something space pirates or militia would use that is well armed but not exactly comfy. Comes with an Auto-Pilot if needed. If lost or destroyed, the ship will be replaced within a week.

Crystallic Fusion Battery(100cp): Oh, this could prove to be very useful indeed. What you have here is a crystallic fusion battery, which is used to power most ships and other technologies that require a great deal of power. This huge battery is more than capable of fueling most machines, even something like Zurg's Zurgatronic Megaray. While the crystals are normally volatile, this is securely encased to protect it even from laser fire from a space ranger. If it runs out or is destroyed, you will receive a free replacement within a week.

Size-Shifting Belt(100cp): Another example of incredible LGM technology! Though this hasn't been invented yet. This belt would allow a normal sized person to become only a few inches tall with the press of a button, and transform someone a few inches tall to the size of a normal person with another press of a button! Helpful when dealing with species drastically smaller than you, or for infiltrating places before returning back to your normal size. Given the purpose the belt was designed for, though, it probably can't make a normal person gigantic, or a small person microscopic. If you want it to do that, you'll have to modify it on your own.

Pizza Planet(200cp): Congratulations, my friend! You now own Pizza Planet. What does that mean exactly? It means you own a massive company that has franchises throughout the Gamma Quadrant, and possibly beyond. Imagine, if you will, a pizza business so big it doesn't just have multiple shops open on one planet, it has multiple shops open on countless planets. And delivers to countless other restaurants that serve Pizza Planet pizza. You're going to be very, very wealthy.

Gravitina Ray(200cp): In the near future, the villainess Gravitina, desperate to seduce Buzz, will use a device like this to rearrange him on a sub-atomic level, granting him powers like hers...and a head like hers, too. Using this, you can now share your own biological powers and mutations with others after blasting them. And if they turn on you, you can reverse the polarity to take that power away. You'll need to understand your biology and powers to share them with someone, though.

Uni-Mind(600cp): ...this is impossible. There shouldn't be another Uni-Mind, it's unique to the LGM's homeworld! And yet, here you have it, a Uni-Mind all your own. The Uni-Mind is a large, Saturn-like sphere that is several times larger than even a human being, let alone one of the Little Green Men, and has an aura of peace and comfort to it. The mystical orb is the source of the species-wide mindlink the LGM share, which can stretch across space to the furthest reaches of space, though if removed from its resting place, mind-link will be broken. You can use this Uni-Mind to create a great mind-link of your own, allowing anyone connected to it to think as one, work as one, sharing ideas and becoming vastly more intelligent and successful as a result. Compare the LGM with the Uni-Mind, able to create a highly advanced robot and belts that can resist a device capable of stopping time, to the LGM without it, where some struggled to recognize what an arm is. Such can be the difference the Uni-Mind can bring to your own allies.

...there is another use for the Uni-Mind. As Zurg will soon demonstrate, if one can corrupt the Uni-Mind and use it as a focus of your will, you can use it as a weapon to enslave worlds, making every living being on it an extension of you. Totally stripped of their free will, used as puppets for you to control and see and hear and speak through. For the average person, it's a nightmare. For an evil emperor? It's a dream come true.

Space Ranger

Space Ranger Identification(100cp): As a member of Star Command, you are, in essence, both an officer of the law as well as a member of the military. As such, it's rather important that you have the necessary identification to show exactly who you are, and what authority you have. This will help you show to others your lawful authority, even outside of the iconic space ranger suit. In future worlds, the authority of this badge will be recognized, though with just this it's not quite high enough to learn anything classified or off-limits.

Space Ranger Suit(200cp): Can't be a space ranger without a suit, now can you? What you have here is a standard issue space ranger suit, designed for both fighting criminals and moving through space. The suit is well armored, protecting you from nasty falls, physical attacks, and even direct laser fire, though it's far from invincible and a hard enough hit can injure or even kill you. It comes equipped with a jetpack and wings for flight through both the air and outer space, a standard issue Star Command laser that can seal door shuts and destroy Zurg's Hornets, and a helmet that protects you from the effects of the void and potentially deadly aerial contaminants while your suit provides oxygen. All in all, a very effective thing!

Star Command Ship(400cp): Congratulations, ranger! For your service, you've been awarded your own Star Command vessel. If there's one thing Star Command will never skimp out on, it's their ships: a Star Command cruiser can cover vast amounts of space in a short amount of time, meaning that one of their vessels can launch from Star Command HQ and reach a planet under attack while the battle is still going on. Powerful sensors allow for the detection of hostiles or dangers, and the ship itself is durable enough to endure brief energy bombardment. They also carry fairly impressive armaments, from energy weapons capable to destroying or disabling pirate ships to magnetic grappling devices that can catch ships and keep them from moving. In addition, it also has launch pods for rangers to leave the ship from, either to engage enemies in space personally or to rapidly evacuate if needed. Star Command Ships usually have a crew of up to four, but can be used by just one. If the ship is lost or destroyed, it will be replaced within a week.

Star Command(600cp): Oh! My apologies, Commander, I didn't recognize you before. With this purchase, you've taken the role of Commander Nebula as head of Star Command. You can choose whether you've replaced him entirely or whether he's simply given up command to you. Star Command serves as both the military and law enforcement of the Galactic Alliance, with an authority recognized throughout by most law-abiding people in the galaxy. You are now in charge of Star Command HQ, as well as a fleet of Star Command ships and a large number of elite space rangers, making it a target even Zurg cannot hit, no matter how much he wants to. Furthermore, as head of Star Command, you have access to privileged, top secret information that even the likes of Buzz Lightyear aren't. In future jumps, Star Command will enjoy similar legal authority, though of course abuse of this legal authority will eventually see it lost. Rangers, ships, or other important personal and property that are killed or destroyed will be replaced within a week.

Galactic Alliance

Worker Uniform(100cp): Whatever job you're working, whether it be as a delivery person or a miner or a chef, you'll probably be expected to wear some form of uniform. So now, you have a whole set of uniforms for any job you might be currently working! Yes, any job. Work as a waiter in the day and a security guard at night? You'll have uniforms for both. Work as an accountant then decide to switch jobs to be a construction worker? You'll see those fancy suits turn into proper workmen clothing! This does mean that if you leave one job, you won't have the uniform for it anymore, since you're no longer a worker there.

Cosmo's Cosmic Diner(200cp): Order up! Cosmo's Cosmic Diner is the favorite place for Buzz and his team to stop to eat, able to serve everyone on the team, even the big eater Booster. And guess who owns it now? You do, that's who! While nothing fancy, it's a popular place to eat on Capitol Planet, and brings in a fair share of money. Plus you can always count on the space rangers of Star Command to protect their favorite place to eat. Also comes with Sally, a sweet, four-armed catwoman waitress who Buzz totally has a crush on but always fumbles around. In future jumps, you may choose to either place it within some town or city already existing in the world, or keep it as an attachment to your warehouse.

Propulsion Crystal Mine(400cp): Well now, aren't you lucky? You've stumbled upon a mine of crystals that would rival any on Bathyos, the crystals needed to create crystallic fusion technology. This mine has a truly massive supply of the powerful, and also volatile, crystals, enough to fuel countless ships or weapons. Mysteriously, the mine will somehow never run out of crystals, no matter how much you mine it. If it is ever destroyed, say by a chain reaction from someone setting the crystals off, you'll need to wait about a week or so before it can be used again. So try not to blow it up, no matter how cool it might look.

Personal Planet(600cp): Are you royalty, by chance? Or perhaps such an important political figure you might as well be royalty? What you have here is a prosperous, beautiful planet where the average citizen lives in safety and comfort, something like Tangea or Capitol Planet, just to give a couple of examples. You are respected here and seen as the rightful leader, whether that be because you were elected to that spot, because the locals believe in the divine right of royalty, or simply because you said you were in charge and everyone else just ran with it. So long as you don't purposely run it into the ground, you'll find it quite easy to keep your planet prosperous and happy, allowing you to live in great wealth and comfort. If you created a custom alien race, you can have this be their homeworld. In future jumps, you may either import this into the new setting, or have it become a warehouse attachment.

Criminal Scum

Contraband(100cp): No matter the place, no matter the era, people are going to want things they're not legally supposed to have. And that's where you come in! What you've got here is a bunch of illegal junk that will make you good money on the black market. Maybe you won't be exactly swimming in case, but hey! It's a living, at least. And you'll always be able to find more after you sell off your inventory. Just be careful you don't get caught with this. Would be real embarrassing to be busted for selling a fake watch, now wouldn't it?

Merc Armor(200cp): Oh, now this? This is some Grade A stuff, the kind Zurg gives his top lackeys. The armor just looks menacing, and the helmet adds an intimidating modulation to your voice that would keep even someone who's known you for years from recognizing you. It's also incredibly durable, able to take multiple laser shots without faltering, though you'd certainly feel the impact. In terms of weaponry, the armor comes with a cybernetic arm, which can replace one of your own. The arm possesses multiple weapons, such as a metal claw which can be fired, a flame thrower, an energy weapon, and a bomb that can be launched from the shoulder. The armor, much like the standard ranger suit, is also equipped with a jet pack, and jet boots if that fails. While the armor has many advantages over standard ranger equipment, it's also far more difficult to repair if damaged. In addition, the jet pack is far more fragile than what rangers have, failing after a single shot from a ranger laser, and the armor is overall less maneuverable.

Criminal Connections(400cp): You could give Crumlord Lorak a run for his money when it comes to being the guy who knows a guy who knows a guy. What this gives you, in essence, is a massive web of connections with the criminal element, the size of which is always impressive relative to the setting. Here, you might have informants all over Tradeworld. A future jump where things take place on a single planet, hey, your web might just cover a single country. If a thief steals some schmuck's wallet in the west end of town, you'll know. If a would-be kingpin on the other end of the planet puts a hit on a ranger, you'll know. If Zurg hires a bunch of mercs for another attempt to destroy Buzz Lightyear, who will know? You will.

Pirate Fleet(600cp): Once, the Valkyrians ruled the space lanes. Their time has passed, but maybe you can take their place. What you have here is a fleet of spaceships, specifically carrier ships. Your carrier ships are durable and well armed, able to go toe to toe with a Star Command vessel while launching smaller craft to join the fight. But what really makes these ships special is that they're equipped with a special warp drive that allows them to instantly transfer through space and time, escaping losing battles and easily crossing galactic borders and defenses. Perfect for raids or hit and run attacks across the Gamma Quadrant. Comes with a crew for each ship, with lost ships or crew replaced within a week.

Evil Emperor

Evil Bedtime Stories(100cp): What? Evil emperors can have bedtime stories too, you know! What you have here is a collection of evil bedtime stories Nana Zurg used to read to Evil Emperor Zurg when he was young, the kind of stories most people would see as horror stories or cautionary tales. It's exactly the kind of collection one should read to their future evil emperor or empress before bedtime, to encourage ruthlessness and cruelty and a sense of villainous style! Oh, and you may learn about other evils from the past, like Natron, arguably the original Evil Emperor. Will update with new villains and horrors with each new world!

Ion Blaster(200cp): Now this? This is a real weapon. In terms of handheld weaponry, nothing beats Zurg's Ion Blaster. Not in terms of range, not in terms of accuracy, and certainly not in terms of firepower. A large, bulky weapon with three barrels, the Ion Barrel has enough firepower to blast through a section of reinforced metal and stone several times larger than a human being with a single shot, enough range as well as accuracy to hit a mobile, person-sized target many stories above you, and a rate of fire that would allow for several shots within the span of a few seconds. It's sheer bulk can make it difficult to hit agile targets that are within relatively close range to you, however. Still, this is the kind of weapon that could kill someone, even in ranger gear, with a single shot.

Imperial Dreadnought(400cp): Now THIS is a warship. You have a massive vessel, not unlike Zurg's flagship, though unlike his yours bears the first letter of one of your names, whichever one you think would make for a cooler insignia. While its size and bulk means it's far from maneuverable or quick, it also makes it incredibly effective as a troop transport, able to move legions of Hornets around. The ship is also absurdly durable, such that it could survive being pulled into a blackhole with barely any damage. The ship is not truly invincible, however, as even Zurg's ship has been destroyed before. Yet it will take much more than what a standard Star Command ship is packing. The ship comes with a complimentary crew of Brain Pods, Grubs, and Hornets, and will be replaced within a week if lost or destroyed. The universe is yours to conquer!

Planet J(600cp): I see you and Zurg have similar tastes in design, both in terms of architecture and in terms of wanting total control and domination. Much like the Evil Emperor himself, you have a world that's essentially a plant-sized evil lair, covered in sinister cityscape and polluted skies, and crawling with Brain Pods, Grubs, and Hornets, all slaves to your evil will. Buildings are marked with sigils that, like the Dreadnought, bear the first letter of whichever of your names that you prefer. The planet itself is protected by the three auto-defense moons in orbit, which release seeker drones to spot intruders and counter enemy attacks. This is a world so secure even Star Command would see attacking it as a high risk operation. It's the perfect place for an Evil Emperor or Empress to rule from.

Companions

Companion Import(50-400cp): No space ranger should work alone, not even Buzz Lightyear! And even Zurg has his various minions, for as much as he mistreats them. You, too, have friends and/or minions who want to help you! And if you haven't already, you can make them here. Using this option, you can import or create companions, spending 50cp per companion for a maximum of 400cp for eight companions. Imported or created companions may freely choose any origin, and have 600cp to spend on perks, or on an alien race.

Canon Companion(100cp): You know, there's a wide array of colorful, amazing characters in this galaxy. The heroic Buzz Lightyear, the beautiful Mira Nova, the hilarious XR, the kind-hearted Booster, the dastardly Zurg, the treacherous Warp Darkmatter, and of course, Brent Starkisser. What? What do you mean you don't want to bring the galaxy's darling along with you?! Well, your tragic lack of taste aside, you can use this option to select a canon character from this world, and if you can convince them, take them along with you to future jumps. I'm sure some of them would be interested in really going to infinity and beyond, and Zurg certainly would love to spread his evil across the multiverse. If you do decide to take him with you, do try to keep him from doing too much damage, if you could?

Shining Star!(50cp): This rookie ranger is fresh out of the Academy, and she's ready for action! A huge admirer of the likes of Buzz Lightyear and other great heroes, this young woman is determined to be a great hero herself someday! Sadly, she's not quite the prodigy Mira Nova or Buzz Lightyear himself are, so it may take her years for her to reach that level, if she ever does at all. Yet she has a true space ranger's heart, and a spirit so unbreakable it would put even Buzz Lightyear's to shame. She's also just a warm, friendly, kindhearted soul, reaching out to others and making friends with just about everybody she meets. No matter what, she's determined to make the galaxy a better place. And really, even if she's not a prodigy, she's still good enough to graduate from the Academy. Whether you're a more experienced ranger, a fellow rookie, a civilian friend, or even a villain who she thinks can be redeemed, she'll stick with you through thick and thin! She possesses the **Ranger Jumper, Mission Log...**, **Handsome Heroes, Pretty Princesses**, **Rookie Ranger**, **Mr. Pickles!**, and **To Infinity, And Beyond!** Perks.

Otto the Pilot(50cp): If you thought XR had bad luck, you haven't met the robot space rangers nicknamed 'Otto'. As one of the many civilian robots designed to pilot ships, Otto has had just about the poorest luck with trips one could possibly have. It's not even that he's a poor pilot: it's just that he's been caught in battles between Star Command and Zurg, been preyed on by Vulturans, been attacked by Valkyrians, and the only reason he's still functioning is because he's clever enough to stall for time long enough for someone to rescue him. At this point, he'd really just like to retire from the dangerous life of piloting ships and take on the much safer job of becoming a politician. What? It's not like Zurg kidnaps politicians. It's too obvious for someone like him. Maybe you're one of the space rangers who saved him, someone who's gone through the hardship he's been through, or a raider who finally caught him on one of his runs, but whoever you are, he figures it's safer with you. He has the perks **It's A Living**, **Don't Have This On Gargantia!**, **Please Stay On The Line!**, **At Ease, Citizens!**, and **Jumper President**!

Devious Doctor(50cp): When you're born on a planet as boring as Gargantia, you have to find some way to pass the time. This Gargantian, in particular, made the reasonable decision to solve her boredom by creating a massive machine, dressing it up as a giant monster, and going on rampages, convincing everyone it was their punishment for creating such a dull, lackluster society. She was having a great time, too, living out all her sadistic fantasies and taking revenge on her bosses for both overworking and underpaying her. Then, aliens appeared. Aliens who were, to the tiny Gargantians, just as huge as the 'giant' monster that had been terrorizing everyone. Naturally, having no real experience with combat, nor the courage to actually try against someone her equal, it didn't take long before her machine was destroyed and her guilt revealed. Maybe you're her space ranger parole officer, maybe you're a fellow scientist who decided to employ her, you could even be a villain looking for a new minion or weapon dealer. Whoever you are, you're her only option, and she's too cowardly to leave you and go out on her own. She has the perks **Agent J**, **Four Years This Week!**, **On Zurg's Payroll**, **Heed the Jumper!**, and **Project J**.

Villainous Prince(50cp): Huh. Who knew Zurg had family? Aside from his mother and nana, of course. What you have here is Zurg's...nephew? Cousin? Eh, he's a relative. And he's a big fan of Zurg's, always trying to imitate the older villain. Unfortunately, he's just not as evil as the Evil Emperor is. Don't get me wrong, he's evil, but he lacks that pure, irredeemable evil that runs through Zurg's very soul. So he'll never be good, or rather, evil, enough to earn the tyrant's full approval. That doesn't mean the brat isn't dangerous, though: he's a cyborg, much like Zurg, and while he lacks the sheer experience that makes Zurg a true threat to the universe, he's definitely one of the galaxy's most dangerous fighters. He's also quite good at bouncing back from the defeats he does face, which is a good thing, since Zurg has a 'failure equals death' policy for most of his minions. Family gets a little more slack...but not that much. To this wannabe Zurg Jr., you might be a ranger he's hoping will be his Buzz Lightyear figure, you might be a potential minion or slave, you might be a rival, or perhaps you could even be a mentor, for good or for bad. He has the perks **That's Jim-Crackin' Dandy!**, **He Didn't Like It...**, **Let Me Show You A Real Weapon!**, **Evil Never Wins**, and **Most Powerful Evil In The Universe**.

Drawbacks

You need money if you want to afford the best toys, and you need choice points if you want to afford the best perks and items. You want more than you already have? I'm more than happy to provide, if you're up for the challenge. No drawback limit.

It's my head, isn't it?!(100cp): Before Gravitina was a feared supervillain, she was an ordinary girl like any other...aside from the absurdly large orb coming from her brow that makes her head look like a light bulb and granted Gravitina her gravity powers. It doesn't have to be your head, but there's something about your appearance that's going to draw a lot of mockery and scorn. Maybe you have a chin even bigger than Buzz Lightyear's, maybe you have an utterly repulsive smell you can never quite shake off, it's never something that would impact your health but it's something everyone can immediately notice and is impossible to hide.

You know what "friend" means?(100cp): It means loser. At least, when it comes to love. You'd think Buzz Lightyear of all people would be a ladies' man, but the one thing he can't do is talk to a pretty woman, much less have a relationship with one. And now, you're just as bad. You've absolutely no luck when it comes to love, either messing up your words when trying to speak to them or having the object of your affection pursuing someone else. In fact, your luck is so bad, the only ones you do attract are those who are repulsive to you both physically and morally. Don't worry, I'm sure you can still be friends! Loser.

Curse You, Buzz Lightyear!(100cp) He really gets under your skin, doesn't he? Buzz is a hero, the galaxy's greatest hero, in fact. But if you ask any villain or criminal, and even some rangers, he's also absolutely infuriating. You'll find Buzz Lightyear to be a persistent nuisance, no matter which side of the law you're on. A fellow ranger? Expect to be frustrated dealing with Buzz' stubborn personality and tendency to steal the show. A member of the Galactic Alliance? Don't be surprised if Buzz' well-meaning interference in matters or maverick behaviour becomes a headache for you. A criminal trying to make a dishonest buck? He's always going to be trying to put you away for your crimes. And as for evil emperors or empresses, Zurg could tell you just how long Lightyear has hounded him. Curse that Lightyear!

I Miss Him Very Much(100cp): You lost someone important to you, didn't you? A friend, a partner, a loved one, someone you held very dear to you. Whoever you might have lost, you feel a strong sense of guilt and shame, blaming yourself for it. You'll find it hard to really open yourself up and accept someone else taking the place of the one who you lost, whether it be a new partner to help you on missions or a new friend or new lover. It's not impossible for you to overcome this, but it will be difficult, and will probably involve being forced to face the issue in a way you'll find painful. Unlike Buzz, you won't have to deal with the one you lost turning out to be still alive as one of your enemies.

The Perfect Spy...(200cp): Unless, of course, you take this. Because the person you trust the most, the person you see as your closest friend or perhaps even something more, is a traitor, out to see you dead, or worse. It's not even out of malice, really, so much as it is a belief that their own self-interest matters more than you. You'll never see it coming, and while you'd never expect to fight them, they've been getting ready to fight you, either physically or in some other way, so they've been learning some of your tricks in order to counter them. You can still outsmart them or surprise them, it just won't be easy. Combined with the above, and you'll be blindsided by their survival and their betrayal. If, somehow, you can reach out to them and reforge your bond, you may take them as a companion at the end of the jump.

Destroy Jumper!(200cp): You've made some enemies, Jumper. A host of villains, or heroes if you yourself are a villain, out to destroy you, whether at the orders of someone else or simply because they think you've offended them somehow. They vary in danger and competence, with some of them just being nuisances while others are serious threats, and you'll find that the ones that really are dangerous have a tendency to come back again and again and again unless you find some way to defeat them for good. Even then, don't be surprised if someone else brings them back, somehow.

Family Feud(200cp): There's one in every family, Jumper. That one person who just can't get along with anyone, who's always causing trouble, who's plotting your demise so they can show everyone why they're superior. You've got a sibling who just hates your guts, thinking that their life would be so much better if only you hadn't been born. They're eager to see if it'll be so much better after you're dead, and determined to see you dead so they can find out. They're not exactly like you, having strengths and weaknesses you don't, but they're similar enough that you'll find yourself in for a real fight every time. If you can manage to change their mind, to replace the hate they hold for you with love or at least with friendship, you may take your sibling as a companion at the end of the jump.

Political Problems(200cp): Politics are messy, anyone could tell you that, especially in a galaxy full of doomsday weapons and terrorists. You seem to be constantly finding yourself being dragged into politics against your will, whether it's being involved with terrorist attacks and assassinations or arranged marriages between noble houses or just being stuck dealing with the nastiest, snootiest, most annoying people you've ever met without being able to do anything about it except listen to them droning on and insulting you. Politics also seems to have a tendency to interfere with your personal life, like having to deal with your lover being on the opposite side or having your actions restricted by certain government regulations.

Shape Stealer(300cp): Looks like Zurg's science team has been working extra hard, getting this completed so early. This is Project X, a piece of living synthfabric with the ability to envelop others and control their bodies, leaving them trapped within their own forms. One can normally tell when the Shape Stealer is possessing someone, as they will bear its glowing blue eyes and odd speech pattern, but it can hide this for a time. What makes Project X so dangerous is that it can phase through objects, meaning it can be nearly anywhere without anyone knowing, and survive incredible punishment, such as being caught in massive explosions. It's also intelligent enough to know when to play dead. And it's got only one goal: your complete and total destruction. Can you survive against a shape stealing assassin that can be anyone, anywhere, anytime?

Return of the Space Mummy(300cp): Before there was Zurg, there was Natron. A tyrant who ruled the galaxy thousands of years ago, and might have ruled forever had it not been for the Protector. Now, Natron lives once again, his youth and power restored to him, and this time, it's permanent. There will be no draining his life force out to weaken him this time. Natron is incredibly dangerous, wielding technology so advanced even the LGM struggle to keep up with it. Machines that can drain the life energy out of others, personal teleportation devices, weaponry that can fire projectiles capable of freezing objects and people in time, whether it be the staff he holds or the weaponry on his ship, which is at least as fast and dangerous as any in Star Command's fleet. And he will not stop until the galaxy is his once again. He is your blighted past. He is your anguished future. He is Natron.

Evil Jumper(300cp): Or evil-er Jumper, if you're a villain yourself. A version of you from another dimension has come to this one, with one goal: conquer the universe. Well, and destroy you, but that goes without saying for evil counterparts from another dimension, doesn't it? As your counterpart, they look an awful lot like you, aside from the goatee. Yes, they have a goatee, all evil clones have goatees! Even if they're a woman! And if you have a goatee? Their goatee is even more luscious and evil. Despite this, people will still confuse them with you and vice versa, making it surprisingly easy for your foe to impersonate you and cause trouble for you. They're dangerous, not just because they're equal to you in both skill and power, but because their vision of the future is one of complete destruction. Evil Buzz slaughtered worlds and killed thousands. How much damage will Evil Jumper do?

A Most Formidable Foe(300cp): The Zurg to your Buzz Lightyear, or the Buzz Lightyear to your Zurg. An archenemy that is your equal and opposite, a being who represents everything you hate, and who in turn wants to destroy everything you love. Someone who will hound you to the ends of the universe, who will slip out of your grasp every time you think you have them to torment you again later. This being, whoever and whatever they are, will be a persistent enemy of yours for many years to come, always out to destroy you and all that you hold dear. And no matter how many times you defeat them, they'll always return, eager for revenge. Defeating them for good will be one of the greatest challenges of your life.

Evil Rules(600cp): **Zurg has won.** Instead of arriving right before Team Lightyear's first adventure together, you've arrived after Team Lightyear's first adventure ended in failure. The Galactic Alliance has fallen. Buzz Lightyear and his friends are slaves to Zurg's evil. Even the other forces of evil scattered throughout the cosmos have fallen under Zurg's control, and as we speak, his minions are transforming the various planets around the galaxy into twisted reflections of Planet Z, just as those who lived on those planets have been transformed into twisted reflections of Zurg. You stand alone in a universe where Evil Emperor Zurg's plans have succeeded beyond even his wildest dreams, and where everywhere you go, you hear his voice mocking you.

There is only one thing left to do: you must defeat him. Somehow, someway, you must defeat the most powerful evil in the universe at the very height of his power. You will face nearly every hero and villain this universe has to offer, all under the Evil Emperor's control. You will face a Zurg who commands a near endless army of slaves and robots and monsters and worse. In addition, any enemies from drawbacks, such as Natron or your evil counterpart, will also be under Zurg's control. And things will only get worse as time goes on, as the transformed planets pump out robots and weapons and ships, and Zurg's technicians create not only new weapons to fight you, but also technology to reach other dimensions to expand Zurg's rule.

You will not leave until Zurg's empire has been toppled to the ground and the Evil Emperor himself defeated for good. Falling permanently under his control constitutes a chain failure, though I'll let you return home free of being linked to his evil. This is a universe where Evil has prevailed. Can you change its fate?

Ending

The credits are rolling, the show has come to a close, and the movie is over. Your time in this universe is at an end, at least for now. You have three choices in front of you:

Go Home: Maybe it's time for retirement. You've been adventuring for so long, and you'd just like some rest. If so, you may take all that you have earned back with you, whether they be perks, items, companions, or more. Take care, Jumper.

Stay Here: Or maybe you don't want to leave this world just yet? Maybe you want to keep exploring space and seeing the stars? If so, you may choose to end your chain and remain in this world. Time will resume in your original world, you will be declared missing for a time and then eventually assumed dead. Your family, friends, and loved ones will mourn you, but eventually find peace.

Move On: Or perhaps you are not yet ready to end your journey? In which case, you will once more continue on to a new world, onto a new adventure. Wherever you go from here, I wish you luck!