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

And now you're here.

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

Starting Points: 1000
You arrive at whatever age you like with whatever sex characteristics you want. Etheria's cool like that.

Affiliation:

- The Princess Alliance: You're one of the heroes! You're going to have a struggle, and people around you will get hurt. But you'll have true friends, the moral high ground, and after all we're gonna win in the end! Right? (-100)
- The Evil Horde: The food is bad, the furniture is sparse, and the authority of those above you is absolute. But the Horde has been winning for the past twenty years, they have endless resources, and if you play your cards right you can ascend the ranks and turn the Horde into your own personal army. (-100)
- The Kingdoms: Not all kingdoms have joined the Princess Alliance. Many of them remain independent, more focused on maintaining their own sovereignty than fighting the Horde directly. Your home is one such kingdom and protecting her is your top priority. (-50)
- The Wilds: Your loyalty isn't to any nation or state, it's to the untouched wilderness of Etheria. Life out there might be brutal and dangerous, but that's a small price to pay for anarchy! (+50)
- Independent: You belong to no organization, make no place your permanent home, and don't have a ton of friends if you're being honest. This puts you in a position where you can help or hinder pretty much anyone on a whim. Just be aware that if you develop a reputation, people will come looking for you. (0)

Starting Location:
Roll a d6 to determine starting location, or you can pay 50 points to start anywhere. If you are Kingdom Affiliated you can start at your Kingdom, and if you are The Wilds Affiliated you can start in the Whispering Woods or Crimson Waste.

- 1: Brightmoon: Good news if you're a Rebel. Bad news if you're a Horde prisoner.
- 2: Mystacor: Home of magic and mysticism
- 3: The Fright Zone: Good news if you're a Horde soldier. Bad news if you're a Rebel prisoner.

- 4: The Whispering Woods: Borderline impossible to navigate if you don't already know where you're going, but…. I'm sure you'll be fine.
- 5: The Crimson Waste: I'm gonna be nice and say you start in one of the settlements within the Crimson Waste. It's still hot and dry and dangerous though.
- 6: Free Choice

Power Source:

Pick one for free, second one costs 100 points, third costs 200, and the last one will cost 400

- Martial Ability: Everything you can do is either something you were born with or something you worked hard to develop. You are proficient in any weapon you can get your hands on, know enough about martial arts to out-maneuver almost any foe, and have the tactical know-how necessary to plan and execute complex military strategies.
- Technology: You understand the workings of machines and electronics and can build or subvert them to fit your needs. Your equipment tends to have a lot of special features that you can call on in times of need, and you'll have an easier time than most interacting with foreign technology.
- Sorcery: You are trained in the mystic arts, giving you a variety of non-elemental abilities. Magic flows across Etheria, and you understand that flow and the power it holds. Unlike the power of a Princess, your abilities are learned, which also means you've learned how to research magic, develop new techniques, and grow your understanding.
- Runestone: You are a Princess and you have a connection to an elemental Runestone. You have unique elemental powers that are incredibly strong, but limited to a specific purview. Learning to use your powers creatively is up to you.

Perks:

- Superior Strength: The line between peak human performance and outright super strength is not always clear. But you can throw tanks, so… (-100)
- Superior Agility: You are fast, agile, and impossible to pin down. You know, unless you're into it… (-100)
- Superior Senses: You can see farther, hear better, and smell more acutely than others. You also have an uncanny ability to track people down. (-50)
- Healing: You can help yourself and others recover from injury, illness, and affliction. (-100)
- Genius: You're smarter than the average bear, which means you pick up on facts and figures, if not social cues, much faster than people around you. (-50)
- Natural Weapon: Your body is equipped with claws, stingers, hair whips, whatever. Point is it's a part of you and can't be disarmed. For an extra 50 points, it also possesses a neurotoxin that stuns your enemies. (-50)

- Shapeshifting: You can change our form to match any creature, so long as it has your general body plan. This includes mimicking others or inventing whole new personas and appearances. (-100)
- Resources: You just plain have money and equipment at your disposal. You possess the wealth of a small kingdom, but where kingdoms need to budget for the well-being of their nation, you can spend it all on yourself however you see fit. (-200)
- First Ones Lore: The First Ones who colonized Etheria left a lot behind, and almost no one actually knows what any of it is or what any of it does. Almost no one. (-100)
- Allies: You can take this up to eight teams. While you will have the opportunity to befriend nearly any canon She-ra character, this perk will make them proper, long term companions and part of your Squad. Alternatively, you can build a new companion using 400 CP to buy their abilities. New companions share your affiliation. (-100)
- Mooks: You have an army of minions who, yes, will go down in one hit, but they're still an army. They will follow your commands without question, and they will be armed with dangerous weapons. Remember to feed them, bathe them, and make sure they get plenty of sleep. Unless they're robots. (-200)
- Flight: You can fly! (-100)
- Title: You are a Princess with a Kingdom and everything. You have staff who take care of your chores and upkeep, a small fortune, and a ton of responsibilities. It's your job to manage, represent, and protect your kingdom from harm. Your kingdom shares your affiliation. (-200)
- True Love: There's no promise it will be easy or even that it will end happily. But one of the people you meet here will be someone you can love with all of your heart. And they will love you back with all of theirs. There's power in that kind of love. (-100)
- Share the Love: Etheria has a lot of problems, but it's also a place where queer relationships, nonstandard gender alignments and identities, and polyamory are embraced and celebrated in a way that they aren't on other worlds. With this perk, not only will you be able to bring all of your romantic relationships with you on every future jump, but you can guarantee every world you jump to will have Etheria's laissez-faire attitude with regard to sex, romance, and gender identity. (-50)

Equipment:

- Signature Melee Weapon: This can hypothetically be any object so long as you swing it or thrust it at an enemy. What's important is that it fits your personal style. It may have a fun feature or two, and if something ever happens to it you will be able to replace, repair, or recover it within a reasonable timeframe. (-100)
- Signature Ranged Weapon: This can hypothetically be any object so long as it is thrown, launched, or launches projectiles at your enemies. What's important is that it fits your personal style. It may have a fun feature or two, and if something ever happens to it you will be able to replace, repair, or recover it within a reasonable timeframe (-100)

- Signature Armor: This is form-fitting, stylish, protects your vitals, and doesn't slow you down. It does take time to put on or take off, so it's better for planned encounters than every day use. It's fitted to your body and will not fit others without alterations. (-100)
- Techpad: Map, scanner, recorder, video communicator, this thing can do it all! (-50)
- Vehicle: This can be a land vehicle, an air vehicle, or a boat of some kind. It's speedy, reliable, and carries a party of ten comfortably. For an extra 50 points, it's large enough to carry fifty people, and for 50 points it can be equipped for battle! If something happens to your vehicle, it can be replaced, repaired, or recovered within a reasonable timeframe. That said, maybe don't go setting your own boat on fire on the reg. (-100)
- Home Base: This is a building that belongs to you and you alone. It's large enough to house your allies and a reasonable wait staff should you have one, defensible in nature, and equipped with facilities and equipment as before your power source(s). Unfortunately, there is no insurance should something happen to it. (-300)
- Communicators: A full complement of ear-piece communicators for you and your allies to keep in touch. (-50)
- Dolls: Or tactical miniatures for planning assaults. We don't judge. (Free~)
- Sword of Protection: She-ra is not a sword. However, you've jumped to Etheria during a period in which She-ra *is* a sword. Your sword. With the Sword of Protection, you can transform into She-ra, a seven foot tall warrior lady with huge muscles and incredible hair. This grants you Superior Strength, Healing, First Ones Lore, and an Ally to act as your steed. The sword can also transform into nearly any shape within reason. As a figure of legend, you will attract attention from those who want to control you or want to destroy you. You will be dependent on the Sword of Protection for these abilities. Except, of course, that She-ra is *not* a sword. (-400)

Disadvantages:

- Recharge: Your powers have a limited amount of uses before you exhaust yourself and need to spend time recharging. With practice, you can increase the amount of uses you have. (+100)
- Insecurity: Something makes you unsure of yourself. You second-guess your decisions, worry that your friends don't really like you, and all of this affects your ability to manifest your powers. (+50)
- Weakness: You have some kind of fear or elemental matchup that your powers just can't actually deal with. It could be as simple as fire, or as complex as an enemy you can't bring yourself to go all out against. (+100)
- Learning Curve: Some people start at the height of their abilities. Not you. You're good, but to really compete with the powerhouses of Etheria you're going to need practice. You don't really know what all you can do, or how to do it. But you will, with time. (+200)
- Inconvenient Anatomy: Most sapient life on Etheria shares a body plan, and things are designed with a specific set of anatomy in mind. Something about you, whether your size, your shape, or your limbs, does not fit into this mold, which causes you no end of frustration. (+100)

- Marked for Death: A major player on Etheria wants you dead. Not captured, not neutralized, dead. And they have the resources to make good on that desire. (+300)
- Marked for Capture: A major player on Etheria sees you as a threat and wants you neutralized. They may recruit you once you're at their mercy, but they have the means to make your life difficult as they try to get rid of you. (+200)
- Overlooked: Insecurity is about your perception of yourself. This is about how others perceive you. You tend to be looked down on, ignored, or expected to fail. It will be difficult to overcome this perception, whether or not it's accurate. (+100)

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

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

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

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

Oh! Uh…: So, fun story. See, Etheria wasn't always in Despondos, and under the right circumstances it can be returned to its universe of origin. If you choose, the next time you jump Etheria comes with you as another planet within the new realm's universe. (This option is not recommended unless your next jump is to a universe with space travel. But if it's not, Etheria's working on it just in case.)