

Disney Villains Victorious Beyond

Space, the final frontier.

For millennia mankind has looked up into the sky and wondered if we were alone. Unfortunately, we are not.

This is a galaxy where the villains have won. Billions suffer under the heel of the Evil Emperor Zurg, thousands of worlds have been lost to Lord Doninator's Forces of Domination and within the heart of the ever shrinking United Galactic Council, a mad scientist with an army of genetically engineered creatures plans to take the universe for himself.

There are no heroes here. Only war.

+1000cp

Location:

Where do you wish to begin your journey? Perhaps the reservation world of E'arth? Home to the endangered mosquito?

Or maybe you're more daring? The Pirate Confederacy under Long John Silver? The industrial wastelands of Sector Z under the Evil Emperor Zurg? Perhaps you're even daring enough to travel into the ruined worlds of Lord Dominator's Forces of Domination.

Wherever you start, it's going to be a bumpy ride.

Races:

Human (free)

From the planet E'arth, the race of humanity is surprisingly durable and have managed to survive in regions radically different from their home planet.

They are the primary food source of the mosquito.

Hamster +100cp

You are not gerbil-like, you are hamster-like! Short, furry and inclined to having a German accent, but hey, one of your kind has been able to rise to the position of galactic threat. So maybe you shouldn't be underestimated.

Cyborg/Robot 200cp

Cybernetically enhanced individuals are fairly common among the stars. You are one of such individuals, with cybernetics enhancing or even replacing parts of your body.

Such enhancements might include increased strength, built in plasma weaponry or scanners.

Alternatively you could be a full machine with all the immunities to organic disease and wise cracking AI programming to come with it.

Illegal Genetic Experiment 400cp

Created by the Evil-Genius Jumba, you spit in the face of nature. Made with the combined DNA of several races along with a singular unique ability, you are a bio-weapon meant to bring down entire civilizations.

Such unique abilities could be being able to lift 3000 times your own weight, generating black holes or simply being a loud mouth with a skill for finding out people's secrets.

Origins:

Due to the ever changing nature of the galaxy it's often hard to keep track of every do gooder and tyrant. As such you can take either origin as a drop-in with no prior experience or history within this world.

Hero

With the galaxy in the state it's in, they could use a hero or two.

Villain

Evil reigns supreme. As such there is no shortage of room for acts of evil.

Perks:

Hero (100cp free for Hero Origin, 50% off for Hero Origin)

It Never Hurts to Help 100cp

Always being willing to

No One Gets Left Behind 200cp

Ohana means family, family means no one gets left behind.

Your companion slot limit has been increased from 8 to 12 so you don't have to leave behind anyone you love.

Greatest Captain In This Or Any Galaxy 400cp

Few people can free the galaxy from tyranny by themselves.

You're able to inspire others to rise up with you, joining your merry band of misfits. But getting people to join isn't enough, you are also able to manage a group with the skills of a much older commander.

Not Today Zurg! 600cp

In the hopeless universe we find ourselves in, it is difficult to find hope.

But once per jump. When you are at your lowest and your enemies surround you, you can find a way to not just escape, but win. Through your own will and determination you can escape the jaws of death.

Villain (100cp free for Villain Origin, 50% off for Villain Origin)

I'm the Bad Guy 100cp

You aren't just evil, you're unapologetically evil. When it comes to committing deeds of incredible evil you have very little moral objections. In fact you revel in each act of evil.

Equal Opportunity Enslaver 200cp

While other lesser villains give some races preferential treatment you view all races as equally oppressable.

Any creature regardless of species will perform far better under your rule than others. No matter how backbreaking the labour your slaves/indentured servants will serve.

I Prefer Evil Genius 400cp

Your mind is filled with countless evil ideas. Given time, resources and research you will be able to craft mind control machines that can enslave entire planets or a race of endlessly versatile doomsday weapons that can be dehydrated and stored in spheres the size of ping pong balls.

Emotional Drain 600cp

The Everonians are able to drain emotions from other races and turn them into docile slaves. By doing the same you can pacify others, making them into thralls to your will.

Items:

Hero (100cp free for Hero Origin, 50% off for Hero Origin)

Banjo 100cp

A banjo once belonging to a galactic wanderer. Not only are you a master at playing it, every time you do it people will become more susceptible to being convinced to your way of thinking.

Police Cruiser 200cp

A stylish red police cruiser formerly owned by the Galactic Council, it is equipped with a hyperdrive and rapid fire plasma cannon there are few ways to traverse the galaxy that are more stylish than this.

Treasure Map 400cp

A brass sphere no larger than a baseball, once per jump, it can be unlocked and will lead you to a great treasure. The wealth would be enough to make you the richest man in your current jump.

Star Command 600cp

The paramilitary organisation dedicated to defending the galaxy from evil. Currently they are a shadow of their former self. But even now they have a dozen squads of space rangers equipped with gear able to rival the scum and villainy of the galaxy.

Villain (100cp free for Villain Origin, 50% off for Villain Origin)

Evil Clothes 100cp

Every villain needs a signature look. This outfit of evil consists of whatever your personal idea of an evil villain should look like along with a swag ass cape. While wearing it others will be more intimidated by you, and as such can be scared into doing your bidding.

Volcanium X suit 200cp

A suit made from the volatile chemical known as Volcanium X. Heavily durable and resistant to damage, it can shape itself into various weapons and equipment as well as firing red hot magma at your enemies.

Cloning Machine 400cp

A pair of large glass tubes sat upon a metal box with a large red button.

By inserting an organic lifeform into the left hand tube and pressing the red button, you are able to make a perfect clone of the lifeform. The power supply comes with enough charges to produce 100 of these clones per day.

Evil Army 600cp

Every evil overlord needs an army of evil mooks to do their evil bidding.

While you can choose any military force within the galaxy to make up your forces, the stronger the soldiers the fewer their numbers.

For example, you could have a quarter of a million Zurg-Bots or ten thousand copies of experiment 626.

Losses will be replaced within a year of losing numbers.

Companions:

Import 50cp each

Ohana, your friends and family from previous jumps. Each get 800cp for perks and items.

Export 50cp each

Want to bring someone home with you? Maybe you found a surviving hero or a soul you wanted to take away from all this mess,

or perhaps you found a villain who's willing to give up their empire for greater future conquests. Either way each get 800co for perks and items.

Drawbacks:

Disney Expanded Universe +0cp

It appears this isn't the jump proper. Fuse this jump with another jump of your choice.

Literally The WORST Villain Ever +100cp

People take you for a joke. No matter what you do the wider galaxy will always consider you a laughing stock.

Lost +200cp

You start this jump in a random location you didn't choose. It could be somewhere harmless or you could wind up in the middle of a battlefield. Good luck.

Glitch +300cp

There's just something that isn't right about you. Maybe your molecules just haven't charged, or part of your cybernetic systems are on the fritz. But overall it's taking its toll on you. You will be stuck at half your usual capabilities until the jump ends.

You Don't Have A Family +400cp

You cannot import companions and must start this jump alone.

Public Enemy No1 +600cp

The Galactic Federation may be on its last legs, but that doesn't mean it's dead. It still has access to enough resources to send bounty hunters or even their own forces to hunt you down.

Don't think that hiding in villain territory will protect you either.

Silver will want to hand you in for the bounty.

Zerg and Hater will want to capture you to see what's so special about you that the Federation put such a big price on your head.

Lord Dominator will want to destroy you just because she thinks it'll be funny.

Regardless of who comes after you first, if you are captured and brought before the Federation and sentenced to exile on an ice asteroid or killed before trial your jump will end.

Quests:

The Makin Of Destiny

The galaxy is in a perpetual state of war ruled by tyrants and genocidal madmen.

Your mission is to defeat every major galactic tyrant and bring freedom to the worlds they've oppressed.

Reward:

Saviour Of The Galaxy.

You have saved the galaxy. This legend will follow you into other universes in various forms. On one planet you'll be the hero who saved an entire nation from destruction, in high sci-fi settings you'll get the whole galaxy saviour title. When evil rises to power you'll be able to rally billions to fight against them.

Jump's Great Best Villain

Villains are tearing the galaxy apart. In the end only one person can be the last one standing. Conquer your rivals and gain effective control of the galaxy then rule for at least three years.

Reward:

Empire of Jumpira.

All the territories you've conquered are added to your warehouse. At the beginning of each jump it can be inserted into your current jump. All territory you gain from now on can be added to your empire if you choose.

Aftermath:

Remain:

You've grown attached to this world eh? Well I guess your Jumpchain ends here, but who knows what adventures you'll have during your new life here?

Go home:

Had enough of the war and violence? Well I can't blame you. You see a door that will allow you to return home the moment you left, with all you had gained on your travels.

Continue:

This isn't the end for you, this is only a pit stop on your grand adventures.

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