



Greetings Starfighter. You have been recruited by the Star League to defend the Frontier against Xur, and the Kodan Armada. Get ready. Prepare for blast-off.

The Last Starfighter takes place within the Frontier and its surrounds, a massive barrier encircling the peaceful systems of the Milky Way Galaxy and protecting them from the violence of the Kodan and the rest of the Galaxy. Will you help defend the Star League from its many enemies, or will you join their ranks? You have 1000 CP to spend.

You will arrive a year after Alex Rogan's victory against the Kodan Armada, and he has begun the process of rebuilding the Starfighter Legion into a unified force. The following decade will likely see the Star League reformed into a single, unified front, or collapse to the force of the Kodan. Your choices could drastically alter the future of many, many worlds.

Alignment:

The universe of The Last Starfighter is split fairly evenly down the middle, between the Star League, tireless defenders of the rights of sentient species, and the Kodan, a vicious race of imperialist slavers. This decision will determine your race, and who you are aligned with at the start of your jump. This doesn't mean that you can't change your goals or allies over the course of your stay, but it does give context upon your arrival. Choose your starting alignment for free, or alternatively roll 1d3 to choose and receive +100CP for free.

1- The Star League	2- Neutral	3- The Kodan Armada
<i>The Star League are tireless defenders of the rights of all sentient life, and the creators of the frontier, a massive energy barrier protecting the peaceful systems of the galaxy from the ravages of the Kodan and the duplicity of Xur.</i> <u>Starting Location:</u> Roll 1d4 to determine where you'll arrive in this jump. Alternatively, spend 50cp to pick yourself. 1- Galan Also known as the Green Moon, Galan is a satellite of Rylos. While largely uninhabited, there are a few small, domed colonies that serve as stopping off points for ships moving to and from Rylos. You'll wake to find yourself in one of these, and will be spoiled for choice as ships stop by to refuel and resupply, should you chose to travel elsewhere. If not, the Kodan Command Ship which	<i>Perhaps you're from a primitive world. Perhaps you're a civilian just trying to keep your head down. Perhaps you're a mercenary up for hire to the highest bidder. Whatever the case, you're bidden to no neither side in this conflict. Although either side may try and force you to pick one.</i> <u>Starting Location:</u> Roll 1d4 to determine where you'll arrive in this jump. Alternatively, spend 50cp to pick yourself. 1- Earth The home of Alex Rogan, you've found yourself on the cradle of humanity. You spawn in a city of your choice on the primitive planet. Earth is not a member of the Star League and is not slated to be contacted for some time yet, which could make getting offworld something of an issue. Although there is a	<i>The Kodan Armada, and their allies of Xurian Cultists, are imperialists who wish to destroy the frontier and rule over the galaxy, forcing the submission and enslavement of any civilization weaker than they.</i> <u>Starting Location:</u> Roll 1d4 to determine where you'll arrive in this jump. Alternatively, spend 50cp to pick yourself. 1- Kodan Asteroid Base Many Kodan bases are repurposed from old asteroid mining bases, which until the recent invasion were most often used by smugglers. This particular one, near to the Frontier itself, is being used as a Kodan staging area and is home to dozens and dozens of Kodan pilots. 2- Xurian Cult You awake somewhere deep in Star League space, perhaps Rylos itself, in a

crashed into the moon last year still hasn't been entirely dismantled. You might choose to help excavation efforts if a more settled life fits you better.

2- Rylos

The capital of the Star League, Rylos is the homeworld of the Rylan species and a symbol for the entire Star League. Colder and rougher than many habitable worlds, much of the surface is part of a massive, rocky desert stretching from pole to pole. Only the sizeable green belt around the equator is able to support much life, with many large cities hugging a massive inland sea in the area. You awake in one of these cities.

3- Starfighter Command

The center of operations for Star League Navy, Starfighter Command sits on Rylos, deep in the northern desert expanse. It has a very long way to go before it fully recovers from the attack last year, but it's still one of the most important military installations in the Star League. That said, you might have more than a bit to explain should you show up in a secure military installation unannounced.

certain trailer park which has had success in the past.

2- Griila

You awake in one of the many caves of Grig's homeworld, Griila. The area is under occupation by the Kodan, and its population largely enslaved and impressed into forced labour, especially mining. However, a not insignificant underground resistance movement has formed in response to this, so should you be unhappy with Kodan rule, you won't be alone.

3- The Frontier

Uh-oh, you're right on the front lines. The Frontier is a massive gigastructure surrounding the worlds of the Star League, as well as dozens of non-belligerent worlds like Earth, preventing entry by way of a powerful series of energy barriers that require massive force to break through. However, this hasn't stopped the Kodan from breaking through in certain places. You awake on a freight ship nearby one of these break-through points. Why is a freighter this far out? That's yet to be seen...

4- Free Choice

Lucky you! Pick from any of the other locations at your

secret enclave of Xurian cultists. These cultists will ensure your safety and provide you with what resources they can, and their base of operations will remain a possible safehouse for as long as you remain aligned with Xur.

3- Command Ship

You awake on the deck of a Kodan Command ship, a massive hulk of engines and plasteel, used to coordinate and execute invasions of enemy space. This particular command ship is stationed nearby Griila, and is part of an amassing invasion fleet set to push deeper into Star League space.

4- Free Choice

Lucky you! Pick from any of the other locations at your leisure, including locations not included with your alignment. But be warned, many of these can be dangerous!

Species:

Upon arrival, you'll need to choose a species to be for the duration of this jump. Should this species be a new form for you, it will become an alt-form after this jump. Given your alignment with the Kodan, you may choose any of the following species:

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Species:

Upon arrival, you'll need to chose a species to be for the duration of this jump. Should this species be a new form for you, it will become an alt-form after this jump. As a member of the Star League, you may choose any of the following species:

- **Audririan**
- **Bluudewd**
- **Bogati**
- **Leinuzh**
- **Maio**
- **Rylan**
- **Simuloid (Mandatory Simuloid Origin)**

*Look here for more information:

(http://thelaststarfighter.wikia.com/wiki/Category:Alien_Races)

Origins:

You may choose age and gender for free.

Drop-In (Free)

You appear in your starting

leisure, including locations not included with your alignment. But be warned, many of these can be dangerous!

Species:

Upon arrival, you'll need to chose a species to be for the duration of this jump. Should this species be a new form for you, it will become an alt-form after this jump. As an unaligned party, you may choose any of the following species:

- **Audririan**
- **Bogati**
- **Griilan**
- **Human**
- **Leinuzh**
- **Rylan**
- **Yulu**

*Look here for more information:

(http://thelaststarfighter.wikia.com/wiki/Category:Alien_Races)

Origins:

You may choose age and gender for free.

Drop-In (Free)

You appear in your starting location alone, with no new memories or tools but the clothes on your back.

- **Kodan**
- **Rylan**
- **Zando-Zan (Mandatory Zando-Zan Origin)**

*Look here for more information:

(http://thelaststarfighter.wikia.com/wiki/Category:Alien_Races)

Origins:

You may choose age and gender for free.

Drop-In (Free)

You appear in your starting location alone, with no new memories or tools but the clothes on your back. After reaching into your pocket, your find documents detailing your initiation into a Xurian cult, but nothing more.

Pilot/Gunner (50CP)

The galaxy is full of hidden cults, criminal hideaways, rough-and-tumble colonies, and high adventure for anyone willing to take it. You've chosen a life on the move, and are gleefully ready to explore the stars. Given your affiliation with the Kodan, you may choose whether this means you are a Rylan Cultist or a member of the Kodan Armada.

location alone, with no new memories or tools but the clothes on your back. After reaching into your pocket, you find documents detailing you as a citizen of the Star League, but nothing more.

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Engineer/Navigator (50CP)

All your life, you've loved ships. The way they fly, the places they go, the ways they work. Now that you're grown, you've taken to a career flying, tinkering on, and maintaining ships. Given your affiliation with the Star League, you may choose whether this means you're a civilian or a member of the Starfighter Legion.

Simuloid (+100CP, Mandatory Simuloid Species)

You are a simuloid, an exact copy of another being,

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Zando-Zan (+200CP, Mandatory Zando-Zan Species)

You're a Zando-Zan, an interstellar hit-beast working for the Kodan and Xur. Over your decade here, you'll be assigned to numerous targets and will be required to ruthlessly hunt down all of them. Be careful though, your superiors look poorly on failure.

usually a Starfighter, meant to take their place to confuse and misdirect assassins. This can be something of a thankless task, and can be very dangerous, but you should never underestimate the importance of a good Beta Unit.		
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Perks

Perks are discounted for their respective origins, and free for 100CP perks.

Star League

Gung-ho Iguana (100CP)

When you get pumped, you get **pumped**. No obstacle is too imposing for you. You don't just laugh in the face of danger, you charge headlong into it, grinning like a maniac. Battlefield losses and impossible odds don't just fail to demoralize you, they actually get you even more excited. And after a while, when it isn't grating on people, it can get pretty infectious. Expect people fighting alongside you to pick up your glee as well.

Victory or Death! (300CP)

When you're on the edge of defeat, when it looks like everything you've been fighting for is about to collapse around you, all you need to do is say no. Look in the face of your compatriots and refuse to die, and you will all find it in yourselves to fight harder, work faster, do better. All you need is a chant, be it Victory or Death, or something of your own design, and those who chant it will find themselves propelled to do better.

The Peaceful Systems of the Galaxy (600CP)

The Star League is a confederation of numerous different races, and this shines through in you. Wherever you go, no matter how unfamiliar or alien, you will always be able to find people willing to hear you out, listen to your side of a story, and give you the benefit of the doubt. While on its own this doesn't give you much more than a chance, it is a chance you will always have. So long as someone is physically capable of seeing you as a possible ally, there's a not insignificant chance that they'll be willing to listen to you.

Neutral

Excitable Locals (100CP)

People just get carried away around you! No matter how odd or out of their interests something normally is, any acquaintance or ally you've spent more than a week in close proximity to will find themselves getting easily excited over your achievements and successes. This has no

effect on anyone hostile or unfriendly to you, so don't expect your jailers to be gleefully rooting for you or anything.

Record Breaker (300CP)

You have a natural talent when it comes to games and competitions. You find it easy to adapt and learn as you move your way through them, and it isn't difficult to beat even the toughest challenges with enough time and effort. This only applies to artificial challenges, however. While you might gain an edge in gladiatorial combat, for example, you won't in a one-on-one fight on the battlefield.

It'll be a Slaughter! (600CP)

You are impossibly lucky, and all your encounters seem to be more evenly matched than they have any right to be. You're just one soldier on your own? You'll rarely run into foes in more than the smallest groups. You're just one heavy fighter? You'll only ever run into a few small groups of isolated fighters like yourself. You're under-equipped? So are your foes. Of course, this isn't perfect, and if you're looking for a group or person that's significantly larger or better equipped than yourself, this will have no effect.

Kodan

We Die (100CP)

What does style matter if you can't keep it up through your failures too? You however have a natural knack for always finding time to make a pithy comment, snappy one liner, or final flourish even in the midst of your greatest defeats. You always go out in style, and doing so gives you just that smallest extra chance of survival.

Killing Machine (300CP)

You're a veritable killing machine. You can go for days without food or rest, and intuitively understand almost any order given to you. Morality will never even enter your mind, should you choose to prevent it from doing so, you simply know what's asked of you and how to do it to the best of your abilities.

Act as One (600CP)

So long as you have at the bare minimum radio contact, you and any forces under you will instinctively be able to communicate and work together as if you were a single mind. You will always act with the tactical skill of the best commander among you, and will never falter or misunderstand an order. Even a small, isolated group can become a deadly force with this skill.

Drop-in

Did Geloca think the Yulus were too ugly to save? (100CP)

You have an excellent knack for picking up any phrases, sayings, inside jokes, and idioms unique to the various cultures you visit. While this doesn't help you learn the language any faster, it will certainly help you get used to using it once you do. Of course, you're not perfect,

and might get a few allusions confused now and then, but those listening will tend to brush that off as harmless idiosyncrasies.

The Luck of the Seven Pillars of Gulu (300CP)

Maybe you're in too deep with the wrong people. Maybe you've gotten yourself into a dangerous situation. Maybe you're just at a bad party, but by the Seven Pillars you'll be getting yourself back out again. No matter how unpleasant or dangerous or ugly a situation gets, you'll always have an out. You may not know what it is right away, and it may not be pleasant. It might be humiliating or exhausting or hurt those around you, but you'll always have an out.

I thought you were dead! (600CP)

No no, not at all. When you're badly hurt, jumper, your body will go dormant to repair itself. You can use this to cheat death once per jump, but during this time your body will be extremely vulnerable to external threats, so this ability is largely useless unless you can get to safety before collapsing.

Pilot/Gunner

Natural Fighter (100CP)

You're a quick learner, and this will serve you well through your time here. Vehicular controls and operation comes naturally to you. So long as you have someone to guide you through the ropes, it'll rarely take you more than a week to get the hang of most vehicles. Of course, this isn't the case if you don't have anyone around to show you the ropes.

One in a Million (300CP)

You're a brilliant shot, though this perk only applies to any vehicles or turrets you operate. You'll never have a problem hitting even the smallest targets, and can even pull off trick shots to disable rather than destroy targets with relative ease. In a one-on-one contest of skill, you wouldn't have trouble giving Alex Rogan a run for his money!

Expert Pilot (600CP)

You're a brilliant multitasker and will never have an issue operating complicated machinery on your own. Managing power and life-support systems, avoiding fire, maintaining formation, returning fire with relative accuracy, and issuing orders all at the same time? It's no problem at all.

Engineer/Navigator

Greater Range, More Power (100CP)

Not only do you intuitively know the basics of most machinery and vehicles in the Starfighter universe, but you also know how to improve upon those designs. So long as you have the right resources, you can always squeeze out slightly better results from any piece of equipment you're given the time to tinker with. While you won't be able to outclass anyone with just your tinkering alone, it's enough to give you a noticeable edge. This stacks with any other tinkering perks you might have.

Rerouting Life Support Power! (300CP)

In the heat of battle, things go wrong. Luckily, you're there to fix them. You've developed the skill to be able to make battlefield repairs that in all truth, really shouldn't work. Life support power shouldn't be enough to jump start your engines, but now it is. That panel from your interior plating shouldn't act as a heat shield, but it does. All of these repairs are temporary however, and will stop working the minute you're outside of immediate danger.

Gigastructure Engineer (600CP)

Either you've worked on the Frontier before, or you've certainly studied it. You have the skills to replicate some of its basic internal workings, and have the knowledge to tweak and edit its designs as needed. While anything on the same scale would take untold time and resources to create, you have the skills necessary to do so.

Simuloid

Perfect Disguise (100CP)

Any disguise you design will be indistinguishable from the real thing, but you'll need physical contact with the person you're disguising yourself as, and reading them causes a sharp, painful flash, which can give away your intentions. This won't let you perfectly mimic the personality or behavior of your disguise, only their appearance.

Enjoy Yourself (300CP)

Most simuloids struggle with emotions, (although tired cynicism comes naturally) which can potentially give them away. You have no such issues. Any setting or condition that would normally dampen your baseline emotions has a minimized effect on you, allowing you to retain your full emotional spectrum with ease. Don't expect this to be able to counteract any drawbacks, however.

I'm a Robot. See? (600CP)

You have the ability to simply ignore pain if you choose. You still feel it, but it just doesn't really affect you more than a mild itch would, mentally speaking. This will let you work at peak condition in hostile scenarios, but will also let you work or operate on your body without distraction, should you have the skill.

Zando-Zan

Single Minded Killer (100CP)

You can survive on an incredibly small amount of food and rest, and are able to put most anything out of your mind when you have an explicit goal set for yourself. But perhaps most importantly, you're patient. You could spend literal years waiting for a plan to fall into place without ever getting bored or disheartened.

Ambush Predator (300CP)

You're an accomplished ambush hunter, and are skilled at laying traps for your opponents. You know just where and how to hide to give yourself the perfect place to pounce on your prey to minimize their chances of escape or survival.

Consuming Form (600CP)

You can change your form into a pale, sharp light and invade another organic being's body, killing them and allowing you to shape-shift into them. This process is extremely painful for both parties, but has the advantage of not only killing them without a trace, but giving you access to their memories to help better blend in with your surroundings.

Items

Items are discounted for their respective origins, and free for 100CP items.

Undiscounted

Translator Badge (Free for All/50CP)

This universal translator must be worn as a badge somewhere on your person to function. While small, it is vulnerable to damage and can be broken, and requires new languages to be programmed in for it to be able to translate them. It also only works one way, so unless someone else is wearing a translator they won't necessarily be able to understand you. While your first purchase is always free, additional purchases may be made for 50cp each.

Biomechanical Tools (200CP, Free for Simuloids)

A set of tools designed for working on and maintaining extremely detailed biomechanical constructs like simuloids, Post Jump, you might be able to use them to reverse-engineer such technology should you choose to do so.

Laser Pistol (200CP)

A reliable, easily concealable laser pistol. The energy discharge from impact tends to be enough to kill most human sized races with even a relatively minor injury, like a leg or arm shot. Somehow, it never seems to need recharging.

Stealth Ship (200CP, Free for Zando-Zans)

A small stealth ship, able to perform high-precision maneuvers with relative ease. Equipped with living quarters and a long-distance communication array, you should be able to survive and report on your progress for extended periods of time.

Star League

Starfighter Cabinet (100CP)

A copy of the Starfighter game cabinet is delivered to your Warehouse. Alternatively, you can chose to have the game digitized to play on another one of your devices, or you can pay an extra 50cp for both.

Gunstar (300CP)

While, if you become a Starfighter, you'll be given access to a Gunstar for the duration of the jump, choosing this will deliver it to your Warehouse upon the completion of the jump, for you to access in future jumps. You may choose to import an existing vehicle and upgrade it with the systems and technology of the Gunstar.

Gunstar One (600CP)

An upgraded, experimental version of the Gunstar with increased offensive capabilities, and access to the experimental Death Blossom weapon system, able to target and destroy dozens of small targets simultaneously. You may choose to import an existing vehicle and upgrade it with the systems and technology of the Gunstar One.

Neutral

Biometric Viewfinder (100CP)

A biometric viewfinder, able to gauge distance, switch to thermal, sonar, and infrared viewing modes, and even able to judge the relative health of targets if their species has been properly scanned into its database.

Mountains of Money (300CP)

Well, maybe not mountains. But you certainly won't be going hungry anytime soon. This should be enough to purchase you a middling civilian ship, wherever you end up. This will replenish with an equivalent amount of whatever local currency you find yourself dealing with most often in future jumps. It cannot be stockpiled, however.

Communo-Crystals (600CP)

This pair of small devices can contact each other a galaxy apart, with no delay time. While they can only send relatively short, simple messages, they're incredibly reliable and it's impossible to intercept messages between them. However, they can only send messages to a paired device, limiting their usefulness. With enough time and dedication, you could reverse engineer them.

Kodan

Cool Vocoder (100CP)

Just a really cool vocoder. By default this is surgically attached to you if your species is Kodan, but you can chose against this if you like. You can also use this vocoder with any appropriate machinery in future jumps, including full AI programs.

Kodan Deck Fighter (300CP)

A full equipped Kodan Deck Fighter. These single-seaters are smaller and more maneuverable than a Gunstar, but also more fragile. While Kodan Pilots will receive these for free during the jump, this option delivers one to your Warehouse for future jumps.

Kodan Command Ship (600CP)

Rather than a Deck Fighter, you're given command of a Command Ship for the duration of the jump. Equipped with three dozen Deck Fighters, twelve articulated laser defence turrets, and a meteor gun for orbital bombardment, it should prove a formidable foe for most anyone in this jump.

Companions

You may spend your own CP to grant CP to your companions at a 1:1 ratio, but they may not spend their CP on you.

Star Navigator First Class (50CP)

Space can be lonely! Rather than head out into the dark alone, you may choose to import a companion to join you. If you're a simuloid or Zando-Zan, your companion will assist you with your survival or assassination missions. Alternatively, you may design your own companion and import them in future jumps. Each companion you import or design gets a free origin of your alignment, and 500CP to spend on perks and items. They may not take drawbacks or companions of their own.

Squadron (200CP)

The gang's all here! Import all eight of your companions as a squadron or gang to help you during this jump! They each get a free origin of your alignment, and 500CP to spend on perks and items. They may not take drawbacks or companions of their own.

Alpha Unit (Simuloid only, Free and mandatory for Simuloids)

Upon entering the jump, you will be assigned to a starfighter or other important member of the Star League. You will spend the duration of the jump living their life, trying to thwart assassination attempts. Upon completion of the Jump, you may choose to bring them as a companion in future jumps. You may not import a companion for this option, but your Alpha Unit receives 300CP to spend on perks and items. They may not take drawbacks of their own.

Alex Rogan (200CP)

Have an eye on the hero himself? This option will let you bring Alex along with you as a companion in the future. In jump, you'll need to convince him to join you, but this choice ensures he will always be willing to consider the possibility. He receives the following Perks for free:

- **Excitable Locals**
- **Record Breaker**
- **It'll be a Slaughter!**
- **Act as One**
- **Natural Fighter**
- **One in a Million**
- **Expert Pilot**

Alex Rogan will also bring with him the **Original Gunstar One**, which will be added to your warehouse post-jump. The original has several advantages over other, subsequent versions, such as improved armor, a superior reactor, and a small passenger deck.

Grig (200CP)

Want to take Grig to those other dimensions he's so eager to see? This option will give you that chance. In jump, you'll need to convince him to join you, but this choice ensures he will always be willing to consider the possibility. He receives the following Perks for free:

- **Gung-Ho Iguana**
- **Victory or Death!**
- **The Peaceful Systems of the Galaxy**
- **It'll be a Slaughter!**
- **Expert Pilot**
- **Greater Range, More Power**
- **Rerouting Life Support Power!**

Grig also has the unique perk **Death Blossom Designer**, allowing him not only to replicate Death Blossom technology elsewhere, but to drastically improve any weapon systems he can work with, so long as he understands the technology involved.

Centauri (200CP)

Have a scheme you think might make Centauri smile? This option will give you the chance to show it off to him, and bring him along with you as a companion. In jump, you'll need to convince him to join you, but this choice ensures he will always be willing to consider the possibility. He receives the following Perks for free:

- **Victory or Death!**
- **The Peaceful Systems of the Galaxy**
- **We Die**
- **Did Geloca think the Yulus were too ugly to save?**
- **The Luck of the Seven Pillars of Gulu**
- **I thought you were dead!**
- **Perfect Disguise**
- **Enjoy Yourself**

Centauri also has the unique perk **Excalibur Tricks**, allowing him to devise tests and schemes uniquely tailored to whatever culture he finds himself in. These tend to be so well devised that they not only achieve the desired effect, but they can also imbed themselves in a culture's collective imagination for centuries, allowing limited influence over the way they evolve.

Drawbacks

You may not take more than 800CP worth of drawbacks.

Microscopic Mind (+0CP, Mandatory for Zando-Zans)

You are... not the sharpest knife in the drawer. In fact, you're only just barely operating on a level that could be called Sapient. You'll have to rely on instinct to guide you through the majority of this jump.

Starlite, Starbrite (+0CP)

Instead of appearing one year after the events of the film, you will appear one year prior. The Kodan Armada will be at peak strength, and the Starfighter Legion reduced to only a few hundred at best.

Outdated Controls (+100CP)

For all the high technology and great civilizations here, it seems that user friendliness never entered many minds. Every computer interface is a mess of harsh, brightly colored wireframes intersecting in uncomfortable ways that you have to stare dead at in order to see any of. Control schemes are spread across dozens of oddly placed dials and switches, and for whatever reason your chair control just keeps getting stuck on something.

Dripping with Cheese (+100CP)

Everyone you meet seems to be an incurable ham. They'll chew the scenery even when the scenery is the empty void of space. While this might be charming at first, expect it to get old quick.

Aged Poorly (+100CP)

Something about this universe feels... out of date? The aliens all feel plasticky, like people wearing costumes. The ships look flat and unreal. Why is it that races this advanced are still using CRT monitors, anyway? And did he *really* just call his spouse a "wifeoid?" Don't expect to get used to this.

Shoddy Construction (+200CP)

You might want to call in your insurance. For some reason everything you own, ships, weapons, tools, they all keep breaking at the slightest provocation. A single shot in a firefight is bound to knock something out of alignment. Be prepared to spend a lot of time working on repairs.

Jumper Rogan (+300CP, Neutral and Human only)

It seems there's been a bit of a mixup, Jumper. You'll be taking the place of Alex Rogan, starting 1 year prior to the events of the film. Your memories will also be temporarily wiped, convincing you that you've never been anything but a kid from a trailer park. You may choose to import a companion to take the place of Maggie, should you wish, though they will receive no CP and will similarly have their memories altered for the duration of the jump, though they will receive a free human alt-form if they don't have one already.

The Last Jumper (+400CP)

Space is a dangerous place Jumper, I hope you've a plan to survive. For the duration of the jump, you will be unable to access your warehouse, or utilize any perks you have from other jumps.

Enemy of Xur (+600CP)

You've done *something* to piss off Emperor Xur. While depending on your allegiances he may not necessarily be able to attack you directly, he'll do his damndest to ensure you're dead as soon as possible, whether that means sending you on suicide mission after suicide mission, or sending entire Kodan fleets to wipe you off the face of the Frontier.

Beaten (+800CP, Not available to neutral aligned jumpers)

Uh-oh. It looks like you arrived too late. If you're Star League aligned, it seems the Kodan Armada succeeded in their invasion of Rylos, and now every systems is systematically being enslaved. If you're aligned with the Kodan however, you'll find that the Star League has finally killed Xur and wiped out the Armada, pushing out of the Frontier for the first time since its construction. No matter what, you arrive with a target painted on your back, and a spy not far off. You'd best get to safety, and quickly.

Epilogue

Well here we are Jumper. On behalf of Jump-Chan and jumpers everywhere, I congratulate you on your dazzling victory. But as you know, the multiverse is vast, and there are other adventures to be had, so I've been wondering what it is you plan on doing next.

A New Home Among the Stars

Perhaps you've taken to the Frontier. You will remain in this setting, your time on (your) Earth concluded. Jump-chan will ensure that your friends and family will not worry or wonder about your disappearance.

Maybe the City, but Never This

What about your friends, your family? No, it's time to head home, with all your perks, companions, and warehouse in tow. Your chain is over, much to Jump-chan's disappointment.

Till the Next Dimension

Why stop now? There are stories to be told, adventures to be had. Onward, to another dimension! You continue your chain!

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Notes:

- The Starfighter film does not examine the species of its setting in any great detail. For the purposes of this jump, details on species will be left for the individual jumper to decide, use your head and don't invent anything silly or overpowered.

- The names Griila and Griilan do not appear in the film, and are used in this jump to refer to Grig's homeworld and species respectively.
- Simuloids may only take the simuloid origin. Similarly, Zando-Zans may only take the Zando-Zan origin

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Version 1.0:

- Release

Version 2.0:

- Alignment system added
- New Locations
- Species system added
- Reworked Origins
- Repriced Items
- Specified Canon Companions
- Added new Drawbacks

Version 2.1:

- Minor formatting changes
- Additional notes
- Added age and gender options
- Minor editing of perk descriptions for better flow
- Added film timeline option