President Jarl

*“What I do now is no personal matter; I merely require a planet for my people, and earth does not have the resources to support both us and you humans. I will do what is best for my people.”* –President Jarl ending his speech to the human race

President Jarl is the leader of an alien race whose planet was attacked by Grand Warlord Voss. In a long and costly war, Jarl finally rounded up as many of his citizens and his remaining military onto a giant starship called “Last Hope”. Using a last resort measurement, he activated nuclear war heads embedded into to the planet to destroy it. He hoped this would kill off Voss and his troops, or at least stall them from following. Right before the blast his ship went to light speed, entirely avoiding the explosion. Coming out of light speed, his engineers informed him that most of the power had been drained, and they only had power for one year of flight. Quickly, he set them to work on a scanner that could identify planets with a similar atmosphere and ecosystem as their home planet. After six months, their work was complete. Quickly the scanner identified a planet known as Earth. Having just enough power to get there, but not enough to sustain life support after arriving, Jarl quickly assembled his most trusted diplomatic and military advisors. After a long debate, an agreement was reached; Earth could not support two dominate species. Upon arrival, President Jarl would make himself known to the planet. Using holographic technology, he would make his case to the Earthlings and give them a choice; they can either power “Last Hope” (a feat that would rob the Earth of sustainable energy for hundreds of years), or President Jarl would give the order for his Navy to begin the attack.

Side 1: Diplomatic Leader

*“I have given you the choice to end this quickly and peaceful. I beg you to take it. I do not want any more death than what is necessary.”* –President Jarl talking to America’s Ambassador

President Jarl is a forceful opponent in both battle and debate. While never threating, he is able gain popular support quickly and make his foes sweat. With his infinite memory he quickly finds and widens holes in a speech. Using this skill he is able to convince some of Earth’s leaders into giving power to Last Hope. However the heroes have other ideas. They have convinced President Jarl to meet with the American Ambassador in few view of everyone on Earth. While distracted the heroes plan to board Last Hope and disable some of the fleet. Hopefully they can do some damage before someone notices…

“*Let us hope that Jarl’s people will be as focused on the diplomatic talks as ours. Otherwise our mission goes from almost impossible to completely impossible”* –Wraith on infiltrating Last Hope

Gameplay: Honestly I have a problem with the gameplay part of this villain. I was thinking of having Jarl distracted while the players are disabling his fleet.

Side 2: Military Leader

*“Uh…we might have a problem. It seems that Jarl has found out that we are here, and has launched the ground troops in retaliation.” –*Tachyon, realizing they have been caught

While his engineers were busy locating a planet Jarl had the rest of the population trained in combat. This slowly made Jarl’s people more militaristic. As a result he incorporated the militia as part as the official army. They are used as ground troops and cannon fodder, with the “actual” military serving as specialized strike forces. This, in combination with his fleet of battle ships, makes him a very real threat.

Gameplay: I really don’t know what this side should be. It could be something like Citizen Dawns front side, but I really do not know.

Final Thoughts

I really could not come with gameplay justification for President Jarl. I really wanted to come up with a villain whose back story is very sympathetic, to make the player almost feel bad about defeating them. Jarl has no choice but to put Earth in this situation in order for his people to survive. I purposely left out a description of Jarl and his people because I felt describing his physical appearance held no purpose, because my villain idea isn’t about the gameplay or the art, but the concept behind him. And I know that Jarl is a stupid name, but I couldn’t think of one and I had started playing Skyrim again recently.

*“I understand what you will do now. I would do the same if our roles were reversed. My only wish is that your people will not be in the position that I was forced into, and that you will not force others into the position I forced you into.”* –Jarl, after his defeat