



Jump by Aehriman

Twenty-one years have passed since the heroes of the REBEL ALLIANCE destroyed the DEATH STAR, forever breaking the power of the EMPEROR. Since then, the NEW REPUBLIC has valiantly struggled to maintain peace and prosperity among the peoples of the galaxy. But unrest has begun to spread; tensions erupt that, if unchecked, threaten to destroy the Republic's tenuous reign.

Into this volatile atmosphere comes NOM ANOR, a charismatic firebrand who heats passions to the boiling point, sowing seeds of dissent for his own dark motives. In an effort to avert a catastrophic civil war, LEIA ORGANA travels with her daughter JAINA, her sister-in-law MARA JADE and the loyal protocol droid C-3PO, to conduct face-to-face diplomatic negotiations with Nom Anor. But he proves resistant to Leia's entreaties—and, far more inexplicably, within the FORCE, where a being should be, was... blank space.

Meanwhile, LUKE SKYWALKER is plagued by reports of rogue JEDI KNIGHTS who are taking the law into their own hands. And so he wrestles with a dilemma: Should he attempt, in this climate of mistrust, to reestablish the legendary JEDI COUNCIL?

As the Jedi and the Republic focus on internal struggles, a new threat surfaces, unnoticed, beyond the farthest reaches of the Outer Rim, A new enemy appears from outside known space, bearing weapons and technology unlike anything New Republic scientists have ever seen.

Suddenly Luke, Mara, Leia, Han Solo, and Chewbacca —along with the Solo children— are thrust again into battle, to defend the freedom so many have fought and died for. But this time, all their courage, sacrifice, and even the power of the Force itself may not be enough...

Take **1,000 choice points** to see you through the struggles to come as the galaxy is invaded by savage aliens from beyond the Outer Rim.

ORIGIN

Any of the below may be taken as a Drop-In, causing you to appear with no history or resources.

Select one and only one background/identity, you may receive discounts for your choice.

Civilian (FREE) You're theoretically unimportant, a person who isn't a frontline fighter, a great Jedi hero or whatever. Just one more of hundreds of billions of people trying to get by.

Soldier (FREE) There's a reason it's called *Star Wars* and it's not because this is a saga of reasonable people talking out their differences. Whether you're fresh out of boot or a veteran of the Galactic Civil War, a ground-pounder, ace pilot or even a commander, you're going to be center stage as the galaxy burns yet again.

Droid (-100 cp) You are a machine! You are mightier than the Yuuzhan Vong! Okay, but as awesome as YVH-1 is, droids- as robots are called in this galaxy- get a pretty raw deal. Despite being far stronger, tougher and often smarter than their organic masters, not to mention effectively immortal, most droids exist in a *de facto* state of slavery or are victims of discrimination and no one, not even the heroes of the story, have much of a problem with this. Well, it's about to get worse as the galaxy is invaded by aliens who consider you an unholy abomination. Have fun!

Force User (-100 CP) Congrats, you're a Jedi! Or maybe a Sith. Jensaarai? Perhaps a Rancor-riding Witch of Dathomir, or a cloistered Monk of the Aing-Tii, or even one of the lost Sorcerers of Tund? Perhaps something stranger yet. The point is, you have an innate connection to the Force, making you luckier, more empathetic and intuitive than your fellow sapients, with far sharper reflexes too. You have trained and refined this connection with one of the many orders of force-users running about. Have fun, and beware the Dark Side.

Yuuzhan Vong (-100 CP) The villain option, you are one ugly so-and-so, part of a lunatic warrior culture that likes to torture people so they can meditate on pain, performs human/sapient sacrifices and implants living creatures into their own bodies. Your new culture is utterly disgusted by "dead" technology, even a knife, and so much more so metallic starships and the false life of droids. The Vong live under a strict caste system with Warriors, Priests and Shapers (biotechnicians who grow their living technology) at the top, followed by Intendants- bureaucrats and support staff, then Shamed Ones who are cast out for failed implants, then the wretched slaves they make of aliens. Pick a caste as you like.

AGE, GENDER & SPECIES

Whatever works for you as far as the first two go. Keep them, change them, it's all good. As for Species, Yuuzhan Vong and Droids are kind of locked in. For the rest, there are too many different aliens to keep track of or list here. Pick whatever you like, I ask only that you pay 100 CP if it gives you an obvious advantage, like a Wookiee's strength, Zeltron pheromones, or a Givin's math skills.

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Okay, 200 CP for a Mandalorian, but you get the full Travissty package of skills and mostly plot armor. Good bargain for your points. Also 300 CP to be a Shard, like the Iron Knights, letting you take both Droid and Jedi perks at a discount. Droid/Jedi is assumed to be your origin in that case.



"I have fought the worst of all wars, and witnessed the redemption of evil. I've seen balance restored to the Force. But order can turn to chaos... as it did when I was born. Now, with my loved ones and my loyal allies, I face a new challenge unlike any before. And I'm not sure if this time we can win." -Luke Skywalker

PERKS

Perks are discounted for their respective Origins, 100 CP Perks are free for their Origin

I've Got A Bad Feeling About This (FREE Civilian, -100 CP) You have a keen instinct for when a situation is wrong, and things are about to end very badly.

Strange Ways (FREE Civilian, -100 CP) In a galaxy with so many different peoples and cultures, you have to learn to roll with strange quirks and traditions and lifeforms. It would be rude to stare. You easily adapt to any strange or alien setting.

Nose For Profit (Discount Civilian, -200 CP) Charging people to fly an asteroid field in perfect safety? Wandering mining town? You have a way of coming up with off-the-wall creative ideas for businesses, always important in a galaxy where there are so many people trying to make it big.

Sabacc! (Discount Civilian, -200 CP) It takes brains, quick reflexes and above all luck to win at a card game where the cards randomly shift values. You have all three, but especially luck. In games of chance, you always seem to win when it really matters, and lose only when it encourages others to keep playing you, the saps. You're also pretty fortunate in daily living, but in games is where you shine.

Technological Terror (Discount Civilian, -400 CP) You understand Star Wars technology, well, maybe not Centerpoint Station, or the Rakatan. But the common and even military stuff is easy. Even if you were stranded on a primitive isolated world, you could build a basic repulsorlift or blaster, and with time and proper resources, whole fleets of starships.

Silver-Tongued Devil (Discount Civilian, -600 CP) You stand among the likes of Leia Organa and Viki Shesh as one of the most charismatic figures alive. With enough prep-time you could announce the return of the Empire to thunderous applause. Well, maybe not from the aliens. Anyways, you have the skills to succeed in politics and a personal magnetism that it makes absurdly easy to gain a following.

Anti-Stormtrooper Aim (FREE Soldier, -100 CP) You actually hit what you're shooting at, even relatively small and fast-moving targets. Your aim is remarkable, even by the standards of commandos, snipers and other marksmen, and your reflexes mean you usually shoot first.

Not Gonna Say It (FREE Soldier, -100 CP) *I'm not gonna say it, not gonna say it-* I'm getting too old for this. Fortunately, age or lack of practice cannot dull your reflexes, nor your instincts. You only get better with experience.

Logistics (Discount Soldier, -200 CP) Whether you're infiltrating fallen Vong formed planets, or waging a private war over the galaxy's bacta supply, you can't always count on your superiors to come through with supplies. Fortunately, you have morally flexible means of adapting or liberating munitions, civilian transport and other things for your cause. It's a rare day indeed you can't find what you need or an acceptable substitute given a day or two to work on the problem.

Flying Ace (Discount Soldier, -200 CP) The galaxy holds countless good pilots, hundreds of great pilots, and then there are legends like Wedge Antilles, Soontir Fel, and now you. You could match a squadron with sheer skill, though it would be a close run thing.

Teras Kasi (Discount Soldier, -400 CP) A martial art created by refugees from Palawa, a planet destroyed in a conflict between Jedi and Sith, meant to allow unenhanced humanoids to fight force-users. It also works alright against anyone with vital organs or breakable limbs. Teras Kasi focuses on blinding speed, pushing each practitioner to and past the limits of their species, and predicting an opponent's attacks while obscuring your own, and a willingness to fight dirty and seize every possible advantage. Plus mental disciplines to avoid detection and combat precog by force users. You are now a master of this martial art.

An Eye for Art (Discount Soldier, -600 CP) You stand easily among the greatest strategists and tacticians the galaxy has ever known. You are especially good at getting inside an enemy's head, understanding their background, their culture and their most likely responses to any given tactic or provocation.

Detached (FREE Droid, -100 CP) Being a creature of logic and not emotion, you can easily set aside your personal feelings and understand the logic and mathematics of your situations clearly.

Looking For Two Droids (FREE Droid, -100 CP) In this galaxy? Good luck. Millions or trillions of a single model of droid can exist, and people don't really pay much attention to the details. So you are amazing at vanishing into a crowd, leaving no trace, and not getting picked out in a lineup.

Expert Systems (Discount Droid, first FREE Droid, -200 CP) Threepio can speak millions of languages fluently, Artoo has complete schematics for tens of thousands of ships in his databanks, plus fragments of the Death Star plans and an amazing quantity of navigational data. Surgical droids exist that are familiar with the anatomy of tens of thousands of species. So you too have a body of expert knowledge that is frankly superhuman.

Haor Chall Engineering (Discount Droid, -200 CP) No mere droid, you were designed by the Xi Char, who consider engineering and creation a religious duty and are famously uptight about achieving mechanical perfection in all the details. Your frame is sturdier, your parts function together with incredible grace and precision.

Never Tell Me The Odds (Discount Droid, -400 CP) You can figure them out for yourself, whether the chances of successfully navigating an asteroid field, or making a difficult blaster shot, or even the markets, you are a master at crunching the numbers and providing a hard probability figure to any knowable event.

Positronic Processor (Discount Droid, -600 CP) You are THE slicer, what would be called hackers in a different galaxy. Electronic security is a joke to you, and anything that can be remote controlled can with a moment's effort become an extension of

yourself. You could even upload your consciousness to something as big as the Death Star, as one droid assassin was rumored to.

Clarity (FREE Force User, -100 CP) To use the Force requires intense, meditative focus, and ability to maintain that despite emotional turmoil, pain, exhaustion or distraction. Nothing can disrupt your focus or distract you.

Got A Bad Feeling... (FREE Force User, -100 CP) You are highly intuitive and in tune with your surroundings, making you incredibly perceptive and likely to notice even small clues that something is wrong, like an approaching blank space in the Force.

The Force is My Ally (FREE Jedi, -100 CP) Whatever else they may be, Jedi are a monastic order in a religion that views the Force as the manifest will of the cosmos and/or all life. You have learned to quiet your mind and take in the serenity of the Force, even as you study it for signs to interpret its will. When you meditate on the Unifying Force, visions of the past and future, moments of startling clarity and insight come to you, far more often than they do for others.

Through Victory My Chains Are Broken (FREE Sith, -100 CP) Above all else, the Sith believe in imposing their will upon the universe, going as far as their ambitions and powers will allow. The Force is not a shield to protect the weak, but a weapon that empowers the worthy. So you are adept at using the Force in combat, on the move, fighting by instinct.

Battlemaster (-200 CP, discount Force User) You have been exceedingly well trained in the seven lightsaber arts, ranking among the greatest masters of each. This applies even to exotic weapons like a lightwhip. In fact, you're pretty much death itself with any kind of melee weapon.

Everything I Say Is A Lie (-200 CP discount Force User) As a liar, trickster and manipulator, you have few if any peers. You could live among a people for fifty years and have no trouble betraying them, juggle three loyalties with ease and please each of your masters. Because even shadows come from the light, though, not all things are bad. Your air of mystery and skills at confusion and misdirection also make you an exceptional parent or teacher. When will you learn that everything I tell you is the truth?

None Shall Pass (-200 CP, discount Jedi) When you plant your feet at a gate or a bridge, none can bypass you or attack those in your charge without first dealing with you. For some reason, numbers seem meaningless if there is no fighter or beast among the horde that can best you in single combat, then charging as a mob is just delivering bodies up for your blade.

Rule of Two (-200 CP, discount Sith) One wouldn't credit the famously selfish Sith with a great deal of patience or self control, and one would be wrong. For a thousand years the Sith hid within the Republic, readying for the day of the Jedi's fall. You are very good at long-term planning and concealing your actions and true intentions, even from highly intuitive empaths with the power to see the future.

Enlightenment (-400 CP, discount Force User) To know yourself may be the most important form of knowledge. You understand what separates you from the rest of the universe, making any external influence easy to notice and easier to dismiss. You know to the finest scrap of power how much you can accomplish with the Force or other exotic energies before tiring, and are incredibly efficient in doing so. Why move a river when a cup can serve?

Grandmaster/Dark Lord (-600 CP, discount Force User) Few can match your strength in the Force, or your raw skill in wielding it. Of those, the very top of the ranks in any order of force wielders, almost none can boast to match you in both.

No Force of Mine (FREE and EXCLUSIVE Yuuzhan Vong) You are not a part of any Force. Not only can you not use Force powers, no Force power can directly affect you.

Embrace of Pain (-100 CP, FREE Yuuzhan Vong) Others may flee from pain, but you have learned to embrace it, welcome it and the clarity it gives you. You cannot be stopped or even slowed by agony, nor induced to speak against your will.

Caste (-100 CP, FREE Yuuzhan Vong) Workers, Intendants, Priests, Shapers and Warriors. Labor, administration, religion, growing or influencing creatures into living technology, and fighting. You have a caste, and the skills to be an exceptional specimen of the group.

Caste Loyalty (-200 CP, discount Yuuzhan Vong) Warriors, technicians, laborers, clergy, and scholars/bureaucrats. Whichever you chose to be your caste above, you seem to embody all that is good in it, so that all people in that profession will respect and honor you, even from the other side of the battlefield, and be more susceptible to your rhetoric. Develop a caste consciousness.

Duros Deal (-200 CP, discount Yuuzhan Vong) It's funny, but it takes a very long time for people to get the idea you *aren't* a highly honorable being. Even as you betray deals you make time and again, you must do so at least a half-dozen times before people stop making bargains or truces with you.

Star By Star (-400 CP, discount Yuuzhan Vong) Some say the essence of strategy is identifying goals and the steps needed to take to advance them. In even the most

confusing or desperate times, you always know what the next step should be. In even the most desperate of straits, you can come up with a plan to save your own skin.

There Are No Gods (-600 CP, discount Yuuzhan Vong) For as fanatical as most Yuuzhan Vong are, true believers seem rare in the highest halls of power. You have mastered the most dangerous and unpredictable power of all, that of faith. Be seen by your people as a prophet, if not a god incarnate, have your words taken as holy scripture and understand how to religiously frame even your defeats and setbacks. The faith of the Yuuzhan Vong will shake the galaxy, can you turn that to better purposes?



“We are machines! We are mightier than the Yuuzhan Vong!” - YVH battle cry, translated from Yuuzhan Vong.

DROID PARTS

Droids get +600 cp to spend here, and discounts. Others can take these as cybernetic implants, but the Yuuzhan Vong will regard such a thing as heresy of the first order.

Scomp Link (FREE droid, 100 CP) You have a port allowing you to interface with the common computers of the Star Wars galaxy, from handheld datapads to the systems governing entire starships.

Vocoder (FREE droid) Binary is efficient, and beeps and whistles are cute, but sometimes you just need to talk to meatbags in their own language. This off-the-shelf module allows you to produce all the sounds needed for Basic, and most common languages.

Electro-Photo Receptors (FREE droid) These eyes are not like organic eyes, they see a broader spectrum, including UV and IR light, and model visual data in holographic, 3D format. Great for storage and later retrieval, but it also gives you a profound understanding of space and precise distances.

Holographic Recorder and Projector (FREE droid) Your visual/audio data is automatically stored for later playback with your handy holographic projector.

Hidden Compartment(s) (FREE/50 CP droid) You have one small hidden compartment for smuggling items, like a lightsaber, holdout blaster, currency, spice or a commlink, on your body. One per purchase, can be taken multiple times, first free for droids.

Internal Commlink (-50 CP) You can send and receive signals with no external device needed.

Camera (-50 CP) Because holograms, while cheap, have very low image quality, often coming out grainy or blurry. With this, you can process your visual data into ultra high-definition video, or a photograph you can produce from a print slot.

Floodlight (-50 CP) A high-lumen spotlight for searching dark spaces.

Fine Manipulators (-50 CP) You have retractable branching fingertip extensions for doing things normal fingers are just too big and clumsy for.

Manipulator Arms (-50 CP) You have extra arms, little ones, suited for fine work.

Tentacles (-150 CP) More versatile in most ways than arms. May have fingers or photoreceptors on the tips.

Laser Pointer (-50 CP) A little way of indicating things precisely at a distance.

Buzzsaw (-50 CP) Or some other cutting implement.

Arc-welder (-100 CP) Well, a shock welder. Good as an improvised weapon and for joining bits of metal.

Fire Extinguisher (-50 CP) It puts out fires, don't know what more to say.

Basic Sensor Package (-100 CP) sight beyond sight, you can detect most common transmissions, electromagnetic energy, heat, motion and lifesigns.

Dedicated Energy Receptor (-100 CP) You have a sensor for detecting signals, radiation, and power sources of all kinds.

Molecular Backtrack Sniffer and Residual Heat Directionalizer (-100 CP) Who needs a bloodhound anyways? With some retractable sensor wands you can detect scents better than any organics, and as you near your quarry, you can pick up

the residual heat of touching things, perhaps even the air itself if close enough, and keenly detect the direction of their travel.

YV Detector (-300 CP) A very specialized form of life-scanner, really a bundle of life and medical scanners, this will tell you if someone nearby is actually a Yuuzhan Vong. In future jumps, it will allow you to detect other nonhuman infiltrators or mind-controlling parasites.

“Jedi-Killer” (-300 CP) What!? I thought those were all decommissioned decades ago? Well, somewhere inside your chassis is a small force-sensitive worm in a highly sophisticated life-support system with connections to let you monitor its brain. In this manner, you’ve achieved some of the preternatural awareness, instinct and reflexes of a Jedi- if only by proxy. This does not by itself allow active Force power use, but you can purchase Force powers.

Inflatable Life Raft (-100 CP) For the droid with no patience for struggling through the muck at the bottom of every water feature, this tiny duraplast sac expands to allow one to float. Comes in purely personal flavor or a full raft that can fit six humanoids.

Grappling Line (-100 CP) Exactly what it sounds like, a launcher for cable, attached to a ‘hook’ that can adhere to anything and a motor you can use to reel the cable in.

Zero-G Maneuvering Thrusters (-100 CP) They won’t let you fly in standard gravity, now without some kind of repulsorlift, but if you go out in space you’ll have some way of getting around and won’t have to flail helplessly waiting for rescue.

Repulsorlift (-200 CP) Walking is so pedestrian. With a repulsorlift you can negate gravity’s hold on you and hover up to eight meters above any surface.

Blaster (-100 CP) The most common weapon in the galaxy, firing an ionized plasma charge. Penetrates most armor easily, inflicting severe burn wounds.

Stun Blaster (-50 CP) A blaster optimized for and only carrying, a stun setting. Can become an alternate fire mode if paired with blaster or heavy blaster.

Heavy Blaster (-150 CP) A blaster large and powerful enough to be used as an anti-vehicle weapon capable of taking out most speeders.

Rockets (-200 CP) Missiles, limited ammo but highly destructive, capable of killing tanks. A launcher and ten missiles per purchase, resupplied weekly.

Retractable Blades (-50 CP) A fun surprise for anyone grabbing at you, a sharp hunk of metal that pops out.

Retractable Vibroblades (-100 CP) Much like the above, but now the blades vibrate to saw through armor.

Retractable Garrote Wire (-50 CP) Less messy than a blade, but trickier to use, a favorite of assassin droids.

Integrated Lightsabers (-150 CP) Not just for jedi anymore, these plasma blades have been the last word in melee weapons for four thousand years.

Phrik Casing (-100 CP) A favorite in war-droids since the Krath and the New Sith Wars, Phrik is one of the most blaster/lightsaber resistant materials known. With armor made of this, you are all but immune to common small arms, unless a great many of them are concentrated upon you, and all but the most clever or determined of lightsaber wielders.

Cortosis Reinforcement (-100 CP) Cortosis, on the other hand, is a nearly worthless material that can be crushed by a human hand. Its only use becomes clear when struck with a lightsaber, it causes a feedback loop that deactivates the weapon for a few moments. Tiny fibers and wires are run through your chassis and covering your core systems, to protect against these exotic weapons without compromising too much on structural strength.

Modular Construction (-200 CP) As many of your components as possible, but most especially your computing brain, are decentralized and redundant, allowing you to keep functioning through phenomenal amounts of punishment. As a bonus, detached limbs continue under your control or, if removed or blocked from your network's range, will proceed independently, making the same decisions you would.

Self-Repair Systems (-200 CP) Your systems are full of nanites, even in oil that move together when separated and patch holes and tears, and cannibalize nearby materials as needed. It might take you a whole eight hours to recuperate from total dismemberment/destruction, but as long as your CPU is safe, you will survive and recover.

Ray Shielding (-150 CP) A personal forcefield effective against most energy weapons. Starship grade, even just a starfighter, will punch right through but ordinary blaster small arms will not, a lightsaber or anti-vehicle blaster will take time to burn through.

Molecular Shielding (-150 CP) You have a personal shield finely tuned to stopping explosives and physical objects, making you all but invulnerable to these attacks unless your shield is overpowered.

Navicomp (-200 CP) The math involved in navigating space is complex, but even reentry is largely automated in this era. Plotting a course through hyperspace, that doesn't intersect with any of the thousand of stellar phenomena that would just ruin your day, takes time. Except for you, you can calculate jumps in moments.

AA-1 Verbobrain (-300 CP) Threepio is fluent in six million languages. Six million. That's an incredible amount of data, and it's all because of his AA-1 Verbobrain, the most sophisticated droid brain out there, which you now share.

Human Replica Droid (-300 CP) Well that's... different. Your form is not just human-shaped and sized, you're close enough that with a layer of synthetic skin and hair, only the most detailed of medical scanners, invasive exploratory surgery, or a Jedi, could prove that you're *not* organic. More, you can eat, drink and perform *ahem* other things that normally only organics do.



FORCE POWERS

Force User Origin gets +600 CP just for this section, and discounts. A Force User can theoretically eventually learn all of these powers, purchase here grants a rare talent and mastery, as well as training, sparing you from seeking out a master for the more esoteric abilities.

Droids and Yuuzhan Vong cannot take Force Powers normally, Civilians and Soldiers are presumed to be force sensitive, but largely self-taught.

Force Sense (-50 CP/free Force User) The Living Force whispers its secrets to you. You can feel a tremor in the presence of other force users and by paying attention, sense the minds and emotions of others, or gain startling insights. Always warns you when someone holds hostile intent towards you in your vicinity.

Force Push/Pull (-50 CP/free Force User) The simplest, crudest form of telekinesis, where things or people are attracted or repulsed directly towards/away from the user.

Fine Telekinesis (-50 CP/free Force User) More than the basics, you can control small objects well enough to rig chance cubes, or flip distant switches on a crowded console.

Force Jump (-50 CP/free Force User) Extremely common power, you can leap up over eight times your height, and slow your falls to make any one survivable.

Force Speed (-100 CP) Jedi are known for their incredible reflexes, but you can sprint faster than the eye can follow and cross a large room a lot faster than most foes could aim at you.

Force Body (-100 CP) forces your body past it's normal limits of strength, speed and/or endurance.

Force Hibernation/Morichro (-50 CP) The ability to enter a hibernative state. Breathing not, aging not, needless until woken.

Force Illusion (-300 CP) The ability to alter what others perceive, an incredibly flexible and useful ability.

Aing-Tii Flow-Walking (-300 CP) The monks of the Aing-Tii can detach themselves from the world to the point of transcending time and space, able to view any location, past, present or future. An esoteric ability, some have learned to solidify their projection and effect small changes to time, though major events are resisted by the very will of the Force.

Aing-Tii Translocation (-300 CP) The other ability for which the Aing-Tii are known is the ability to fold space and move small items, or themselves, or mighty starships over interstellar distances instantly. You have mastered this ability.

Force Blind (-100 CP) something like a flash-bang, but more flexible as you can target one individual in a crowd or a whole group, causing loss of sight, hearing and disorientation that lasts a few seconds.

Ol' Jedi Mind Trick (-200 CP) the Force can have a strong influence on the weak-minded. With a slight mental pressure, you can cause a momentary suggestible state in others.

Force Heal (-200 CP) The power to heal others, a rare and precious gift of the Force. Anything short of death, and even death is very recent, can be mended. Though the Force cannot really regenerate limbs.

Jedi Lightning (-200 CP) Wait, lightning is of the dark side-- oh, I guess this one is okay. You can shoot forth a green lightning that induces great sleepiness with even a brushing hit, and a harmless stun to those hit squarely.

Force Absorb (-200 CP) You can “catch” and harmlessly absorb Force-based or energy attacks, including blasters, briefly bolstering your own energies.

Art of the Small (-300 CP) In older days, Jedi used the meditations of xu'deq to mask their presence in the Force. You have instead learned to shrink your metaphysical presence down to the atomic scale, which is also very handy in manipulating and transmuting things at that level.

Force Protect (-300 CP) You can use the Force to shield yourself from harm. This technique is too exhausting to keep up indefinitely and has issues with Yuuzhan Vong biotech, but effectively creates a skintight forcefield to deflect harm.

Jedi Battle Meld/Meditation (-300 CP) The most cherished of Jedi skills, you can link minds so that decision makers see relevant information immediately, and orders flow down as quickly as they're thought, with incredible coordination and morale, Battle Meditation is one of the galaxy's greatest force multipliers. Skilled users, such as yourself, can even sap the morale of and confuse opponents, provided they aren't droids or otherwise impervious to force powers. When done with Jedi, a Battle Meld, the effect is far more pronounced.

Force Throw (-100 CP) You are very skilled at pelting opponents with debris from all directions.

Force Grip (-100 CP) Grabbing an opponent by the throat, or equivalent, to restrict their breathing. Very effective as a distraction, or to make a point.

Reverse Choke (-150 CP) The skill of using the Force to create a vacuum, literally sucking the air from an opponent's lungs. One may consider that just a needlessly fancy version of the existing choke, but it does have the advantage of working on entities not susceptible to the Force.

Darkshear (-100 CP) You can form a mono-edge blade of telekinetic force, wielding it much like an invisible lightsaber, or launch it at your foes. May be of limited utility against Yuuzhan Vong and their creations.

Memory Walk (-200 CP) First invented in the Pius Dea era by the fanatical Jedi Vindicators, the memory walk is a technique where a target's mind is invaded and their worst memories looped until the mind breaks. Naturally it proved of great interest to Sith and other darksiders.

Force Lightning (-200 CP) Unlimited power! The Force courses through you like electricity and at your will becomes electricity, lashing forth from your fingertips to punish your enemies for their presumption.

Force Destruction (-200 CP) Also called Kinetite, and for some strange reason kamehameha. The first step is much like Lightning, but you condense the power into an orb, adding thermal and kinetic effect before launching it at your target at high speeds. The resulting energy ball is far more energetic than a blaster, and can one-shot an AT-ST. Beware fellow Force Users may be able to deflect or reflect it with telekinesis.

Force Deadlysight (-200 CP) Your rage boils over and your vision clouds red. Any fool that crosses your vision has moments left to live as their internal fluids begin to boil away.

Mechu-deru (-300 CP) Maggot of metal, rust and rot. Sith life draws breath, old life does not. Your studies of the Dark Side have allowed you to shape both flesh and machine, and indeed turn one into the other.

Sith Alchemy (-300 CP) You have learned how to harness the Force to let you alter metallurgy, chemistry, even genetics. You can create steel that resists lightsabers, spawn terrible monsters, and do all manner of things with time and effort you may surpass the Yuuzhan Vong as flesh-sculptors, though studying their work wouldn't hurt.

Force Storm (-300 CP) You can access the raw, seething energies of hyperspace to summon forth a storm that can tear apart worlds. You can shape this into wormholes for getting around the galaxy at unimaginable speeds. This is normally an absurdly dangerous and difficult power to use, but you are now the undisputed master of the technique.





ITEMS

New Jedi Order (FREE) After you leave, as a gift for survival, take the complete series of NJO books, audiobooks and even the comics.

Aesthetics (FREE) A console with which you can redecorate your Warehouse in a range of styles, from Rebel/New Republic, to Yuuzhan Vong, to Imperial or even offbeat ones like Yvetha or Ssi-Ruuk.

Data Pad (FREE Civilian, -100 CP) A handheld computer as is commonplace. Yours contains schematics of all non-military technology, as well as news and history, anything publicly available. This updates in future Jumps.

Comm Link (FREE Civilian, -100 CP) A handheld or implanted communicator that can reach to orbit or nearby moons, with fiat-backed encryption and signal. Can also scan through or monitor frequencies, including those of less advanced communicators.

Toolkit (Discount Civilian, -200 CP) A portable kit that happens to contain whatever you need for nonviolent use. From the most sophisticated of first aid kits to a hydrospanner to a delicate artisans tool.

Electronic Lock Breaker (Discount Civilian, -200 CP) You might call this tiny device a key to any door, with it's sophisticated hacking mechanisms and a magnetic system for latches. I don't know how it even manages with the living creatures of the Yuuzhan Vong, but assume any door you slap this device and key your password into will open for you.

Offworld Account (Discount Civilian, -400 CP) You have more money than a Kuati aristocrat, than Prince Xizor or Bohhuah Mutdah. More money than the Hutts. Until and unless Coruscant goes up for sale, the answer to "Can I afford this?" will always be

a resounding yes, whether it's a worldship or building a superlaser from scratch. In future Jumps this adapts to the local currency.

DH-17 Blaster Rifle (FREE Soldier, -100 CP) Or an E-11 or similar. This is pretty much finality for small arms, a single blaster carries ammunition for hundreds of shots and is powerful enough to make a mockery of most armor or cover.

Combat Armor (FREE Soldier, -100 CP) Some basic armor. It won't stop a blaster dead on, but could save your life from a glancing hit, and will stop most lesser weapons dead.

Grade A Thermal Detonators (Discount Soldier, -200 CP) A belt of eight baradium grenades, these fascinating fusion devices, which can be run on a timer or a deadman's switch, create a sphere of annihilating force, a 20-meter fireball that can burn through permacrete, yet not singe a blade of grass a centimeter outside that radius. Replenished daily, comes with a grenade launcher and other refilling belts of incendiary, cyronic, sonic and "glop" grenades - the last releasing a rapidly hardening glue for crowd control.

Walker (Discount Soldier, -200 CP) An armored vehicle for environments where speeders don't function. Could be a lumbering AT-AT, a light scout walker, or a more exotic type like the spider-shaped MT-AT for mountains.

Wraiths (Discount Soldier, -400 CP) Because sometimes the real weapon is the friends you made along the way. Here are a dozen commandos equivalent to Wraith Squadron for followers. Give them detailed instructions and they'll do as you ask in an ordinary fashion. But give them just a mission objective, and they'll go off the walls on a crazy plan that shouldn't work, yet probably will.

Lightsaber (FREE Force User, -100 CP) The weapon of a Jedi, not as clumsy or random as a blaster, an energy blade that easily cuts through all but a few exotic materials. Plus, it's just cool. You can pick the color, if it's double-sided or dual-wield two. You can even put up to three crystals in for instant changes to the blade's length and girth, just be aware many Jedi see that as laughably old-fashioned.

Robes (FREE Force User, -100 CP) From Korriban to Coruscant, the Jedi, Sith and even the Sorcerers of Tund heavily favor robes as clothing. Now you too can be comfortable from Hoth to Mustafar in your own stylish space wizard robes.

Holocron (Discount Force User, -200 CP) A cube (or pyramid, for the Sith version) containing the wisdom and some of the recorded personality of a worthy Master, one almost tailor made to help you overcome your weaknesses.

Force Nexus (Discount Force User, -200 CP) A place of powerful force energies, like the Jedi *praxeum* on Yavin 4, or the caves of Dagobah. This place's natural energies muffle your own force signature, while enhancing any meditation, divination or ritual five to ten times over. Can become a Warehouse Attachment after this Jump, or be imported.

Sceptre of Marko Ragnos (Discount Force User, -400 CP) A large rod with the unique power to drain the Force from areas, shoot it as powerful laser beams or infuse it into new targets. With enough energy, you could raise the dead, or make a force-user of an ordinary sapient. Perhaps with time and study you may learn to strip the unworthy of the Force with it.

Amphistaff (FREE Yuuzhan Vong, -100 CP) A snake that can selectively harden its body to serve as a whip, or a sword or a javelin/pike. Tough enough to resist lightsaber blades, sharp enough to pierce durasteel with ease, amphistaffs also have sharp fangs and can spit their acid up to fifteen feet.

Oogliths and Gnullith (FREE Yuuzhan Vong, -100 CP) You have a gnullith, a starfish-like breath mask, and a complete set of oogliths, symbiotes that act like a second skin. Ooglith cloakers act as environment suits, but ooglith masquers let one assume any humanoid appearance.

Vonduun Crab Armor (Discount Yuuzhan Vong, -200 CP) The natural prey of the amphistaff, the vonduun crab has a sort of natural forcefield hardening its shell to the point it can easily resist blaster fire or lightsabers. A suit of vonduun crabs cling to your limbs and torso, providing the best armor around. As a bonus, your crabs are not allergic to bafflor pollen like most are.

Voxyn (Discount Yuuzhan Vong, -200 CP) A pack of six voxyn, the Shaped version of vornskrs. Like a large reptilian wolf with a sonic scream, acid drool, diseased claws and a whiplike tail coated in venomous barbs. They are incredibly cunning, durable, regenerating, form cocoons in vacuum and are otherwise extremely hard to kill. Most impressively, they can sense force-users despite any concealment techniques. In future Jumps this extends to other users of supernatural powers.

Qahsa (Discount Yuuzhan Vong, -400 CP) A biological computer used by Shapers to record genetic data, including interesting mutations. This holds not only data on every Yuuzhan Vong biot, but every life form in the galaxy that might be Shaped into something useful. In each Jump it updates with local lifeforms and interesting twists on DNA, and any abilities they may grant.



SPACESHIP

Have **800 Ship Points (SP)** for this section. You may convert CP to SP at a 1:1 ratio, you may not convert SP to CP.

Base Form: First choose a standard form of ship, you may then make such modifications as you desire. You may purchase multiple ships.

Transport (FREE/100 SP) A small to medium transport, like a Corellian YT-series or Gallofree transport.

Starfighter (FREE/100 SP) A one or two-man light attack craft, may or may not have its own hyperdrive.

Escort/Frigate (-100 SP) A smaller ship, like a Carrack Cruiser, Corvette or Nebulon B Frigate, with a crew in the dozens to hundreds and perhaps a few turbolasers.

Star Cruiser (-300 SP) Your Star Destroyers, Mon Cal Cruisers, Miid Ro'ik and equivalent ships. The main capital ships of your side, with a full wing of star fighters, dozens of capital ship weapons and so on.

Dreadnought (-500 SP) Now you're playing with the big boys, a massive ship closer to a flying city (over a dozen kilometers across) studded with thousands of turbolasers, hundreds of missile launchers, with space for two full wings of starfighters. Equivalent to an *Executor*-Class Super Star Destroyer, *Viscount*-Class Star Defender, or a Yuuzhan Vong Worldship or *Kor Chokk* Grand Cruiser by default.

Superweapon (-1,000 SP) The galaxy is nothing if not littered with ancient doomsday weapons or the fragments of the same. Purchase of this will grant one canonical superweapon, fully functional and factory fresh. Perhaps a planet-buster like the Death Star or Galaxy Gun, a more restrained version like the *Eclipse*-Class Super Star Destroyer or *Eye of Palpatine*. Or would you prefer an industrial threat like

a World Devastator or Star Forge? Or the fun-sized packet of a Star Crusher, the mysterious Centerpoint Station... look, you have a lot of options. Just be careful, when you have a massive hammer, people can start to look like nails.

Add Ons: Now come the modifications. If you purchased multiple ships, purchases here apply to all that are relevant. Obviously a fighter cannot be a carrier. So do drawbacks.

Hangar Queen (+200 SP) Your ship is old and breaking down, requiring constant maintenance and small repairs, and frequent time in the hangar or yard.

Civilian-Restricted Armament (+300 SP) Your weapons are cut down in scale and power to what is acceptable and legal for civilians. For a ship like the Millenium Falcon, same guns, half the power. For a Star Cruiser, about one-sixth as many guns.

Hapan Turbolasers (+300 SP) Your main weapons have a firing rate of about a third what they ought to have. In a battle of attrition with similar ships, you will lose.

Luxury Accomodations (-50 SP) Your ship may be a yacht like the Lady Luck or a converted warship like Errant Venture. Either way, the interior is positively opulent in decoration and entertainment facilities.

Holonet (-50 SP) Your ship is equipped with the Star Wars equivalent of a TV/internet connection. In the Yuuzhan Vong, this becomes a Villip Choir capable of calling many ships at once.

Armored (-50 SP) Because sooner or later, some damage gets through to the hull. Your ship is not only covered in armored plating, it was designed with the assumption that it would suffer serious battle damage at some point. There are redundancies, internal reinforcement and bulkheads, etc.

Defenses (-100 SP) Your ship has redundant defenses, like a Mon Cal Cruiser's shields. If a Yuuzhan Vong vessel, this translates into double the dovin basals.

Predictor (-50 SP) Your ship's targeting utilizes advanced software or dedicated brain tissue to anticipate the trajectories of fighters and other small craft, making fire against them far more accurate and effective.

Stutterfire (-50 SP) Your ship's weapons have been modified to fire weaker bolts at three times the rate of fire, at slightly diverging angles. This is because the Yuuzhan Vong stop fire not with shields but pinpoint singularity voids, tiny black holes that catch the shot. The best way around this is to fire three quick bolts so a void can catch only two, and your ship has been modified to have this as a firing option.

Extra Guns (-100 SP) Your ship has an extra 50% more energy/magma weapons (rounded up) than standard. This can be taken multiple times, each adding the same amount. So a TIE fighter would get three, then four lasers, a Star Destroyer ninety and then 120 turbolasers on a second purchase.

Missiles (-200 SP) Your craft has a number of disposable, guided munitions which replenish daily. For Yuuzhan Vong this means gretchin, vacuum-adapted beetles which tear into ships with claws and acid spit. The locals are more likely to favor proton torpedoes and concussion missiles. The number of munitions and launchers scales up with your craft.

Ion Weapons (-200 SP) Weapons that overwhelm electrical systems, disabling ships that rely on electronics and technology. May be bioelectric for Yuuzhan Vong.

Exotic Weapon (-300 SP) Something like the MCPS emitter that degraded hulls through shields, the massive Ion Cannon of the Malevolence, a mass driver or something. Your ship has a powerful, unique weapon system.

Unusual Sensor Profile (-100 SP) Maybe your ship is biological, or has an uncommon stealth material in the hull. Either way, sensors don't automatically register your ship as a ship or a threat.

Cloak (-200 SP) Your ship is able to achieve total invisibility, though doing so renders it blind and unable to send or receive comms signals.

Carrier (-200 SP) Your ship can carry fighters. Fightercraft cannot take this, a medium transport can carry a squadron of twelve fighters. An escort two and a half squadrons. A star cruiser has a wing of six squadrons, and a dreadnought or superweapon two wings. Star cruisers, dreadnoughts and superweapons can take this multiple times.

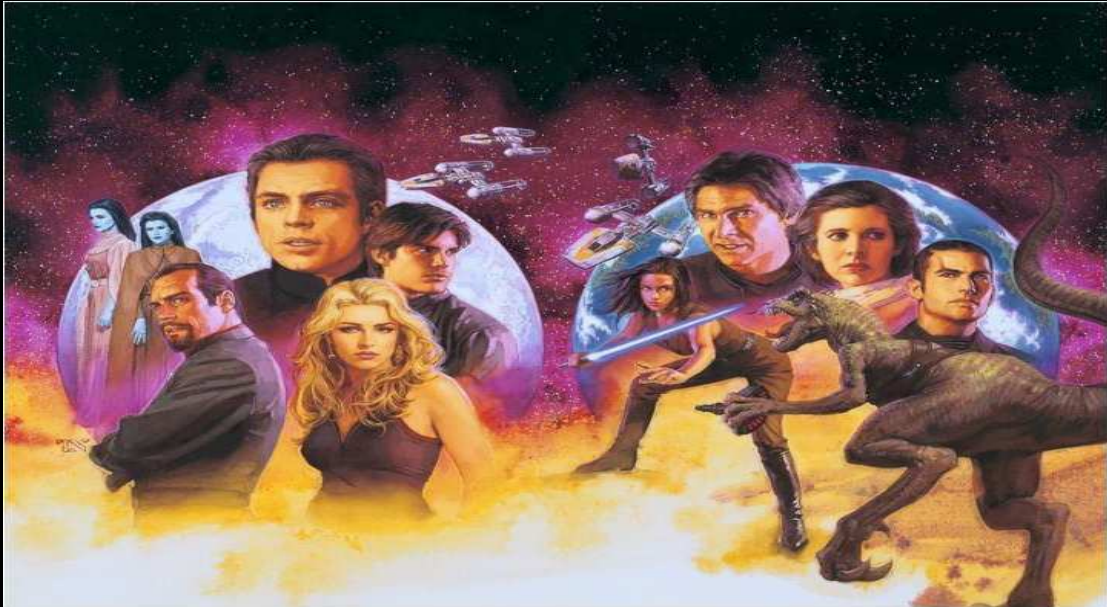
Interdictor Capability (-200 SP) Your ship can project a field that negates hyperspace travel, pulling ships out of FTL or preventing them from jumping at all.

Yammosk/Jammer (-200 SP) For Yuuzhan Vong, your ship has a yammosk war coordinator, a giant brain that connects mentally to Vong fighters, letting them work together like the fingers on a hand. For others, this is a GAM, a gravity device for jamming yammosk signals, developed around the time Coruscant fell.

Class One Hyperdrive (-100 SP) Your ship has a military grade hyperdrive, twice as fast as most civilian or capital ship models. Distances and travel times can be kind of vague for this series, but at the absolute worst you can cross the galaxy in six weeks.

Class 0.5 Hyperdrive (-150 SP) Thanks to a lot of special modifications, your ship is twice as fast at FTL as most military ships, a match for the Millennium Falcon.

Class 0.4 Hyperdrive (-200 SP) A whole different class of speed, previously achieved only by the living starships of Zonoma Sekot. Did your ship perhaps come from that fabled place?



COMPANIONS

Friends (-100 CP) Import as many Companions as you'd like from previous Jumps, each with 700 cp to spend, plus appropriate stipends for each section, except SP which they do not receive. Companions also cannot import Companions of their own.

War Buddies (-100 CP) Invite anyone you meet along the way. The cast of this series is large and varied, that of the entire living EU/Legend characters to the point the books were written, plus a number of new ones. Why you'd want Nom Anor or Viqi Shesh to join you is another matter.



Shamed One (Yuuzhan Vong Only) (+200 CP) One or more of your implants was rejected or improperly applied. There can be no clearer sign of the gods' displeasure. To the Yuuzhan Vong, you are a wretch barely a step above alien slaves.

Heretic (Yuuzhan Vong Only) (+300 CP) You are known to be a heretic, and the subject of a massive manhunt among the Yuuzhan Vong.



THE END

Remain: Time to taste the fruits of victory and settle down to a life of peace.

Go Home: You've seen and done so many things, but this war is a fitting capstone. You have nothing left to prove and may hold your head high as you go home.

Move On: You've played this place out, but there's so much more to explore and do, so the Chain winds on.

NOTES:

NJO is the exclusive property of Lucasarts/their new masters at Disney. Jump by Aehriman, with special thanks to Ovid, Taar Koth, and cliffc999.

Found yourself paying 25 or 75 cp after discount? Round down, we don't have anything for 25 cp this time around.

A rough timeline of the war:

Vector Prime: The Solo-Skywalker clan go on vacation as the first wave, the Praetorite Vong arrive, establishing a hidden base on the ice world of Helska IV, hitting a nearby research station on Belkaden (survivor Danni Quee becomes very important later) slaughtering Kyp Durrón's squadron, and destroying Sernpidal by dropping its moon with a dovin basal, killing Chewie. The Solo twins rescue Quee and a small New Republic taskforce manages to destroy the base.

Dark Tide I & II: The Senate dismisses Leia and the Jedi's report of a new existential threat as self-serving, but elements of the NR military start preparing for war. The

Jedi are in recon mode and Jacen is captured trying to rescue slaves, while only last minute reinforcements turn disaster at Dantooine into a costly evacuation of refugees from across the sector.

Luke is distracted by a rogue Jedi attempting to avenge her friend lost to the Vong by cobbling together a superweapon, while Caamasi Senator Elegos A'kla allows himself to be captured to attempt diplomacy and is ultimately strangled by Shedao Shai to hurt Corran Horn, who killed two of his kinsmen. Speaking of Corran, on a mission to the fallen world of Garqi, he discovers the enemy's armor is allergic to the pollen of the rare bafflor tree from Ithor when fighting in a terrarium. He attempts to cover this up, but the Vong head to Ithor to destroy it. Ithor becomes a bloody stalemate until Corran Horn is able to contact Shedao Shai, offering a week of truce followed by single combat for the planet. Corran wins, but the Vong burn Ithor anyways, on the order of Warmaster Tsavong Lah. Somehow, Corran gets all the blame for this.

Agents of Chaos I & II: As the Republic stumbles from one defeat to another, a growing movement of collaborators, the Peace Brigade, becomes troublesome. A grieving Han hunts an old friend now said to be working for the other side, and stumbles into and foils a plot to kill a great many Jedi and politicians with a fake defector, the priestess Elan, armed with bo'tous. There is a small battle at Ord Mantell, to prove the assassin's bona fides with good intel. Han leaves to help a new friend, Droma, find his family.

Leia attempts to bring the Hapan Cluster into the war, while the Vong sign a treaty with the Hutts (who nevertheless sell intelligence to the Republic at a premium). The Hapans joined in, and though the NR was expecting the next big push at either Bothawui or Corellia, the Vong hit the extensive shipyards at Fondor. Anakin activates the Centerpoint Station superweapon on Corellia, but is talked down, so instead Thracken Sal-Solo fires the weapon, destroying the Vong fleet, but also most of the Hapans, who drop out of the fighting, and some of the shipyards.

Balance Point: The war creates a massive refugee crisis, and the planet Duro, an overpopulated, over-polluted hellhole, is chosen to house most of them in exchange for labor to terraform the joint back into semi-habitability. Leia even becomes administrator of one camp, sabotaged by Nom Anor, when Jaina is sent there on medical leave and Han arrives looking for Droma's family. Relations between Duro and the Republic become strained, and their leader takes Jacen Solo and Leia prisoner hoping to exchange them to the Vong. Jacen defeats Tsavong Lah in a duel, crippling a leg that requires replacement, but the Vong take Duro and the heroes can only evacuate yet again.

After, Tsavong Lah manages a galaxy-wide broadcast promising to halt the invasion if the New Republic will recognize the territory they've taken and surrender all the Jedi, vowing to make Duro a paradise world to show all the invaders have to offer.

Edge of Victory I & II: While the New Republic doesn't officially embrace the peace offered by tsavong Lah, they have ceased offensive operations and the Peace Brigade is potting Jedi across the galaxy. When the Brigade amasses a fleet to attack the Jedi Academy on Yavin IV, Anakin Solo goes rogue to arrive ahead of Luke's planned evacuation force. Master Ikrit is killed and Tahiri Veila captured by the Brigade, and then the Vong arrive on a mission they *cleared* with the New Republic government for "mining." Tahiri is taken to be tortured and brainwashed into a loyal slave-warrior of the Yuuzhan Vong, shaped as they shape all life to their ends. Anakin is able to rescue her only with the help of Shamed One Vua Rapung, who is revealed to have been falsely shamed by his shaper lover.

An arrest warrant is issued for Luke and Mara Jade Skywalker, for threatening the truce, but they are deliberately given warning and ample time to escape, Mara giving birth to their son Ben. The collaborator regime at Eriadu kills one Jedi and takes their best swing at Anakin and Corran Horn, who escape to warn Yag'Dhul, home of the Givin, of impending attack. Meanwhile, Kyp Durrón warns the New Republic of a Vong superweapon being constructed at Sernpidal, some kind of sun-eating monstrosity. The fleet hits it, but it turns out to instead have been a shipyard, with many dovin basals working together to siphon energy from the sun and build a new worldship to evacuate those still stranded on dying ships in intergalactic space. Kyp knew the whole time. At Yag'Dhul Nom Anor turns down an honor duel and has to kill every witness to it, and the Vong fall back to reinforce Sernpidal. Finally, heretical shaper Nen Yim is brought into the confidence of the Supreme Overlord to create an 'eighth cortex,' a secret and comprehensive body of shaper knowledge that all shapers believe in, but doesn't presently exist.

Star By Star: Just as Lando creates wardroids who can sniff out Yuuzhan Vong infiltrators and have the firepower to penetrate their armor, the Vong unleash shaped Jedi hunting hounds, the voxyn. Autopsy reveals the voxyn are all clones of a singular beast, the Queen, probably still on Myrkr where the original stock came from. A desperate strike team is sent to eliminate the Queen, and in the process Anakin gives his life holding off an army and Jacen is captured. The invasion of Coruscant, making use of human shields, is launched as traitor Senator Viki Shesh nearly kidnaps young Ben Skywalker. Coruscant falls to the Vong, but Borsk Feyla is able to somewhat redeem himself by killing twenty-five thousand Vong with his suicide charge.

Dark Journey: The survivors of the Myrkr raid, in their stolen Yuuzhan Vong ship, make it to the Hapes Cluster and immediately get embroiled in politics. The queen of this matriarchal society is despondent after losing a child, and her mother-in-law is sizing up Jaina as a replacement. Hapes is still militarily crippled but taking in refugees. However, with some clever tactics they thwart two attacks. Tenniel Djo, Queen of Hapes, dies and is succeeded by her daughter, Tenel Ka. But mostly the

book is about Jaina wrestling with grief, rage and the dark side, and Kyp's being surprisingly effective in relating with his prior experiences.

Enemy Lines I & II: Wedge Antilles' Third Fleet Group is tasked by *Acting* Chief of State Pwoe with a suicidal rearguard defense of Boreleais, the system nearest Coruscant. He agrees, but only if he gets more ships, *Lusankya* and volunteers can join him in turning Boreleais into an elaborate death-trap. The first fleet to attack is, almost accidentally, wiped out in a day instead of the grinding attrition Wedge had planned, so Tsavong Lah drags his father out of retirement with a bigger fleet. Luke runs back to Coruscant, chasing visions. Yammosk jammer built and field tested. The Jedi and other heroic characters start setting up cells of informants and resistance fighters across the galaxy, the Insiders.

Boreleais falls, as it was always meant to, but takes down a massive number of the enemy with it, including Czulkang Lah. On Coruscant, Luke defeats Darth Nyax while pursued by Viqu Shesh, who suicides rather than report her failure or be captured by Luke and Wraith Squadron. Jaina goes ever deeper down the psy-ops rabbit hole of assuming the identity of the Yuuzhan Vong's trickster goddess to mess with them.

Traitor: For months Jacen Solo is tortured by the Yuuzhan Vong, while also pestered by riddles from Elan's old pet, a weird little creatures called Vergere, revealed to be a Jedi Knight taken captive fifty years ago (Obi-Wan and Anakin were searching for her in Rogue Planet). Later books would also make her a Sith. She teaches him advanced force techniques, claiming there is no such thing as a dark side. After a time, Jacen is able to use her teachings to manipulate the slave seed implanted in him to sense the Vong and develops a deep bond with the world brain of Yuzhan'tar, formerly Coruscant, a creature controlling most Vong-formed life to reshape the planet. Jacen fakes defection, until the Vong capture fellow Jedi Ganner Rhysode, who was searching for him. With Anakin's lightsaber, Ganner holds off a vast army at the world brain, to give Jacen time to kill it, and cements his place in Yuuzhan Vong legend with his last stand. Jacen instead decides to make a small and private peace, and talks the world brain into limiting its efforts, forcing the Vong to adapt in small ways to their new throneworld and make compromises with the permacrete jungle Coruscant was. Jacen escapes in Nom Anor's hidden escape craft.

Destiny's Way: Jaina leads her squadron on a desperate mission to destroy Supreme Overlord Shimrra's ship at the battle of Obroa-Skai, but their intelligence was bad and they only got Tsavong's deputy, Commander Komm Karsh. The battle is a draw until Hapan reinforcements swing things the New Republic's way. Meanwhile, Han and Leia attempt a diplomatic mission to drag the Imperial Remnant into the war. They contributed some ships and observers to Ithor, but bowed out right after. The Senate reconvenes on Mon Calamari and elects Cal Omas as Chief of State thanks to the support of the Jedi, whom he rewards with permission to form a Jedi Council.

The Bothans declare a genocidal war of survival against the Vong and may have the means, since it seems the Republic has secretly been developing a plague to kill the Vong and all their biotech, named Alpha Red. Vergere sabotages the project and flees. An aged and dying Admiral Ackbar is hauled out of retirement to plan a masterstroke for destroying most of the enemy fleet, a trap laid in the Deep Core system of Ebaq. The trap works, but Tsavong Lah goes out like a nova, landing ten thousand troops and all the surviving voxyn on Ebaq 9 for a Jedi hunt. Nom Anor is tasked to investigate a heretical cult of Shamed Ones and slaves that revere the Jedi as their saviors, and in the process figures out the eighth cortex is a lie. He stakes his life on the Ebaq intel, and is forced to become a fugitive cult leader after the trap springs.

After the victory at Ebaq 9, the New Republic is formally reorganized in the Galactic Federation of Free Alliances (GFFA).

Force Heretic I, II & III: Luke, Mara, Jacen and a few others go off on a mission to find Zonoma Sekot, the living biotech planet where this all began. First they stop at Bastion, capital of the Imperial Remnant in time to watch it fall to the Vong, and rally to save the Empire. Han and Leia go on a tour of old enemies and out of contact forces, beginning with Galantos, then going to Bakura where the Ssi-Ruuk are trying to take over again, this time with the ruse of reform and peaceful intentions so they can bless the planet and use their actual warriors, not just droids. Nom Anor reinvents himself as the Shamed Prophet, Yu'shaa.

Drama on Bakura, their leader is a human replica droid in league with the Ssi-Ruuk, who were provoked to action by the Vong. The Zonoma Sekot mission searches the archives of the Chiss with goodwill gained from saving Wyn Fel from a kidnapping plot, eventually realizing the living world is a moon and narrowing their search to the Mobus system. Tahiri's grief leads her to develop a split personality with her Vong-brainwashed self, Riina.

The Vong attempt to hit the communications station at Esfandia, cutting Mon Calamari off from communications with the Outer Rim, but Han and Leia manage to ID the spy, make peace with the local Cold Ones and rally a GFFA/Empire fleet to hold the place. Nom Anor starts planting evidence that his rivals in court are part of the Jedi Heresy, and is almost assassinated by a true believer lieutenant, Shoon-Mi. Luke and Jacen have an uphill battle convincing Zonoma Sekot to join the war, but eventually succeed.

The Final Prophecy: Nen Yim is dissecting a captured Sekot ship and needs to learn more, Nom Anor spouts a prophecy of a new world in the sky heralding an age of freedom, and contacts Tahiri to extract him and Nen Yim, along with the doubting priest Harrar, and take them to Zonoma Sekot. Yim realizes the Vong came from Sekot, or rather a world much like it, Sekot's parent. Nom Anor realizes if he can destroy the Supreme Overlord's greatest fear he can be welcomed back at court, all his

sins and failures forgiven. He murders Yim and tried to sabotage the planet's hyperdrive, apparently succeeding and getting extracted. Luke and co rescue Tahiri who tried to stop him, and the planet manages to survive and jump to Yuuzhan'tar for a final reckoning.

The Unifying Force: Nom Anor is restored and named Prefect of Yuuzhan'tar. Unfortunately, he quickly finds out he can't control the religious movement he started, and is being scouted by a cabal of loyalists to Shimraa's predecessor. Then Zonoma Sekot arrives and everything goes wonky, they even have to recall the fleet that was winning at Mon Calamari. Sekot explains to Harrar and the Jedi that the Vong used to be a species of force-users who lived in harmonic symbiosis with the original Yuuzhan'tar but following a war with robots, became too warlike and were punished by being stripped of their connection to the force. So they invented gods who actually approve of their worst impulses, made suffering and death the centerpiece of their culture and carried on. Great job there. As the populace rises up, Shimraa declares war on the gods and plans to kill Sekot with an Alpha Red infected ship. The liberation of Coruscant is a slapdash, unplanned and rushed affair that succeeds only because Jacen is friends with the World-Brain and there are still billions of people living on Coruscant who rise up against their oppressors. The plague ship manages to infect Sekot, and Shimraa is killed by Luke and the Solo twins in his personal palace/escape ship, only for it to be revealed that his Shamed jester, Onimi managed to give himself force powers and had been puppeting Shimraa for years. Jacen heals him of his deformities, causing him to die from the many toxins in his body. Nom Anor dies after trying twice more to kill off the family and choosing to stay on the dying ship. Sekot recovers and takes as many Vong as are willing to the Unknown Regions to learn the ways of peace and life again.