

Darth Bane Trilogy Jump

Welcome Jumper, to a Galaxy far, far away. The year will come to be known, over a thousand years from now, as 1003 BBY. This is a Galaxy at war, before the reformation of both the Sith order and the Republic of the golden age. These dark years are the result of an ongoing war between Kaan's Brotherhood of Darkness and the Republic. This year a young man by the name of Dessel will be suspended from his job as a miner for biting another man's thumb off. This would spark of a series of events that'd result in him joining the Sith Army and eventually reclaiming a name from his childhood - Bane.

However, with your arrival, events may play out differently. Take 1000 CP and make your choices below.

Location

Roll for your location using a d8 below. You may change the results for 50cp

Coruscant

A prominent world known for its cosmopolitan population and culture, the towering skyscrapers of Galactic City, and its long history as the center of political power for the Galactic Republic.

Alderaan

Located in the Core Worlds, was a terrestrial planet covered with mountains. The cities on Alderaan are carefully designed to respect the natural beauty of its similarly stunning environment.

Kashyyyk

Also known as Wookiee Planet C, Edean, G5-623, and Wookiee World, is a Mid Rim planet. It's the lush, wroshyr tree-filled home world of the Wookiees. It will soon be invaded by the Sith Empire at some point in the next three years.

Ruusan

A planet in the Mid Rim, six battles have already occurred between the Republic and the Sith forces on this heavily contested world. The environment has been severely warped by the numerous Force campaigns on the planets surface.

Apatros

A desolate world in the Apatros system of the Savareen sector, located in the Outer Rim Territories under the jurisdiction of the Galactic Republic. As of 1003 BBY, Apatros has fallen under the direct control of the Outer Rim Oreworks Company, which maintains a cortosis mine on the planet.

Gamorr

Gamorr is an agrarian planet located in the Opoku system of the Outer Rim Territories. It is the homeworld of a porcine sentient species, the Gamorreans. Its varied terrain ranged from frozen tundra to deep forests, and is considered quite pleasant by off-worlders. At least, it would be if it weren't for the frequent warring between Gamorrean clans.

Dathomir

A fairly obscure planet in the Outer Rim Territories, located in the Quelii sector. It is somewhat smaller than Coruscant in size and thus a slightly-below-standard gravity. The planet is very temperate and beautiful, with a wide variety of terrain.

Korriban

The sole planet in the Horuset system, located across the galaxy from Koros Major. It was the original homeworld of the Sith species and a sacred planet for the Sith Order, home to the tombs of many ancient and powerful Dark Lords of the Sith, it's Dark Side power has waned somewhat since the last time the Sith occupied it.

Origins

Drop-In

You wake up in an inn above a bar on your starting planet. Your head's pounding as you struggle to you feet, an impression of a night of merriment and drunkenness comes to you. No other memories or feelings beyond the vague previous night come to mind, almost as if last night was your first night in the galaxy. If that's the case, I suppose you're just one of trillions beyond notice. You can feel confident in your anonymity, though how long that lasts is uncertain.

Military

Eyes resting, you and your fellow soldiers stand on duty on your starting planet. The years of your life rush past your eyes. A drill sergeant sending you down an assault course. The first time you killed in combat. Care and maintenance of various weapons. The first time a friend died. Your feelings of pride and responsibility as you were promoted. You look again to the men and women who've served with you for the past few years, startled with a newfound clarity, before ordering them to move out towards your latest objective

Student of the Force

Sat in deep meditation you awake to whole new memories and an understanding of your existence. Gasping for breath you try to hold onto your identity, images of your life here being washed up in a stream of new consciousness. Your first forays into touching the Force leads on to your tuition at the direction of your Master. Whether your education was a gentle and tranquil affair or painful and hate inducing experience will depend on your second background. Your potential is unlimited, and with the right choices you may one day reach it

Master of the Force

The Force surrounds you with near blinding or a crushing intensity. You are a Master of the Force, either in tune with its will and infinite subtleties or effortlessly bending it to your own desires. You are one of the more powerful beings of the Jedi or Sith Orders, commanding respect from your subordinates and receiving acknowledgment from your peers. With the changes brought with this... shift in your identity, you sense your potential has grown beyond any old limits. Hmm, this warrants exploration...

Ideological Backgrounds

For this Jump only, provides a philosophical and political inclination in you. If you have a history in this setting, you're likely already appropriately affiliated with like minded individuals.

Brotherhood of Darkness

The Sith Lord Kaan came to realise an unsavoury truth about the Sith during their early reincarnation into the galaxy. They're rarely ever destroyed without, but from within. The individualistic mindset that occurs in many power hungry Sith results in them targeting one another rather than their supposed worst enemies. Indeed, for all their hatred of the Jedi, the Sith seem to hate themselves with a far greater passion. Lord Kaan has found a solution to this, acknowledging his would be rivals as his equals and encouraging them to do the same. The pyramid scheme of the old Sith has been redesigned to ensure that those with the power or the potential to be powerful are, if not supported, not hindered or attacked. You need not be a Sith to appreciate this marriage between ruthless meritocracy and the stability of authority. So long as you have a way of attaining power, you too might one day shoulder to shoulder with Lord Kaan and the other Lords.

Rule of the Strong

There are no Sith in this galaxy, no one who embodies the Dark Side. The Dark is chaotic and treacherous, in that Kaan was perceptive. His solution neutered the Sith, leaving them little different to the Jedi. You know of the old greats, Naga Sadow who'd destroy stars with his power, Darth Revan and his near unending fleets that destroyed the Jedi Order and the old Sith Emperor, immortal and world ending in his power. The Dark Side is tumultuous and fickle. If one survives the politicking, the threats to their life and can wrestle the Force to their will there really is no limit to the power that can be attained. It's in the chaos of the Galaxy that the upstart, the new face, those with greatness in them can rise to their rightful positions. The bastardisation of the Sith you joined, that you supported in an anathema to you. Shearing the top of the pyramid prohibits anyone from touching the sky, perhaps from going beyond.

Army of Light

The Dark Side is a corruption of the Force, an unnatural state of affairs brought about by the perversity of the Sith and their ilk. You joined up with General Hoth and his army in some capacity, determined to help the protectors of the Galaxy in their duty to protect it. The Jedi Order of the past has always been too soft when it comes to fully stamping out the Sith monsters. You've realised that it'll take extreme measures to fully burn to corruption out and you'll carry these out... for the good of the Galaxy.

Ruusan Reformist

Worst choice, I'm writing all their stuff last. If I get burnt out then I'd be feeling just right for this faction. Basically Jedi and Sith both the problem, let's use political oversight to police them and disband their and our standing militaries. The Sith are gone and will just be boogeymen so I'm sure Jedi losing their combat skills and experience won't have any negative repercussions down the line. Also, the chancellor who implemented this was a Valorum, yeah the same as Palpatine's predecessor. Interesting, huh?

Perks

100cp perks are free to their origin, with all other perks being discounted to their respective origins.

General

Combat Training

200 CP - You have received extensive training in a variety of short and medium range weaponry. From vibroknives to holdout blasters to SMGs, you're highly competent with most instruments of person to person death dealing in this galaxy. This also grants a talent for more unconventional or make-shift weaponry that you get your hands around.

Force Sensitive

(Free for all Origins, but varied per Origin) - The Force is what gives a Jedi, or a Sith, his power. It's an energy field created by all living things. It surrounds us and penetrates us. It binds the galaxy together. You are a member of a small percentage of the galactic population that can tap into and utilise the Force to effect the world around you.

Drop-Ins and Soldiers can be Force sensitive, but will begin with no training or awareness of the powers to which they have access. Students of the Force have an exceptional level of competency for one so inexperienced, starting off as described in the supplement. Masters of the Force will have received several decades of experience in the Force, their power and skill again being described in the Supplement. The latter two origins come with an understanding of the 'core' gifts that most associate with the Force.

Technical Specialist

300 CP - It is arguable that this galaxy has, on the whole, reached a technological plateau. This bar may be relatively high if one was to compare it to that of previous Jumps. Sentient computer systems, widely available commercial FTL, weapons that can scour planets, miraculous medical technology and gravity manipulation to name a few. An extremely comprehensive database of all these discoveries, refined and developed over the course of millennia, will be mentally accessible for you. Should you have the resources and tools on hand, there's no reason you couldn't create almost anything natively produced in this galaxy.

Forceful Engineer

200 CP - Force sensitive individuals and species have created wondrous unions of engineering genius and Force energies. Prisons to hold eldritch nightmares, holocrons and seemingly infinite factories that strip entire stars for the resources needed for your unending fleets. You are inspired when it comes to the design of such marvels, even being able to use the Light Side for unseen effects. This brilliance extends beyond the Force into the wider realm of 'Magitek'. The potential trichotomy of Machine, 'Magic' and The Force could give birth to near unimaginable wonders for the inventive mind.

Extragalactic Tech

200 CP - Exo-technology is a field of science that specialized in studying in combining the technologies of various species of the galaxy. Your nature as a Jumper allows you to go beyond merely

marrying the design sensibilities of several alien peoples. You easily blend the the varying physical laws and examples of causality you've encountered in the creation of any one thing.

Sith'ari

500 CP - Despite the implications of its name, this perk doesn't necessarily make you the prophesied Sith that would be granted the title. It instead serves to draw you towards widely influential events, places and people. Staleated battles that could use your input, buried paths to knowledge esoteric or profane, and public figures that could be felled or upholstered if a guiding hand was applied. This perk also serves as a Capstone booster for both Origin and Ideological Backgrounds, details of which will be provided in the Notes

Drop-In

It's a Gamble

100CP - Draw. Bet. Pass. Watch the Sabaac pot grow. Make note of the slight sweat on the brow of the man to your right, see shadow of a smile of the woman in front on you. Pass again and increase your bet. She folds. Gambling is a game, a distraction, one you find quite enjoyable. Ah, drinks are on you. You're the ultimate gambler, reading your opponents and displaying whatever page of yours you want to. The pot increases and the drinks weaken their inhibitions. A very specialised skill but one that can lead to a substantial personal fortune if you got into the right dens. You've won; thank them for the game and offer a second round.

Indomitable Character

200CP - You will not let this Galaxy bend you into a mold, you are who you are and will reject any attempt to change that. Your sense of self and character are immutable, unchangeable, unending. You may learn and grow as your existence progress, but you will always fundamentally be you. A thousand years of torture, committing atrocities and threats against your mind and soul find no hold on you. You are you, absolutely. You will always be you, your essential self being preserved so long as you live in some form.

Healer

400 CP - Doctor of Medicine. Healer. Physician. Witch. Many titles have existed in thousands of cultures for what you do. Bringing wellness and relieving suffering are your raison d'être, it seems. You must be happy too, to fulfill your purpose with such skill and success. Under your near mechanically precise hands; wounds are sewn, infections stayed and kolto applied so efficiently that your peers could only accomplish one of these things in that time. You might save men that other medical minds would have written off as a lost cause, having an instinctive gift for diagnosing the exact problem they're suffering from and practically conjuring treatments with how innovative you are.

[REDACTED]

600 CP - The Bounty Hunter Guild has, for millennia, provided morally ambiguous services to both legal and private entities. There have been organisations that offer more.... definite solutions to the problems of concerned customers. One such group was [REDACTED], originally a tool for maintaining the political stability of the Republic. Some claim they were destroyed millennia ago, others that they were merely subverted by an ambitious killer. Regardless, you seem to have gained the skills of one of their members. An elite assassin almost without peer in this galaxy, there are very few you couldn't kill. Whether through the use of obscure Sith born poisons or from hundreds of kilometers away with a scoped rifle, you deliver death with an nigh absolute certainty to your targets. You'd become incredibly infamous on the galactic scene if you ever deigned to leave proof of your actions.

Military

Navigation

100 CP - Navigating hostile terrain or unfamiliar battlefields tends to be an exercise in either futility or foolishness. Hidden depths to bogs, IEDs by the road, disease carrying parasites in the desert and enemy troops in the dark, all this and more await the unfortunate fighting men and women of both the Republic and the Sith Empire. One person they do not await is you. Whether you consider yourself blessed by the Force, possessed of great intuition or impossibly lucky in your random choices you seem to avoid all these environmental hazards. The limit to this ability is that it is, by necessity, subconscious guesswork. You must be unaware for it to work. If you don't realise you're walking over a mine field, you will probably pass in one piece. If you willfully ran into that same field; your Jumping days may end here.

Ace

200 CP - Have you tried spinning, I hear tha- ah, you're familiar with that one? You're an ace pilot, heads and shoulders above other dogfighters and computerised systems. Your flier dances under your gloves. A fairly universal skillset, you can carry out strafing bomber runs, troop transportation and can calculate hyperspace jumps in time with your computer. If it can be directed and remain suspended above the ground you can move it from point A to B, even if B happens to be through a dense asteroid field. Take the Galaxy by sky and space; leave your foes to silently scream in the wrecks of their aspirations.

Revolutionary Coup

400 CP - The royals, politicians and socialites that rule the world often fail in their duty to the people they 'serve'. Sometimes incompetents and despots arise who bring undue suffering to the many. Waiting for them to be voted out of office or replaced by their potentially better children in twenty years doesn't really help. Ruling bodies need to be replaced from time to time. That's what you do better than the revolutionary amateurs that try to start these transitions in society. Recruiting, arming, organising, training and eventually fielding revolutionaries is what you do best. Organising disposals of the old guard, infiltrating the office of State, subjecting the old regime to justice and setting up their more worthy replacements. All this and any other skills you might happen to need in such an endeavour are provided to you with this perk. The fire rises.

Art of War

600 CP - This war is slowing down, the Sith advance making less and less progress as the Republic finally mobilises itself. Both sides will come to a realisation that they're quite well matched. Cold wars and battles of attrition don't appeal to you, a conflict is supposed to reach a conclusion. Ensure that it does. In all matters of strategy and tactics you are a maestro, an artisan without compare. Your battle plans are deceptive, subtle and chillingly conclusive. You're easily on par with figures like the Jedi Revan or Mith'raw'nuruodo, ensuring your sides "victory". This orchestration translates to any scale of battle in which you care to participate. Whether leading a four person squad or directing numerous fleets in several systems, you're all but guaranteed victory barring extraordinary circumstances like a twelve to one confrontation or meeting a similarly brilliant mind.

Student

Untapped Potential

100 CP - Your potential is unlimited and currently unconstrained by dogma or learned methodology. Although you can and will grow and improve in time, you will never struggle to alter the practices you acquire. Should you develop a skill and later wish to change your learned idiosyncrasies or reflexive application, you can do so easily. There is no need to unlearn what you have learned, you only have to relearn what you knew in a different way

At the Feet of Greats

200 CP - As a Jumper, you may very well be the best at any skill you care to think of. But in the likely case that you can't do something, you now may very well be exceptionally skilled in said unspecified thing in the future, assuming you can find a someone to teach you. Wisemen, educators, tutors, anyone who has a skill to pass down and a patient enough temperament to warrant such a title find you to be a star pupil. Under direct instruction, you learn quickly and rarely perform erroneously. The bonds between Master and Student become a lot stronger when you're in the latter camp, deep friendships and trusted associations being formed over the course of mere months. In time, when you've learned all you can under them, you can stand side by side as allies and peers without your previous relationship presenting any awkwardness or baggage to the two of you.

Form and Finesse

400 CP - The lightsaber is easily one of the most distinctive weapons in the Galaxy. It identifies one as a user of the Force, belonging to a world that the vast majority of beings here will forever remain ignorant. It'd be a waste of such an icon then, if you were unskilled in its use. As your now diminished fortune would have it, you are one of the best lightsaber combatants to ever grace a battlefield. A grand master of the seven forms of lightsaber combat, and quite competent in more niche ones as well. In a battle between a thousand strong supposedly equal forces, you may help bring about a rout in your foes (after felling two dozen or so). These forms can be adapted to other melee weapons you pick up, be they metallic maces or whips.

Impactful Presence

600 CP - Sometimes it might feel like one cannot make a difference, like your contributions do not matter in the grand scheme of things. This is the perspective of a realist when it comes to a war on this scale, where one man or woman couldn't make a difference, shouldn't be able to make a difference without the support of many, many others. However, for you, that's not quite the case. If you were to conquer a strategically significant location on a brutally contested world where your forces are losing, you'd soon receive messages of victory from numerous other fronts. Your accomplishments are reflected in the world around you, massively boosting the magnitude of your efforts in spontaneous fashion. Build a well in a deprived desert town and watch as clean water is provided for dozens of miles around as other sources, wells or otherwise, spring up in population centres. Hack a minor environmental subsystem; gain access to an entire starship. Never again believe that one person cannot change the world.

Master

Holder of Secrets

100 CP - You are an individual most erudite and wise. This is commonly known fact amongst the crowds you wander. You possess a reputation as a man or woman of deep knowledge and insight, all seeing evidence to support such a reputation as they interact with you. Others tend to read deeply into your words and actions, seeing a great array of unknowable plans, hidden messages and lessons in what you do. Expect a certain level of caution and respect to be present in those who address you, weary of your judgements and possible machinations that they cannot see, let alone comprehend. This doesn't actually make you any smarter or wiser, but image and impressions do a lot in your favour regardless.

Precision and Definition

200 CP - A true Master understands the need for a softer touch at times, to avoid frivolity and wastefulness. You are such a master, being able to use the Force with precision and flexibility not often found in youth. Very fine telekinetic manipulations, charging a battery with a definite application of lightning or touching upon the minds of an audience most gently to lend to a speech without it being noticed. This perk goes beyond your application of the Force, of course, providing an almost impossible level of delicacy with any supernatural power. A Ki blast like a micrometer laser? Teleportation onto an incredibly narrow wire? Both possible with this perk, assuming you couldn't do so before.

Feel the Force Flow

400 CP - Even the most stoic members of the Jedi sometimes fall prey to pangs of irritation or fear. Aspirant Sith often fail to bring forth the feelings necessary to command the churning Dark Side energies they seek to wield. However you would exist as a bastion of tranquility or a tower of rage and hate, should you fall into either respective camp. If nothing else, you're a Master of your emotions. You have an absolute sense of self-control. Able to quell any and all feelings or evoke said sentiment in yourself up to or past eleven. You shall always feel what you will.

Face of the Conflict

600 CP - General Hoth, Lord Kaan and, now, you. These three possess the raw charisma and force of will to respectively militarise, as well as essentially take over, the Jedi Order, to change the fundamental nature of the Sith and to do whatever it is you plan to do with this purchase. Your presence, oration, charm, interpersonal skills and tangible convictions are increased drastically. Words pass your lips and the world responds, if not without several million middle persons. Persuade a proud King to surrender without a single battle, seduce a Jedi Master or a droid and convert crowds into fervent supporters of a cause they've only just been introduced to. Irrespective of whether or not your greatness has been determined by the Force, in time all may acknowledge it.

Brotherhood of Darkness

Amicable Monsters

100 CP - The Brotherhood are Sith, regardless of the name they choose to adopt. Deceit is in their blood; betrayals on their breath. Despite these well worn facts, inter-Sith politicking seems far less lethal than it used to be. In fact, many groups of the honourless, ambitious or desperate bent seem quite conscientious to you now. Groups you work in will tend to be... friendly now. Not loyal or loving, betrayals and plots may still happen depending on the group, but you're now more likely to wake up in the morning. Not much, but it's a reassurance I'm sure

Terrible Beauty

200 CP - A great number of the Sith of Kaan's empire seem to have avoided the physically degenerative influence of the Dark Side on their bodies. In fact, many are famed for both their breathtaking beauty and maximal malevolence. You too seem to have been granted such a reprieve from the Force, being possessed of a similar level of near inhuman splendour and elegance. Using said beauty for quick trysts and long term dalliances would not be hard for you to accomplish.

Meritocratic Distribution

400 CP - The Sith stand as equals now, as allies working towards a common goal. An equal distribution of rewards and prestige is perhaps expected, at least amongst all the Lords. However some are a little more equal than others, a few are a lot more equal. You belong to the latter camp, being lavished with gold where your allies may only be gifted silver. A joint venture to capture a Star system results in you gaining the garden world and resource rich planets and asteroids. You'll almost always get a bigger slice of the proverbial pie and won't receive any of the resentment that you'd rightfully earn from it.

Strength in Unity

600 CP - Lord Kaan has found the way forward for the Sith, a way past the constant ruinous cycle of their past. Through an acknowledgment of one's peers being just so, the new Sith remain allied and focused on threats outside their order. You've not only understood the wisdom of this union between stability and the Dark Side, but can spread it to other organisations you belong to. This unification of people is incredibly resilient, promoting loyalty and ultimate purpose within the group. Over time your side will become impenetrable, like cortosis against the uncoordinated strikes of your adversaries.

Rule of the Strong

Actually Strong

100 CP - The miners of Apatros wish they possessed a musculature like the one that makes up your form. Tendons like steel, knotted muscle over more knots, endurance to hold a Cortosis jack for a day and walk away comfortably. Bending durasteel rods or crushing a ship's black box are two of the few things you can't do with the raw strength in your hands. Throwing similarly large individuals, breaking a droid in two or searing sheets of a more regular steel are all perfectly doable. Your constitution is similarly boosted. Stave of illness, heal a broken bone in a week or breath in dusted ore for years without too much of a problem.

Information Networks

200 CP - In War and in Peace, information will always remain the most valuable resource in the civilised Galaxy. What the information pertains to will affect its value in the eyes of specific parties and in different settings. Acquiring information, all of it, is now your charge. Collecting contacts, designing private data networks, buying and selling loyalties with it, sorting through said data. It's hard, unpleasant work that takes a similarly predisposed individuals to perform. Knowing everything of note in this Galaxy may be impossible, but being able to acquire anything of interest is what you do so well.

Sorcery

400 CP - The Force is not always manifested in the same way by all of its wielders. Many different Force groups exist across the Galaxy, with their own practices and deviations from what the layman might see as the the norm. Some Jedi might not have any talent for telekinesis, but may also possess greater access to the minds of others. However some Sith possess abilities truly strange and potent. Sorcery may be the name primitive societies give to the Force, but it is the only truly appropriate one for what you can do. Magics and alchemy no longer elude you, indeed your talent for them is great. In time, with many rituals and dark workings, you may discover powers that some would consider to be... unnatural. Warping the weather, obliterating the minds and bodies of your victims, transferring your consciousness and vital self to a new body will be the least of such sorcery. Alchemical abominations against nature like the War Behemoth or the Chrysalide Rancor, Force enhanced weaponry, Sith spit and biomechanical undead come together in your laboratories.

Darth Declaration

600 CP - Peace is a lie, there is only passion. Through passion, I gain strength. Through strength, power. Through power, victory. Through victory, my chains are broken. The Force shall free me. These are the words the Sith have operated under for millennia, the key steps to their unbelievable power. Kaan and his ilk have locked the Sith on the precipice of freedom, quashing their potential for power, through the propagation of their delusion that all Sith Lords are equals. You recognise this as the lie it is. Perhaps you've declared yourself a Darth, perhaps an Emperor over your vassals, most definitely a being worthy of the Sith. In recognising your superiority to your so called peers, you've broken your chains and found power. Paths to personal power open up readily to you, like the Force or your destiny has been waiting to reward one as enlightened as you. Whether it be learning secrets of the arcane, taking parsecs of territory or in ensuring your Dynasty; you find great power comes to you almost without effort.

Army of Light

Just Cause

100 CP - Your enemies might try to justify their beliefs with double think and sophistry, they might present their ideas in the most palatable way. That doesn't matter when their reasoning is flawed and positions baseless. You find yourself near immune to fallacious talking points, able to recognise them with ease and tear them apart to their proponents discredit.

Purity of Purpose

200 CP - You may not have started this war, but you will end it. Far too many lives have been cut short for you to do nothing. Your convictions, once discovered, propel you forward unerringly. With a goal in mind, one foot will follow the other. Motivated almost to excess, there is little that could budge you from stubbornly pursuing your goal and ideals. A faithful follower of Lord Hoth wouldn't stop until the Sith had been utterly purged for their crimes, willing to risk the core worlds to deliver justice.

By Divining Light

400 CP - The Sith never seem to be truly eradicated; traces of their foul practices, cults dedicated to them, maybe even unaccounted Sith Lords always seem to persist. Obscurity and darkness shouldn't serve as shields in the face of the depraved and evil. Under your gaze it won't. Beyond your now enhanced physical senses, you're especially adept at seeing that which is hidden. The conditions of the most destitute of Nal Hutta, the identity of a murderer or the elusive commonality between members of a dark cult. Should you be guided by the Force, your farsight and ability to discern metaphysical truths will increase by an order of magnitude, requiring herculean efforts in the Dark Side to cloak oneself from your piercing eyes.

Lord of Light

600 CP - The ultimate weakness of the Dark Side of the Force has never, can never, be overcome. The Dark Side is inherently treacherous and, no matter one's political dressings, it will always tear itself and its wielders apart. You've learned that this extends to all enemies of the light that is your cause. Any organisation or collective you turn your will against, that you strive to defeat, will begin to tear itself apart beyond your own efforts. Government's grow ineffective and bloated, corporations tear themselves apart with poor financial decisions and ideologies grow more fractured and internally divided until they break entirely. For all their supposed power, your enemies are their own greatest weakness.

Ruusan Reformist

Bureaucrat

100 CP - As tiresome as it may be, paperwork and logistics management might become quite critical for whatever career or societal position you might come to hold. This perk is there for those of you who do not want to learn how to deal with all that filing, those taxation reports and budget distribution. Now all obligations that'd fall under this purview will be completed automatically without your input. Never again will you have to sit, face blank, as piles of flimsy and documents torment you for hours on end.

Law and Legalise

200 CP - The law exists to determine and enforce moral behaviour where one person's judgement might falter. It tends to be a complex and mind-boggling array of written and typed words composed over the course of centuries, varying from place to place and time to time. For those who can't follow the intricate maze of intergalactic decisions life can become quite difficult; mired in settlements, condemnations and the machinations of those who do understand it. Fortunately you're near immune to such tactics. Unless you're doing something wilfully or blatantly illegal, such as murder or tax fraud, people will assume your actions are entirely lawful and won't object on those grounds.

Behavioural Suppression -

400 CP - Who cares if you call them Jedi or Sith. Users of the Force seem to have brought about almost every single war in galactic history. It's all rather ridiculous honestly. You realised it comes down to a lack of oversight and accountability. These wars would never get sparked under your watch. So long as you stand 'above' a company of individuals in some social or political fashion, you may ensure continued good behavior within said group. Peasants are unlikely to rebel, soldiers will hold to your moral edicts and powerful supernaturals will toe the line and be dissuaded of any delusions of grandeur. This control does have its limits, but it'd take all but the most repugnant leader a lot to reach them.

Organisational Shakeup

600 CP - Governments and other large organisational bodies tend to be objects with great inertia. It can seem impossible for an individual to meaningfully influence them without revolutionary efforts. However you might be seen as an embodiment of those you work with. Just as you may change your direction of motion and behaviour, any group you hold sway in can be forced to mirror your beliefs. Although it will still be a trying endeavour, you may alter the policies, plans and practices of the wider body through your own actions and attitudes. If you were particularly blood thirsty, your fellow soldiers will become more comfortable with committing atrocities. A charitable man might convince the board to conduct costly humanitarian work. The Jedi who starts a family could bring about a reevaluation of the code and Jedi policy. Be their example.

Items

Drop-In

Sabaac Deck

100 CP - A Sabaac Deck. Sabaac is one of the most popular card games in this galaxy, having players from the miners of Apatros to the halls of power for both of the current galactic states. A sabacc deck comprised a number of face cards (including the Idiot, the Queen, the Evil One, and the Star) and four suits of fifteen pip cards (Flasks, Sabers, Staves, and Coins). The face value of the cards change at random in play, but are locked as soon as the cards were placed on the sabacc tables suspension field. This in particular makes Sabacc a complex and unpredictable game, as a potential winning hand could turn into a losing one if not used at the right moment.

TC-1X

200 CP - The TC-1X is a heavily modified version of the Sith Army's TC-17 long range blaster rifle. The original weapon fires conventional blaster rounds, each clip providing twelve shots before you'd need to reload. This weapon differs in three respects to the original TC-17. The first noticeable difference is that this weapon is that this weapon uses ion disruptor rounds, ensuring your arrest if you were ever discovered with it in civilised space. The weapon rapidly disables mechanical targets, stopping troop transports and armoured vehicles in one or two shots. It also completely atomises organic targets, leaving no trace of them for others to find. Unlike the TC-17, you will never have to reload this particular rifle. The final key difference between the two weapons is their tendency to be noticed by the authorities. If you do not explicitly reveal the TC-1X, people will ignore the presence of the weapon. Even in civilian and private areas where weapon possession is banned and criminalised.

Scrapped Protocol Droid

400 CP - This protocol droid seems to have been partially cannibalised; carbon scoring marks his chassis. The head is still quite active, eyes aglow with a sinister orange light. The droids personality core is quite acerbic and amoral, showing little concern for those around it - except for its new master, of course. Should you manage to find him an appropriate torso, he'd be extremely grateful and would happily carry out his 'protocol' duties with gusto. Why someone programmed a protocol droid to be so insulting is somewhat confusing... why, he keeps calling others meatbags.

Modified Freighter

600 CP - Regardless of whether we're talking about the Dynamic-class freighter, the XS Freighter or the future YT-1300, all famous freighter models share a certain commonality in their appearance. This is another such model, heavily altered for after-market performance. Space saving construction practices provide many hidden storage spaces on your ship, the .5 speed hyperdrive would allow you to make the Corellian run in 13 parsecs or so. It's more maneuverable than you'd think; navigating an asteroid field for a few minutes might be possible for a skilled pilot.

Military

Blaster Armoury

100 CP - You're likely to need a lot of firepower in your travels. Here is that lot of firepower. Enough blasters, grenades, launchers and many other ranged projectiles to outfit a battalion due to fight for a decade or two. There's very little else to say about this purchase beyond reiterating that this is a lot of firepower for any single man or woman, it'd take a long time for you to get through all these weapons. Assuming a decent hit to miss ratio, you're likely to kill more people than the more 'liberal' Sith commanders in their dreadnaughts.

Drexyl

200 CP- Drexyls are animals native to the moon of Dxun. They're migratory predators that have traditionally been tamed by the Beast Masters of Onderon for the purposes of war and status. A full grown adult has a wingspan of twenty metres and possesses a hide capable of resisting heavy duty blaster weapons. This one is not only obedient but exceptionally intelligent and strong willed, capable of understanding following advance instruction, carrying out complex maneuvers and holding to battle plans. Its will is such that if Bane had encountered this one on Dxun, he may have never left the planet.

Faction Vessel

400 CP - Depending on your ideological background, you'll get one of two faction specific corvettes. Republic and Jedi allies will be granted the a Republic Transport modified from its original ambassadorial purpose this vessel has seen heavy use during this war. Redesigned with defense in mind, the shielding systems and anti-fighter defenses are heavily upgraded and implemented respectively. It won't hold up against more than few shots from a dedicated capital ship like the *Nightmare*, but it should see you through the war should you avoid such ships. The Sith supporter will find themselves rewarded with a Sith cruiser, purpose built with offense and interception in mind. A hyperdrive that passes the 1.0 hyperdrive classification and long range particle weapons make it ideal for the aggressor in any conflict. This may become a severe disadvantage though, should you be ambushed or enter the thick fray of fighting where you can't target so many opposing ships. Both these ships will come fully crewed with loyal, competent veterans that can either be taken with you or replaced from Jump to Jump.

Orbital Strike

600 CP - Sometimes for those on the ground, you really need an obstacle removed. This obstruction could be a valley fortress lined with auto-targeting turrets, a well defended urban city or the Force lead head of an army. Once every year you may call down a precise and devastating strike from what seems to be the main guns on a capital ship. Watch the fortress collapse, completely glass the city or scour the opposing force of soldiers. The strike can't really be countered, as the shots fall from the sky without an observable source for them. Nor is it possible to block your communication with this weapon or have your target misinterpreted.

Student

Pet Neek

100 CP - Neeks are reptilian herbivores, averaging at about thirty centimeters in height, indigenous to the planet Ambria. They are non-sentient, and can often be seen congregating in flocks of about half a dozen, banding together for protection against the larger, carnivorous creatures, such as the Hssiss (an invisible Dark Side lizard that produce a venom similar to Sith spit). Usually timid and scatty, this particular Neek seems to have imprinted on you as its mother. Why you would want a cute, herbivorous raptor of such an adorable stature is beyond me. Should you be possessed of a darker disposition, you might take this Neek back to Ambria and leave it to be eaten by a Hssiss. The Hssiss that eats this Neek will adopt its prey's allegiance and become loyal and subservient to you.

Unconventional Light weapon

200 CP - During long periods of conflict between the Jedi and Sith orders lightsaber design begins to become rather heterodox. This lightsaber doesn't follow tradition design philosophy and can take the form of a any 'edged' melee weapon you could desire. It might be as simple as a double bladed lightsaber like the one to be adopted by Rain or it might be something truly unique like Githany's lightwhip. If the plasma lacking equivalent primarily worked by drawing blood, you can design a lightsaber with it in mind.

Stealth Field Generator

400 CP - Essentially a portable, personal cloaking device, stealth field generators make their users all but invisible at medium and long ranges by bending light around them. Although useful for infiltration, especially in low visibility conditions, they have a tendency to fail at short range or should the user make contact with others or large objects. Expensive but not exceptionally uncommon, those SFGs don't quite measure up to this one. This one grants complete invisibility to the user regardless of their actions, perfectly bending light to all outside observers. Sounds and smells will also be suppressed, so that species with enhanced hearing and olfactory senses won't discover the user either. These qualities aren't what makes the SFG so valuable however, the effect it has on the Force does. When cloaked you cannot be sensed through the Force, or other precognitive gifts, and it won't warn your targets and adversaries of your actions. With this you could walk up to a Sith Lord, shoot him through the head and escape in the panic you've just caused.

Moon Mansion

600 CP - You have come into the possession of a rather lavish property on your starting planet, one that may come with you should you leave this galaxy in ten years. A large luxury mansion, always stocked with servants and supplies, that will always grant visitors an impression that you're excessively wealthy. The mansion comes with a great inheritance, either from an unknown benefactor, a relative or your master. Enough money to sustain a very high standard of living for ten years with the occasional splurge, this income is renewed with a comparable amount of money at the start of a new Jump.

Master

Lightsaber

100CP - A lightsaber with decades of memory attached to it. You find you truly understand how to apply this weapon in battle, easily understanding how to use a blade of its length and how tense your grip of the handle should be. Although I leave the exact decal of the handle and the colour of the blade at your discretion, the sense of experience that accompanies it is exact and immutable. You know how to use this weapon, you're most familiar with subtleties and limits.

Meditation Chamber

200 CP - Both the Jedi and the Sith seem to share a love of meditating. The particularities of how they do it vary yes, but it's well known that immersing oneself in the Force when alone has a plethora of benefits associated with it. This is your meditation chamber, a room for solitude and reflection. Meditation here brings with it great clarity of thought and the necessary rest sleep would otherwise bring to you.

Personal Holocron

400 CP - This is an auto-updating holocron with a near infinite amount of storage space that fills itself with your arcane learnings and personal philosophy. It can serve as an incredibly effective teacher in your place, personalising its lessons for any students to whom you grant it. You may, at any time, bar others from using it or restrict the knowledge they can gain from your holocron. This holocron also serves to influence its listeners, bringing them more in line with your personal philosophies and beliefs even without explicitly delving into these schools of thought. They may come to embrace the free market, adopt a rule based approach to utilitarianism or learn to reject their passions in favour of peace.

Soul Gestalt

600 CP - A warehouse addition. Although the Force Bomb may not be detonated with your presence in this galaxy, you now have a connection to a similar collection of souls to the one that held well over a hundred disembodied Force users. These spirits will never try to subvert you, and communication may be broken anytime you will it. They only wish to offer you advice and companionship should you ask for it, as well as the knowledge each could provide. If you would allow it, these souls can fortify your will and mind in times of duress and suffering, granting you the absolutely indomitable control of hundreds of Jedi Masters and Sith Lords.

Brotherhood of Darkness

Vibroknife

100 CP - A serrated vibrating knife, this weapon has been treated in a small nexus of the Dark Side. You may manipulate its polarity to deflect blasters shots and the edge is guaranteed to never dull from use. Beyond that, this is just an extremely sharp knife that oscillates to part the flesh or steel or your enemies with ease.

Plundered Reparations

200 CP - The conquering army often bleeds the lands they invade dry. Gold, cultural relics and land leave the hands of the native population and enters into those of a new elite. You may not have been involved with the planetary conquest itself, but you've certainly profited from it. Enough valuable metals, gemstones and priceless artifacts to buy you a continent or two should you ever wish to retire to a verdant garden world. Beyond such obscenely expensive purchases this is quite hard to use or shift, what with it being a small hill of riches that weigh several hundred thousand metric tonnes

Notes of Belia Darzu

400 CP - It seems there's no need for you to brave the deep core to reach Tython, for you already have extensive notes detailing the work of the Dark Lord Belia Darzu - a master of the Sith Force technique of *mechu-deru*. This technique allows its practitioners to exert their influence over inanimate and robotic constructs. Through mechu-deru, mechanical structures could be bound to the will of the user and imbued with the power of the Force itself. Belia Darzu took it to an extreme in her creation of Technobeasts, Part machine, part organic alchemical constructs, these monsters infect living organisms with the nanogene spore, a technovirus that slowly lobotomises victims as they transition into loyal weaponised cyborgs. All of Darzu's workings are detailed in these notes; with extensive study you may produce plagues beyond even her galaxy shaking abomination.

Korriban Academy

600 CP - Korriban has long stood as a beacon of Sith might in the stars. It was the home of the original Sith people and the exiled Jedi. It has been one of the first planets reconquered by the Sith whenever they resurge. Korriban exists as their enduring legacy, still proudly displaying the tombs of Kings and Gods to the open sky. Above the Valley of Kings, greatest of the Sith of old, sits the Korriban Academy. This school has played host to some of the greatest Sith to ever cut through the Galaxy. Currently under the control of Lord Qordis, the school serves to shape the young Sith into powerful and precise weapons of the Brotherhood's will. With this purchase you will be made headmaster of this most illustrious school. When training under its roof you'll find the rate of advancement for your seemingly supernatural talents will rise immensely. A little difficult to quantify, you'll find yourself progressing faster than one would think possible. The Academy will follow you to future worlds with a reputation as a prestigious and storied centre of academia.

Rule of the Strong

Scrolls

100 CP - In the library of the Korriban academies, Bane refined his philosophy and grew to hate the Brotherhood. He spent days pouring through the wisdom of those who came before him, great Lords like Naga Sadow, Darth Revan or King Adas. These are similarly lost scrolls and manuscripts, detailing further thoughts and beliefs of these powerful Sith masters of old. All utterly unique and historically valuable beyond compare. There is nothing here to improve your mastery of the Force, nor is there any lost Sith schematics. Nonetheless their value should be evident to any lover of learning, these treatise and musings offering great insight into the lives of great men and women.

Sith Amulet

200 CP - Through sorcerous and alchemical workings, ancient Sith would creating beautiful jewellery with arcane properties. This is one such piece that hasn't been ransacked or destroyed before your time. This amulet can grant the wielder the ability to read and understand ancient lost languages and promotes healing in its wearer, but it's greatest gift lies in its amplification of the effects of Sith magic. Where without it a Sith Sorcery might blast the flesh from the bones of a single man, he could now strip an armoured six man group. This boost scales to the very height of sorceries, allowing the greatest practitioners to utterly eclipse their peers, perhaps literally.

Orbalisk Armour

400 CP - When Darth Bane, Lord of the Sith, originally went to find the tomb of Freedon Nadd he was set upon by force consuming parasites. These parasites consume force energies in exchange for several benefits. Seeing as they rely on their host they're somewhat reluctant to let you die. Their shells will protect you from Force attacks and lightsaber blades; should you be injured they will rapidly regenerate any damage done to your body. For users of the Force the parasites contain a lot of the power they draw from you, serving as batteries that you may draw upon for a massive surge in power. Given a few weeks to accumulate this power, these parasites would allow you to crush three or more masters of similar strength without the need to fell them with your lightsaber. Unlike the bugs on Dxun these will never grow over your head or extremities, don't need you to have the Force to survive and will peel themselves off of you should you wish to go without them.

Darth Andeddu's Writings

600 CP - Darth Andeddu was one of the few figures in history to have mastered the technique of Essence Transferral. This technique allows one to persist past their corporeal form and take the bodies of others for their own. Unlike what one may find in the tomb on Prakith, these detail a whole new level of Essence Transferral for he or she who would take this route to immortality. Unfortunately for most, transferring such vast amounts of Dark power to a new body causes it to rapidly degrade and forces them to move on or risk being consigned to The Void. With this purchase, you need not worry about such an eventuality. You may perfectly transfer yourself to a new host body, maintaining it and all your abilities perfectly for as long as you'd otherwise naturally live.

Army of Light

Neural Suppressing Collar

100 CP - Neural suppressing collars are rather self-explanatory devices. They prohibit higher cognitive functions. Unfortunately they struggle with the ineffable quality of will and often fail on subjects with near inhuman levels of it. They're all but useless on powerful Force sensitives who can 'power' through the cognitive field and then disable the collar. This one is considerably more powerful. In fact, it also disables one's psychic powers. Be they a Force user, a Psyker or a Psion user, it matters not a dot when this collar is placed around their necks. Only you may take this item off of someone, leaving them otherwise permanently powerless.

Armour of Light

200 CP - Objects submerged in a Dark Side nexus often take on unnatural and powerful properties. In an effort to bring about a greater sense of balance to the galaxy, I offer you this armour. Power armour composed of cortosis, with several melee and energy shields installed, this armour would represent the height of personal protection even without the addition of the Force's influence. The energies saturating the armour grant you a noble and stoic aura, granting the constant presence of the Valour technique to those under your command. The suit also promotes rapid healing in your nearby allies, doing away with fatigue and injuries in a matter of minutes.

Room of a Thousand Fountains

400 CP - Much like the chamber in the Jedi Temple of Coruscant, this room promotes serenity and deep contemplation to any inside. This purchase goes somewhat beyond the currently existing room however, granting a number of benefits beyond the original. The waters of this room provide purification to any who bathe in them. Sith lords would be brought to the Light, diseases and poisons can be driven from the body and the eternal cynic might come to see the inherent good in others. On top of that, you'll find any classically 'light' powers are increased in magnitude several times over if conducted in or from this room.

Crystal Caves

600 CP - A series of caves containing lightsaber crystals, this place has been made your responsibility. Various beautiful and vibrant crystals grow in the Force heavy air, these caves also serve as a sanctuary for those on the run. Impossible to navigate to outsiders you don't permit entry to, these caves can effectively go on forever with no hope of escape. They also provide protection and escape routes from outside attacks wherever you've imported them, leading your friends and allies far out of harm's way. So far, in fact, that they may lead you off planet should the worst happen and yours is rendered uninhabitable. Try not to think about the impossible folding of space this requires.

Ruusan Reformist

Flamboyant Clothes

100 CP - You're a fashionable one, that's for sure. You have a wardrobe hundreds of outfits long, drawn from the height of style on dozens of worlds. Whether it's determined by the nobility, a commercial industry or the deeds required to get the materials that make it up; you have an outfit for any occasion or to meet any one of importance. Be prepared to stand out as a member of high society though, one can't really slum about in clothes this grand.

Sophisticated Speeder

200 CP - As one who appreciates civilization, of course you're going to want to see all of it. Now you can explore it in style with this high performance speeder. Capable of accelerating to hundreds of kilometers per hour, host to extensive environmental controls and being congestion charge exempt wherever you go. This speeder seems to possess certain aftermarket modifications such as an impossibly small deflector shield generator and concealed blaster attachments. There isn't a neighborhood you couldn't visit where you wouldn't be prepared and in place.

Political Position

400 CP - You could be born or you could retire into it, 'it' being a high ranking political position. Depending on how office is gained, this purchase will ensure that you're either installed by the local autocrat or voted in by the flash election. Whatever your title or specific function, you become a relatively high member of the political body you apply for. In 12th century Europe you might become an influential courtier, here a long time ago in a far off galaxy you might be made a planetary senator or overseer of a newly conquered planet.

Writ of Unification

600 CP - This item creates an alliance between two distinct groups that were not allied before using the writ. Ideal for stubbornly hateful or logically opposed groups that couldn't reasonably be brought together through tradition diplomacy. Jedi and Sith, long warring nations or members of entirely incompatible ideologies. It matters not, so long as you can find a representative body that could be considered responsible for these disparate groups. Having Dark Side users on a planet come together with their Light wielding peers might need a definite leader to be established for the purposes of this unification. Usable once per Jump.

Companions

Imported

100 CP - You have someone you want to come with you? Perhaps multiple someones? Alright, with this option you can import any one companion that has joined in your travels. They can be given an origin and 600 CP to pay for assorted perks, but not items. This option may be purchased multiple times to bring more than one companion with you into this new world.

Canon Characters

200 CP - Enamoured with Githany and she with you? Persuaded Lord Hoth to join you in future crusades? With this purchase you're all but assured that any one character you wish to join you will when the two of you meet. Upon agreeing to accompany you, they will be granted 600 CP here to spend on perks, but not items. This purchase may be taken several times should you have the CP for it, granting predestined bonds with several canonical characters you've met here.

Slave

50 CP - Slavery is alive and well in the Star Wars universe, so you might as well buy into the market. With this purchase you get a beautiful and utterly loyal slave. They may be male or female individual of the Zeltron, Twi'lek or Togruta species. This slave can be exceptionally talented in the arts, in matters of manual labour or in 'entertaining' their master. They do not technically count as a companion, but can be imported free of charge into future Jumps. No one will object to your ownership of them or question their exotic appearance irrespective of the local laws or demographics.

Drawbacks

You may take up to 800 CP in drawbacks from the below selection

Bounty

100 CP - Somebody wants you dead and has put in a rather large sum to the Bounty Hunter guild. Not only does this bar you entry into the prestigious organisation, it also means that every few weeks someone will make an attempt on your life. They won't be too smart about this and will often confront you in person before making the attempt on your life. From time to time, a high class of killer will take up the challenge. This individuals will blow up starships or poison the buildings entire water supply to take you out.

Doomed

100 CP - The Force itself is pushing for your demise and failure. This isn't a certainty, but for the next ten years it's a lot more likely. Consider this a very bad luck drawback, one that counters any favourable fortune you've built up so far. You'll walk into ambushes, you'll be found at the scene of crimes, your hyperdrive might just give out leaving you in the centre of a battle. I'd say good luck, but clearly you don't have it.

Crippled

100 CP - You've lost a limb. An arm specifically, it's gone. You can't replace it either, healing magics will splutter and artificial limbs will be rapidly rejected. You can make do without it, I'm sure. But life will be significantly harder for you. You can't even use the Force to supplement for its loss, your telekinetic abilities failing on such a precise level.

Enemy of the State

200 CP - You are now a key target in the war efforts of your factions enemies. They will dedicate enormous efforts to your eradication, going so far as to scour cities you are confirmed to be inhabiting. Force users on the opposing side will be able to unerringly track you down, their Force sight and farsight gifts cutting through traditional methods to obscure yourself. Don't leave friendly territory unless you have an army in your hands.

Poison

200 CP - You've been poisoned with an extremely painful and debilitating substance that can't be cured. Your body will be wracked with constant pain, moving will provide you with an exquisite degree of suffering that can barely be tolerated. Every single moment of your next ten years will be full of this at times consuming amount of pain, pain that can't be adapted to for your stay here.

Bane's Bane

200 CP - Bane hates you. He really hates you. To such an unnatural degree that you force him into a state of oneness when he encounters you. Essentially he becomes the Force itself, perfectly guided to strike you down and wielding indescribable might to tear you apart. You'll know you're on the same planet as him as the world is torn apart in his rage. Enjoy.

Abeloth

300 CP - Also known as the Bringer of Chaos and Beloved Queen of the Stars has been released early. She's been told that she'll be reunited with her family should she kill you. Abeloth's strength in the Force is a dozen times that of Luke Skywalker, to give you an idea for what you're in for. She can teleport throughout the galaxy, possess bodies, inhabit dozens of herself, etc. She's an eldritch being that could extinguish life in the galaxy, given time. But she's focusing all that power on you specially.

Universally Hated

300 CP - An extragalactic race has come for you all, knowing you as an absolute abomination. They can't be reasoned with and outclass the Sith and Republic Forces considerably. They are near immune to the Force, as well as any other magic or psychic powers you direct at them. They're essentially the Yuuzan Vong on roids, hell bent on absolute xenocide.

Extragalactic Ban

300 CP - All perks and items from outside this Jump are banned. You have to rely on what you have purchased here to survive and thrive for the next ten years. You can't access the warehouse or use the ship supplement either.

Ending

Your time is up, I see. I do hope you enjoyed your time in this Galaxy. I suppose we ought to send you on, or leave you here or send you back to your Terra Prima. You have a choice of any of those three.

If you want to Stay Here, you may. It's a turbulent Galaxy for those of an opportunistic bent who're sick of travelling the multiverse.

If you want to Go Home to your original home world, go ahead. I'm not entirely sure what it has to offer you at this point, but I'm not one to judge

If you want to Move On to a new adventure in a new world, then I'll send you on your way and continue to root for you

Notes

Sith'Ari boosts:

[REDACTED] - Will now give one insight for reshaping the world around them through select killing.

The lines of social causality light up before your eyes, showing you how to change entire worlds through subtle social pruning.

Art of War - Gains momentum as victories mount up, eventually reaching a point where wars and conflicts are all but assured to go to you after winning enough battles. You could just sit back, let your armies go nuts and still win decisively.

Impactful Presence - Has a diminishing returns effect. Your adversaries attacks on you have their scope cut immensely. The planetary invasion only succeeds in conquering a few miles of territory, etc.

Face of the Conflict - You're now a memetic hazard, your charisma is so great. Hearing about you from someone who's heard about you down a dozen person chain still influences the latest recipient of your words.

Strength in Unity - Provides insider connectivity. You can be aware of anything and everything your allies know and direct them instantly without effort or traditional means of communication.

Darth Declaration - The differences in your power and your enemies becomes all the more pronounced or diminished, in your favour. Those far stronger than you find their superiority is actually quite marginal when they face you; those far weaker than you truly are like the ants you hyperbolically refer to them as.

Lord of Light - Others will pick up the banner against your enemies, for entirely different reasons and in different organisations if you don't recruit them. A media campaign against you would find more and more people striking against the company, even if they don't support you per se.

Organisational Shakeup - Now has a retroactive effect that makes waves in the present. Changing tax policy for your government will go back several years and remove initial outside opposition to the shift.