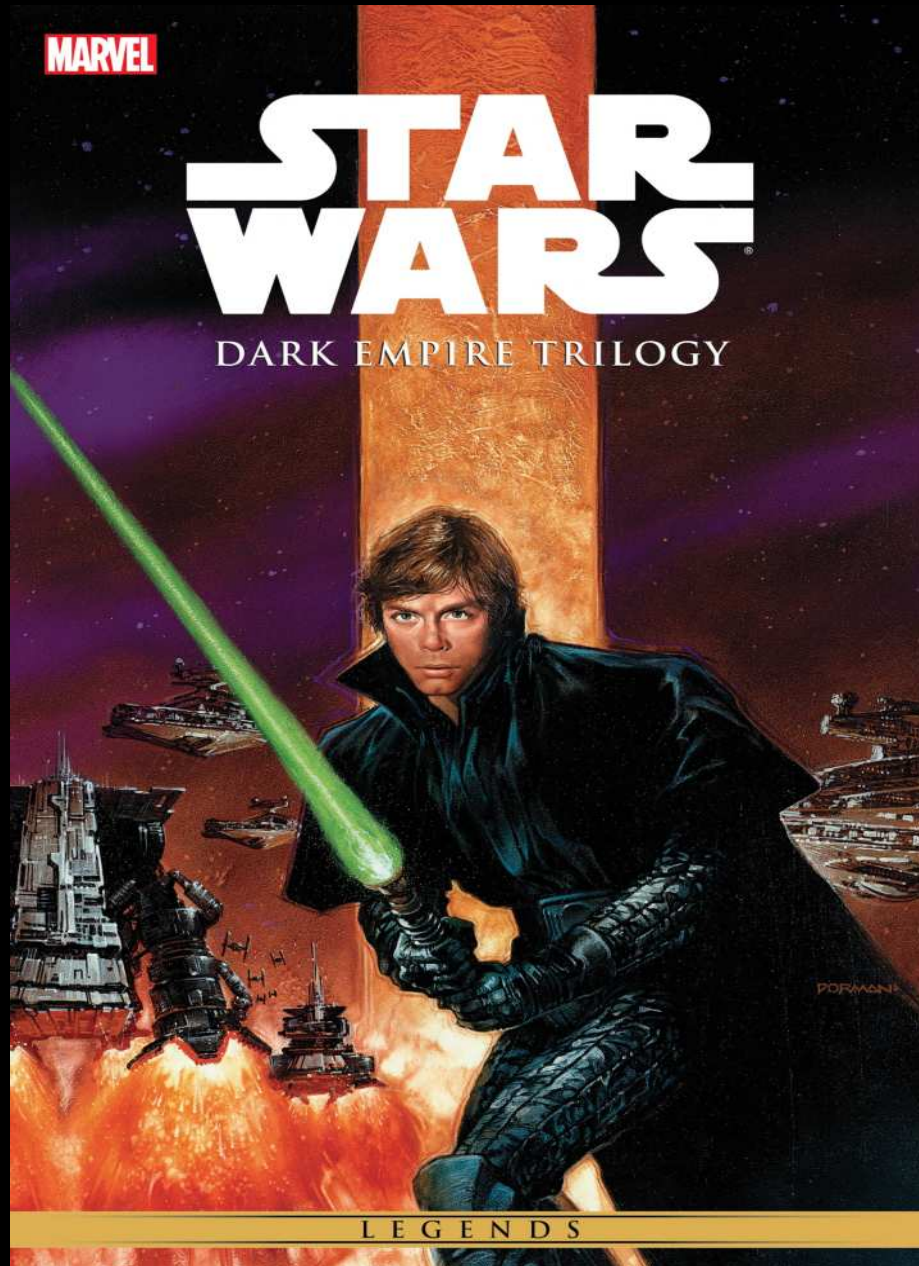


Star Wars - Dark Empire

By Neuron



Welcome to a Galaxy far, far away in the year 10 ABY. War has engulfed the galaxy with a temporary coalition of Imperial Warlords expelling the New Republic from the galactic capital Coruscant and shattering the fledgling state in the process, before collapsing into infighting

among themselves for the seemingly empty Imperial Throne. Shortly deploying from the Republic's secret base on New Alderaan will be a small Republic fleet meant to help reinforce and rescue Lando Calrissian and Luke Skywalker after a raid gone wrong on the warring Imperial forces. All the while in the shadows an evil thought defeated, prepares its forces, and prepares to reveal itself to the galaxy at large for a renewed attempt at Galactic Domination.

This is a galaxy at war where madmen run wild and tyrant's reign; you'll need these 1000 Choice Points for the journey.

Locations:

Any of the following locations may be chosen freely, though should you wish to put it up to chance, a dice may be rolled instead.

1. Mon Calamari: The ocean world of Mon Calamari, a beautiful place and home of one of the galaxy's greatest shipyards. Normally this wouldn't be all that bad of a place to start, which would still be the case if a fleet of World Devastators wasn't about to arrive and start to devour the world. I'd recommend leaving soon unless you've got the power to beat them back, because once they start moving this world's lifespan will plummet.
2. Coruscant: The former capital of the Empire, as well as the Republic before it. Coruscant was captured by the Rebel Alliance, re-captured by the Empire, and now is the site of an all-out civil war between rival Imperial factions, as well as Rebel incursions stirring the pot.
3. Byss: The Emperor's secret redoubt, Byss is a secret colony located in the Deep Core. Steeped in the Dark Side, and occupied by the most powerful and most fanatically loyal Imperial forces, this location is particularly unwelcoming to any non-Imperial.
4. Imperial Prison Ship: I really hope you're a part of the crew and not one of the many unwilling passengers onboard. Regardless, this is an Imperial Prison Ship en route to one of the many Penal worlds of the galaxy, or perhaps even Byss itself, should you be onboard with Luke Skywalker.
5. Entralla: The capital of the Pentastar Alignment, one of the more powerful Imperial Warlord states and the personal fiefdom of Grand Moff Ardus Kaine. The planet itself is located in the Velcar Free Commerce Zone and has a deep/rich history filled with myths. The planet itself is rather diverse when it comes to biomes.

6. **Pinnacle Base:** The current main base of the Rebel Alliance located on the moon Da Soocha V. The rebels have been forced here ever since the fall of Coruscant to advancing Imperial Warlords. In orbit a large fleet of Rebel ships stand as guards against attack. As one final note, I'd be sure to make myself scarce if I was here given this moon is slated for destruction by the Galaxy Gun.

Gender/Age/Species:

Your gender is based on the last Jump you were in but may be changed for 50 CP. Age is freely chosen within reason. Any race may be taken as well so long as it's reasonable, so no Celestials or species of similar power.

Origins:

Any Origin may be taken as a Drop In Origin, should you wish to forgo backstory.

Jedi Master: Yours is a breed thought lost in the Great Purge at the end of the Clone Wars and seemingly only kept alive by the hero Skywalker. It's good to see the light has not been extinguished, even in these dark times, the galaxy needs heroes like the Jedi of yore. Though what type of Jedi you are is up to you, perhaps you're an old survivor of Order 66 or an old companion of Luke Skywalker.

Dark Lord: There are two types of people in the galaxy, those with the will to grasp their destiny and those too afraid and weak to do so. You're in the first category if you couldn't tell. The galaxy is in chaos, and that presents an opportunity to those who are inclined to use it. The guardians of the light are broken, and the Empire, so mighty and vast, lies sundered with a throne above it all, a throne that happens to be empty and ripe for someone worthy to claim.

Smuggler: Jedi and Sith, it's all so much and way above your pay grade. Still, it affects everyone in the galaxy and you happen to be within the galaxy and its health is your health. Besides, even the giants could use some help sometimes, and the right man, or perhaps smuggler in the right place to make all the difference. Somebody has to step forward, may as well be you, right?

Grand Moff: Order, order is what the Empire stands for. It's what you stand for despite the chaos of the galaxy. In fact, the very state of the galaxy proves why the Empire is necessary to keep things safe and secure. In their natural state people are no better than rabid animals, something not even the stalwart men and women of the Empire are immune to, as recent

events have shown. Still, not all is lost. All it takes is the right man with the right vision to set things back where they belong, preferably sending every traitor out the airlock as they do it.

Perks:

General:

0/200 CP Force Sensitivity: Not everyone can claim to be a favored child of the force, but you can. At base this is a level equal to the standard affinity of a Jedi affinity; nothing impressive compared to the greats of the galaxy, but still something. For a small charge, this fact changes and propels you to a level rarely seen, matched only by the Reborn Emperor and Luke Skywalker. With time and training you could be something amazing.

200 CP Ace in the Hole: What's the power of the force compared to a good blaster at your side? As the Emperor makes clear, a blaster ain't much compared to the force, but it's still a plenty useful tool. You're a true ace with a blaster compared to the vast majority of people in the galaxy, with only truly brilliant bounty hunters and snipers really able to match you. With this you could make a real career as a bodyguard or assassin should it please you.

300 CP Master of the Seven Forms: The Way of the Lightsaber may be crude compared to the higher mysteries, but one can not deny its effectiveness in battle and its beauty both within and without. You are without a doubt one of the greatest to ever pick up the blade. Such is your skill with the forms of your choosing that only the Reborn Emperor is a proper match for you and even the likes of the vaunted Mace Windu would fall with moderate effort even when supported by a team of Council Masters. Throughout history few have been your match and fewer yet will match you in the times to come.

700 CP Legends: Your name isn't one of belonging to the lesser rabble of the galaxy, but instead to someone whispered of in hushed tones and potentially even joyous exaltation. The level of power and skill you've achieved in the force is matched by so very few in the galaxy, with the Emperor being your only true equal in mastery of the force at this time, with Luke Skywalker being shortly after you, though he'll soon catch up. With this it wouldn't be a stretch to say you're the most powerful Sith or Jedi to ever live, surpassing even legends like Master Yoda and other fabled names. Though, as Palpatine knew there's no such thing as this being the ceiling of power and knowledge, and as such there's still plenty of room to grow. This gives the 200 CP version of Force Sensitivity for free, though should it still be purchased your sensitivity is elevated to the likes of Anakin Skywalker's had he not been trapped within the cybernetic hell known as his suit.

Jedi Master:

100 CP The Power of Friendship: Even a Jedi Master can't save the galaxy on his own. Whether it's a small droid saved from Jawas, a sister who believes in them, or a pilot friend being where they can't be, all of the great accomplishments happen because people from different walks of life come together. Some would say there is no more perishable quality than gratitude, but you know that just isn't true. People you have helped or befriended show up just when their help is needed most, even when there are no consequences to them personally for not doing so. The gratitude instilled into their hearts creating connections to last a lifetime and even beyond.

100 CP Bastion of Peace: Is what you most certainly are, you're a certified wellspring of peace and calm. The dark side tempts you very little if at all, and you find that keeping yourself calm and mindful in the heat of battle is something you can do with ease.

200 CP Closed Doors: A closed fortress is what your mind, soul, and body are to the outside world, a fortress with its gates barred and its defenders ready. Any attempts to forcibly seize control of you or possess you will simply fail, powerful and ancient sorcerers will find their souls repulsed and driven back just as easily as one might swat a mosquito. All around a rather useful ability with a certain someone running around.

200 CP Wisdom of the Ages: Wisdom is not something everyone has an abundance of or particularly values, yet those like you have found it to be a valuable ally and cultivated it. You possess the wisdom of a true Jedi Master and can help guide people through the hardest troubles as easily as the smallest. Of course this doesn't just help with others as being able to determine the intelligent ways to find a conclusion with ease is certainly something you'll personally benefit from.

400 CP Breaking the Storm: When it comes to battle or war sometimes the most efficient way to defeat somebody is not by overpowering them but by instead taking away what power they have. This is an idea you've taken to heart and have become rather good at. When it comes to the Force and other similar systems you'll find that it's child's play to simply reach out and destroy enemy attacks. This isn't by wrenching control away or something like that but instead simply by making a small tweak or two that destabilizes the whole thing and causes it to backfire horrifically. Beyond this you'll find that at times your mere presence is enough for this to happen as well, even if you aren't actively doing anything.

400 CP Young Skywalker: There's just something about you, an irresistible lure that you seem to exclude, that your enemies just can't help themselves around. Maybe it's a bit of your true nature leaking through or something else, but to the many opponents you no doubt have, you're a prize worth more than the galaxy. Enemies will be more than willing to allow you to switch sides even knowing that you're not truly with them, rationalizing it as an opportunity to truly win you over while holding back a great deal, all the while you sabotage their operations from within. That's if they know your true intentions, you're an expert at masking it and making your turn seem real, to the point that even years-long friends wouldn't be able to see through your mask.

600 CP My Ally is the Force: And a powerful ally it is. I'm not sure how an all-powerful physical law can have a favorite, but if it could have a favorite it would be you. The law of the force seems to simply be more lenient with you than others. Strange boosts in power and bouts of luck are among a few of the potential outcomes, all the while you find the forces beyond you hindering your enemies in key moments. Curiously, mystical abilities seem to always be uniquely suited to you, like you're some sort of chosen one or something.

600 CP Dragged Into Eternal Darkness: See the problem with killing some people is that it just doesn't stick, whether it be auto resurrection or body surfing they find some way to claw their way back into our world. This issue has been ended for you now, whenever you slay someone or something it's gone. The grasp of death dragging them down to never return again no matter what they can do. Just as Palpatine was overwhelmed by the combined might of every Jedi to live, so too will your foes be dragged down by their innumerable enemies and forces beyond them.

Dark Lord:

100 CP Loremaster: Darth Sidious was said to have mastered almost every single technique involving the Dark Side. While you're not his equal by any means you've started down the path to mastering the force and have learned the same lesson he did. That the words of the ancients hold great power and wisdom for those who look. Any and all ancient holocrons, records, etc you find are now easier and more agreeable with you cracking them open to learn of their contents.

100 CP Unending Hate: Is what you most certainly are, you're a veritable wellspring of the emotions that fuel the dark side of the force and can easily channel them without issue. Furthermore, you'll find they will not impede your ability to use critical thinking and other skills that require a finer touch.

200 CP Master Manipulator: All people have desires, they have things they wish to see through and all it takes is knowing how to lead them on with that to control them. Your skills at manipulating the individual are honestly terrifying; even the most pure-hearted and good could be twisted into monsters willing to slaughter their own friends and families, or betray that which they stood for. It won't necessarily be quick depending on the person and some will be immune but for the vast majority, they'll be clay in your hands.

200 CP MY ULTIMATE WEAPON: Is unstoppable, yes, we've all heard that before, right up until the Heroes of the tale manage to destroy your unstoppable weapon via some borderline impossible move. Reality is harsh with you, and so why shouldn't it be any different for those plucky heroes? From now on, when it comes to your plans and battles you'll find that Fate will not assist your enemies, everything they do will have to be by their own will and power and if something proves to be beyond that, well that's rather unfortunate, given there will be nothing to bail them out.

400 CP Operation Shadowhand: It takes a special sort to do what Palpatine managed to achieve in his life with intrigue. He's the man who managed to puppet two galactic polities and march them to war while also being right under the Jedi's nose. He's the man who destroyed both and reformed them into an oppressive Empire and had the galaxy actively cheering him on as he exterminated the Jedi, the galaxy's own protectors, and he's the man who masterminded Operation Shadowhand, an assault that almost snuffed out all hope for the Light in the galaxy and required multiple incredibly improbable events to occur to beat. All of this and more is what you're capable of Jumper, given time you could come to rule this galaxy if you're patient and subtle enough.

400 CP Precision Like a Scalpel: Oftentimes brute force is enough to solve most issues, yet some like yourself have rejected such an uncivilized and crude method. Why waste energy tearing a reinforced door off its tracks when a flick of your wrist is sufficient to turn the locking mechanism? Your sheer efficiency and precision with the power you hold is amazing to behold; for instance force lightning could be fired into a clashing crowd of closely intertwined bodies and only pick out your various opponents while leaving your own unharmed.

600 CP Reborn Emperor: Death is an inevitable fact for much of the universe, everything will die eventually. This is a fact that many Sith have been repulsed by and tried to defeat many times in galactic history with little success until Darth Sidious, and now you. While you may yet die it need not be permanent, as you can now exist as a non-corporeal spirit or ghost, from which you may possess a new body. This is the ability that allowed Palpatine to survive the destruction of the Death Star and his multiple deaths at the hands of the rebels. Unfortunately,

everything comes at a price and each transfer caused Palpatine immense pain, damaged his fraying sanity over time, and accelerated the decay of his new body. All those drawbacks would help lead to his defeat but they are drawbacks you don't suffer from. Your version of this technique is seamless and painless; your sanity remains completely intact, and taking a new body is both instant and doesn't result in any decay. Do remember though, should that vessel already contain something, you will have to fight it and either expel, consume, or suppress it to gain control. Furthermore, should you fail to take the body and it is slain, you'll be dragged down with it, but until then you have eternity.

600 CP The Dark Heart of the Galaxy: You're insidious, like a worm writhing into everything around you, you know that Jumper? Wherever you go, your influence worms and digs its way into everything around you. People, places, objects, and just about everything else. Over time your influence twists them into what you would see as ideal. Given time entire star systems could be corrupted by your essence and twisted into Nexi of the Dark Side of the Force that bend the wills of their entire populations to yours. Though the more power you wield the more you can effect and farther it goes, someone like Darth Sidious could easily bend billions to his will in short order and turn entire worlds into what a Master of the Force would seriously refer to as the 'Dark Heart of the Galaxy' while spreading their power elsewhere over time, though perhaps you might use this to turn entire worlds into beacons of Light, but why would a Sith want that?

1000 CP The Heart of the Storm: The deeper mysteries of the force are as miraculous as they are powerful to the many citizens of the galaxy. Ranging from creating technovirii and other sorts of abominations and displays of power, the force grants much to those who seek its boons. Among them there sit some abilities above the rest. Arguably chief among these vaunted mysteries is the Force Storm, a cataclysmic maelstrom of dark side energy creating a hyperspace wormhole capable of wreaking devastation and suffering on a level rarely seen in the galaxy throughout its storied history, as well as serving as an excellent medium for transportation with the right skills. It's an ability that now sits within your arsenal and is readied to be aimed at your enemies with malicious intent. With naught but a thought and a bit of focus, these great maelstroms can be conjured from across the galaxy with pinpoint precision. Hitting exactly what you desire and sparing whatever you deem fit to show mercy to a level that picking a single figure and his droid out an urban hellscape while dumping them in a prison ship thousands of light years away with no issues is a trivial endeavor. More than this those who would seek to strike you down as you utilize this technique will find it difficult to attempt as your body becomes a miniature of the great cosmic storms you command, making conventional attacks ineffective. With time and effort this ability may be taken further than even this, and to levels not even Palpatine could've imagined. An inevitability greatly enhanced by your seemingly endless talent when it comes to using the force to manipulate the fabric of reality.

Techniques involving such manipulations also coming at a far lesser cost than they normally should have.

Smuggler:

100 CP **Roguish Charm:** What it says, you have a silver tongue and can talk your way through and out of situations far more easily. Helps with bringing people on board with ideas and ironing out deals. Note, this is some charm; it's nowhere near enough to bring an entire nation under your sway and such.

100 CP **Han Shot First:** It sucks doesn't it? You know someone's going to attack you, but you have to wait for them to make the first move lest you get blamed for the altercation. Well, not anymore, so long as they're truly going to attack, you can strike first to end the fight far more quickly without fear of the blame being placed on you. Of course, this has limits; should you goad them into starting the altercation, then this will not protect you and you'll receive just as much blame as you would be owed.

200 CP **Doting Parent:** The underappreciated super power of so many people, that being you're actually a really good parent and spouse. You know all the ins and outs of a healthy relationship and can easily raise children to be well adjusted and functional in even a war-torn galaxy like this one. This may not seem like much, but the galaxy would be a very different place with just a bit of better parenting.

200 CP **Underworld Contacts:** You have the ability to quickly and easily make contacts and 'friends' in the criminal underworld. You'll also find yourself in situations where you can gain favors from people who could be useful down the line. This may not lend to individual power all that much, but when you've got a friend in every port you tend to have quite a few options.

400 CP **Underestimated:** There's a certain advantage to being small; it's that those bigger than you have a tendency to think you're weak regardless of whether it's true or not. You've picked up something like this. People can't just help but think and act as if you're much weaker than you are. This won't last forever, especially if you keep subverting these expectations, but sometimes only a few times is all it takes to spell their doom and your victory. Naturally, this can be toggled on and off at will.

400 CP **An Actual Smuggler:** Your ability to move things undetected is legendary, running spice through an Imperial Blockade would be child's play. Not an Imperial Blockade of the

present mind you, but one during the Empire's height guarding one of their most secure prisons where getting in is nigh impossible and where getting out simply doesn't happen without the Empire's approval. This also applies on the small scale as well; small packages, weapons, and so on can trivially be snuck past all sorts of scrutiny and prying eyes.

600 CP Master Mechanic: Seems like Chewie gets some competition now. You're a mechanic unparalleled throughout most of the galaxy. Gears, electronics, and machines of all kinds flow together under your careful hands. Delicate electronics and flying rust buckets easily disassembled and rebuilt better than the factory fresh models are your bread and butter, making you an invaluable member of any organization and crew. You might not be much for designing new ships just yet, but you have a knack for upgrades and improvements on existing technology and can make steady improvements on technology in your hands as new ideas flow into your mind.

600 CP Solo's Luck: A great deal of luck that can get you out of most sticky situations, leading you into ones where you stand to gain quite a bit. Han Solo can attest to that, lucky to be in a backwater bar at the right time and now a galactic hero married to the Princess of Alderaan and a leader of the rebellion. Your luck is now at that same level. It'll lead into new and varied situations heaping rewards and adventure on you all the while and for those of a more traditional focus it'll be quite something in any place where chance is King. Who knows, maybe you'll ignore this Sith and Jedi crap and just rob the Sabacc circles blind and live like a king on the bounty you plunder.

Grand Moff:

100 CP Actually Competent: Unlike some of your "associates" you're actually quite capable of ruling effectively. While you're not going to usher in a new golden age of the Empire or whatever you lead, you certainly have the credentials and ability to keep it stable and run it with few issues.

100 CP Pragmatic Self-Interest: The problem with far too many leaders, whether Imperial, New Republic, or Independent, was rarely outright stupidity. Rather, they suffered from an inability to look beyond their own immediate desires and preconceptions, and plan for the long term. Fortunately, that is a flaw you do not share. You are as ruthless with your own urges and pre-conceptions as you are with your enemies, and you can recognize when you need to sacrifice, or even lose, in the short term, in order to set yourself up for greater success in the future. You may not be feeding starving people because of your saintly character, but you know

full well that well-fed workers build better ships, and are less likely to sabotage them. This also guarantees that you will never utter the fatal lines “NO! This CANNOT BE! I am INVINCIBLE!”

200 CP Peace and Tension: You’re easy to get along with, people naturally feel more amicable to you, and tensions don’t rise unless they really don’t like you or you intentionally do it. A useful skill when navigating the treacherous politics of the Empire.

200 CP Luminous Minds: This probably isn’t what you think it is, you yourself aren’t a genius of innovation (unless you already were). Instead, this is a certain luck and skill at picking up brilliant up and coming scientists, military thinkers, officers, and businessmen as you go about your routine, leading to quite the impressive retinue of thinkers and developers. You might not be the head of innovation, but the men and women serving you loyally will be some of the best the galaxy has ever seen in its long history.

400 CP Grace of the Emperor: Oftentimes in the world, how much you succeed is completely dependent on your superiors and their relationship with you. Someone competent and skilled may very well be passed over for a lesser candidate simply because they’re not as liked as them. You very fortunately don’t have to worry about that anymore, when it comes to superiors so long as you don’t intentionally aggravate and attack them you’ll always find favor with them. You’ll get the best posts, assignments, and always be among the first to be promoted, all things of great importance, especially when serving the likes of Darth Sidious.

400 CP Live and Let Be: It’s a rule too few seem to live by in the galaxy nowadays, or ever for that matter. For you, though, it’s a different case. So long as you live and let be, so will the greater galaxy, for the most part. They’ll still interact with you, but it’ll generally be at worst tense, rather than outright hostility. Of course, there are limits to this perk. Xenocidal enemies and completely unreasonable foes will still come to attack, but at least they’ll leave you for last.

600 CP Budget Cuts: Budget cuts, the great foe of so many great men. The things the Empire could’ve achieved if it simply wasn’t so stingy with its checkbook. TIE Defenders to TIE Phantoms could’ve ended the Alliance of miscreants and terrorists defiling your good order in the name of democracy and freedom in one fell swoop for a minor increase in costs for a nation with virtually limitless wealth. Instead, what’s left of the Empire is fighting over scraps like children, all while the rebels build strength in the shadows and their worlds revolt. If only you were in charge at the time, your talent at reducing the costs of technology both old and new is nothing short of legendary. Projects like TIE Defenders and even TIE Phantoms could easily be reduced to acceptable levels of cost for even the ever-greedy Imperial Senate at its height and then properly put into mass production on a galactic scale without issue. Even with a fraction of

the Empire this is more than possible, and fielding advanced technologies with minimal support infrastructure is something your enemies will be scratching their heads at your ability to do.

600 CP Kaine's Genius: All throughout the galaxy there are few with a level of skill for leadership that matches yours, and those who do you'll find struggle to keep up. This is enough charisma, administrative, economic, and military ability to successfully rule and develop an entire Oversector of the Galactic Empire at its height with ease after successfully navigating the vicious totem pole to such a position. Before then of course, ripping said Oversectors military away from the Empire and centralizing it all in a fabulously wealthy and rather significant chunk of the Empire, and then naturally lead said Warlord state to becoming a Galactic power, if not a superpower given time.

Items:

General:

50 CP Dark Empire Comics: Upon purchase you'll receive the complete Dark Empire Comic series alongside the audio motion comics on a digital device of your choosing.

100 CP Your Story: A set of comics illustrated by Cam Kennedy or Jim Baikie detailing your adventures in this world and previous worlds. They're guaranteed to be top quality and should you wish it you could certainly make a pretty penny by marketing them. Though do think about that before releasing it into certain worlds where others already own franchises, nobody likes to get in trouble.

100 CP Lightsaber (Free to Jedi Master and Dark Lord): A basic lightsaber of whatever color you want, a further 50 CP can be spent to gain something a bit more unique like a Light Whip.

600 CP Strange Datacube: Well what do we have here? Something the rebels would undoubtedly kill to get their hands on. Taking the shape of a small datacube, this device holds the schematics for all of the technologies used by the Galactic Empire and the Resurgent Dark Empire. This contains every superweapon, warship, droid, etc built by both Empires during their respective lifetimes, even if their use was limited, such as in the case of the Dark Troopers. Imagine what you could do if you plugged this into a World Devastator?

Jedi Master:

100 CP **Jedi Robes:** These simple and functional robes are similar to what was once worn by the Jedi Order of the Old Republic. Beyond their base appearance there isn't much to say about them beyond the fact that they're rather comfortable to wear, though the one thing to mention is that while worn they'll enhance your Light side abilities and make it easier to remain in the 'Jedi mindset'.

100 CP **Astromech Droid:** A droid much like R2-D2 with the same capabilities and sentient status. As R2 was instrumental to Luke Skywalker's success, this little one will surely contribute greatly to your journey. Can be made a companion at will.

200 CP **X-Wing:** A trusty craft, scarred by innumerable battles, but still ready for more, this T-65 X-Wing has served you well over the years despite its age. You'll find it easy to upgrade over the coming years and even without upgrades it'll do curiously well against the advancing technologies of the galaxy. Should you desire, one can exchange this for a differing fighter used by the Republic during this time period.

200 CP **Tatooine Homestead:** Much like Ben Kenobi's abandoned homestead, this small house and expanse of land on a sparsely settled planet in the outer rim has seen better days, having been abandoned for years. On the other hand, it's a lonely location that makes it perfect for meditation and spiritual retreats. It's also great for making contact with any ghosts with whom you may wish to speak. Depending on the terrain of the planet it's located on, it may be partially buried in sand, or soggy and overgrown by swamp, or inhabited by wild animals. Ordinary enemies will not think to look for you here, but this doesn't protect you from a nemesis, or enemy who knows you well or does a lot of research.

400 CP **Jedi Holocron:** The collected wisdom of the wisest and most learned Jedi over the course of thousands of years. More than the work of any one Jedi, this device contains secrets lost to all. Included are also the work of three of the greatest Jedi Sages, who attempted to understand the Dark Side in all its power in order to defeat it from within, and the terrible Dark Side powers they learned. Some information can be accessed by anyone with force sensitivity, but much more is concealed so that only a Jedi can unlock it, and even more that can only be unlocked by someone who has reached the skill and knowledge of a Jedi Master. This device also has the curious effect of imbuing Force Sensitivity in others on your command.

400 CP **The Wayfinder:** Recovering the legacy of an order that has been destroyed, and lost, and deliberately suppressed is no simple task. All the commonly known sources of Jedi lore

were plundered by the Empire long ago, and either destroyed or taken to one of Palpatine's hidden caches. Fortunately, you have this fancy compass. This doesn't point to one point, but rather to the next step in finding the nearest source of Jedi lore. In future jumps this will instead point the way toward caches of lost or forgotten lore or artifacts. Once you've found a location using this device, you can re-attune it to lead you back with a moment of effort.

600 CP A New Hope: The Jedi Order was thought dead after the Rise of the Empire and Order 66, but that couldn't be further from the truth. Hidden in a secure location of your choosing is an impressive Jedi Praxeum much like what Luke would later build that you sit as the Grandmaster of, this new Temple of yours is also hardly empty but flourishes with new recruits despite these dark times. These Jedi are mostly of the Knight level with a number of Masters thrown into the mix as well, naturally you'll also have plenty of Padawans. Over time the Light Side will draw people to your Temple where they'll be taught and grow in the Force, post-jump this will still occur as the Light Side seeks new followers.

600 CP Lost Home: Normally, Luke would be setting up his Jedi Praxeum on the old rebel base on Yavin IV about a year after the end of the Dark Empire crisis. However, it looks like you've managed to get in ahead and gain the title to the entire star system. It only has 3 planets, one a molten ball, one an overgrown comet, and one a Brown Dwarf gas giant, plus an asteroid belt, but Yavin Prime has 26 moons, 3 of which are habitable. Notably, Yavin IV is littered with Massassi Temples, many of which were constructed to amplify and focus the power of the Dark Side, though much of that was destroyed when the Jedi Order cleansed the planet. Other than that the system is yours to develop. Alternatively, you could take the Adegan system, a binary star system containing Ossus, an ancient planet much more desolate, but bearing the legacy of an ancient Jedi temple, and it's 2 moons; the airless Mim and the temperate Nerit, along with the planet Kassa, a seared rock in an inner orbit, the barren planet Tarassi in the second orbital position, the gas giant Colsassa and it's eleven moons, and the icy planet of Missarassa. Or perhaps you would prefer the Tython system. Starting with the planet Tython, so incredibly steeped in the Force that it is dangerous for non-force sensitives to even be present, and its two moons of Ashla and Bogan, all eleven planets, could be yours.

Dark Lord:

100 CP Black Robes: Being a villain isn't just about power and plotting; it's also about presentation, or so I've been told, and there are few who have that down better than Darth Sidious. You might not be his match, but are a step closer now given you now have access to a whole wardrobe of Dark Side styled robes and attire only matched by Palpatine. All of it is

guaranteed to be comfortable for use when lording over the galaxy and cackling evilly while also providing a minor boost to Dark Side abilities and intimidation ability.

100 CP Sentinels: Every Emperor needs loyal bodyguards and servants and these will serve diligently. Upon purchase you gain a retinue of ten Sentinels; each one is a clone giant injected with chemicals that have suppressed their higher brain functions such as speech but each also has a mental bond to you allowing you absolute control. They all carry various vibro weapons and have the skills to masterfully wield them and can cut through many of the dangers in the galaxy with relative ease. Though don't expect them to fight force users and do very well.

200 CP Holocron: Perhaps you wish to leave a legacy behind? Or simply create an archive of your knowledge of the Force. Regardless this empty holocron can serve either purpose, as you gather knowledge, this cubical or pyramidal storage device records it within itself unless you command it not to. Once accessed a holographic version of yourself will greet you and act as a guide for the device allowing you to easily find anything you wish inside. Finally, while you can access it freely others must either have your permission to access it or for you to have allowed it to open to any it deems 'worthy' by a set of rules based on your beliefs, etc.

200 CP: Dark Force Cage: Sometimes you just want to transport a powerful prisoner without all the hassle of building a strong enough cage to contain them. That's where this comes in; the Dark Force Cage serves as a solution to this age-old dark lord problem. Prisoners placed within its crackling confines will find all their abilities simply cease to function; the Force refuses to answer, and so on, and so forth. Makes for a handy and portable solution given its ability to transport itself.

400 CP Clones, Clones and More Clones!: This is interesting, is it not? Located in a location of your choice is now a set of twelve cloning tubes, each holding within a perfect, or, to be more precise, as close as one can get, copy of you in your prime within. On their own the vessels are empty of sapience and intent, making them well suited to be used as replacements should your own body falter. Of course, a master of the dark side could certainly find other uses for such superb specimens, I imagine. Naturally, the clones will replenish within a day should they be used.

400 CP World Devastators: Well, not multiple but instead just one. But don't worry it's a start and one is the equivalent of many more. This juggernaut is bigger than an Imperial Star Destroyer and virtually indestructible, easily sustaining continuous bombardments from capital ships. Of course that's not where it shines; this black giant is in fact a giant moving factory, using the giant opening on the front it sucks matter into its Molecular Furnace which would then turn it into raw material with which the machine would turn into a variety of war droids, starfighters,

etc. Though they aren't just limited to that, building new World Devastators is well within their capacity and they also improve themselves continuously, ensuring no Devastator is the same. So take comfort in that fact that you hold in your hand the power to damn worlds and drown Empires in an endless horde of machines. Of note is that unlike Palpatine's or the ones in the Strange Datacube this one and all its "children" are unable to be subverted or turned against you by anything.

600 CP The Eclipse: This isn't something you should have, or anyone should really have for that matter but you do regardless. Under your command is a single Eclipse-Class Super Star Destroyer identical to Palpatine's flagship. This monster is an absolute terror to face and represents the pinnacle of Imperial Naval technology; armed with five hundred and fifty heavy laser cannons and another five hundred turbolasers this ship is capable of easily smashing almost any other Star Wars ship in a straight slugfest. What it can't beat in such a fight can easily be annihilated with its axial superlaser which is strong enough to crack planetary shields and slag continents and hit moving targets in battle. The ship is also equipped with ten gravity well generators to ensure opponents can't make a run for it and a compliment of 600 TIE Interceptors and 96 TIE Bombers for fighter purposes. The warship comes crewed with droids and a standard crew.

600 CP The Emperor's Citadel: What is a Wizard without his tower? Not much of one if you ask me, fortunately, that's not an issue for you. Located on a planet of your choosing in the galaxy is a massive black and red tower protruding high into the skyline, the structure is an exact copy of Emperor Palpatine's own citadel and contains anything a master of the Dark Side could want. Ranging from alchemical laboratories, sublevel breeding facilities and a vast library containing an immense amount of valuable knowledge of the ways of the force. The citadel itself is maintained by an army of maintenance droids and Dark Acolytes or other type of followers who keep it clean and running. Post-Jump this can either be imported (adapts to the setting) or made into a warehouse attachment.

1000 CP Byss the Dark Heart: Every dark lord needs an evil fortress and this yours to do with as you see fit. Hidden away in a location of your choosing sits a solitary star system, a copy of Byss or perhaps a new layout of your choosing, protected by dangerous hyperlanes and plentiful early warning systems and warships that sits under your total rule. Of course, that's not the true draw. Located within lies a populated world, steeped in dark side corruption, with a pliant population easily fed off of, protected by vast fleets of Star Destroyers, and crewed by cultists and veteran armsmen and soldiers. For a small additional price of 200 CP the Galaxy Gun will be included in this arsenal of terror as well. It's enough power that this shattered galaxy could be potentially brought to heel with the right strikes and moves all the while you sit back and enjoy watching the chaos and bloodshed of war unfold. Curiously, though, the

overwhelming power of the World Devastators and Citadel, containing the Emperor's personal libraries and research centers are missing; wonder why that is.

Smuggler:

100 CP **My Trusted Sidearm:** A blaster, can be one of the rarer variants or even illegal and is guaranteed to never fail on you and is far more accurate than normal.

100 CP **Cargo:** A full cargo, 100 tons worth, of goods with a high smuggled value, like spice, jedi or sith relics, other drugs, exotic animals, or advanced medical supplies. You can find a cargo somewhere near whatever sector you happen to be in, along with the delivery location and contact methods, and it is guaranteed to be both interdicted and valuable at another location within range, but getting it there, making the trade, and getting away are all on you.

200 CP **The Millenium Falcon:** Not the actual ship but a copy of the famous heavily modified YT-1300 Freighter that'll serve you just as well, if not better given it lacks the constant maintenance issues the real one has and plague Han and Chewie so much. Should you desire you may pick a similar freighter type from this time period to instead gain.

200 CP **Hideout:** A hideout located somewhere in the outer rim, so long as you're there and don't intentionally draw attention to yourself then you'll find peace even if for instance the Hutts have sicced most of the bounty hunters in the galaxy on you.

400 CP **Contacts and Favors:** It never hurts to have friends now does it? Given they can get you out of and into some much when need be. You now have a rather extensive list of people from all corners of life throughout the galaxy who either owe you favors or are willing to do things for you if given the right incentive, whatever that may be. These people being the kind that could successfully get you smuggled into a top secret deep core system with an immense amount of security.

400 CP **Solo Fleet:** Much like the fleet General Solo was given recently to hunt Zinj, you've been given control of an impressive task force. This includes 3 MC80s of whichever variant, 3 Imperial Star Destroyers of either variant, a Quasar Fire carrier, 3 Nebulon Bs, a Marauder, a CR90, and an Immobilizer 416. These are all led by your flagship; a brand new MC90, or a Republic class Star Destroyer, whichever you prefer.

600 CP **New Alderaan:** A temperate planet in an unknown system that is not on any chart. No enemy will ever be able to find it unless they can get directions from someone who

has been there. What's more, it has a property that is quite curious indeed. If your friends or forces encounter some certain death situation but you are unable to actually find conclusive proof that they died, they will somehow shortly appear near this planet having escaped through unspoken means.

600 CP Hutt's Bounty: An amount of untraceable currency equal to the combined highest bounties on Han Solo, Leia Organa Solo, and Luke Skywalker. Even a portion of this amount would be enough to buy your own resort planet or moon. It's also enough to get nearly every bounty hunter in the galaxy vying for it.

Grand Moff:

100 CP Moff's Uniform: Clothes make the man, or so they say, and if it's true then you'll do fine. As befitting of your rank you have the uniform of one of the Empire's Grand Moffs, these clothing are eternally clean and will repair themselves given some time if damaged. In future jumps, they'll shapeshift into something appropriate for you, such as a stylized Hunter's outfit in RWBY.

100 CP Personal Shuttle: It never hurts to ride in style, well it can if you sacrifice survivability for luxury, but that's no issue for you now, is it? This Lambda class shuttle is everything you'll need for transport between ships and worlds. It's built with a rather nice interior, comparable to a top-of-the line limousine, while also being equipped with enough armor, shields and powerful enough engines to ensure any would be assassination attempts fail. Naturally, any explosives attached to it when landed will curiously fail when activated when meant to kill or hinder you.

200 CP TIE Droids: a full wing of 72 droid TIE fighters similar to those created by the World Devastators. These aren't as creative as human pilots, but they boast excellent reaction times, and they don't suffer from any of the weaknesses of a human pilot. They have no biological needs, never get bored or tired, and never object to orders

200 CP Viper Automodon: A massive droid war machine capable of effortlessly wiping out AT-ATs and gunships. It's large enough to fit several people in the cramped spaces inside, and contains a manual override. Its armor absorbs incoming energy weapons fire to strengthen itself. That being said, it's no match for the power of the Dark Side.

400 CP Grand Moff's Rank: A set of rank signifying your status as a Grand Moff within the Galactic Empire. In future jumps this will allow you to become one of the most powerful

men in a nation of your choosing with a great deal of political influence and perhaps even governance of territory.

400 CP Corporate Ties: Ties to the corporate world taking the form of favors, contacts, etc that'll give you quite a bit of sway in the corporate world. For an extra 200 CP this could include ownership of a prosperous mega conglomerate, albeit lesser than giants like Czerka.

600 CP Treaty of Alignment: Grand Moff Arduus Kaine forged the Pentastar Alignment out of many different Star Systems and five different major Imperial Corporations. Turning these separate powers into one cohesive state required intimidation and much politicking. Fortunately for you that's not an issue; in your possession is a copy of the Pentastar Alignment Treaty, which may be used once a jump to bring together multiple separate yet somewhat related parties into a single cohesive state under your command. Something of note is that you must be the leader of at least one of the parties or have a very good reason to be in charge of the resulting nation/organization.

600 CP Scourge Squadron: For all the pious platitudes and attempts at legitimacy, in the end, being an Imperial Warlord is all about how much force you can bring to bear. After all, it's not truly legitimacy that matters here, but how many blasters and warships can bring to battle. Like Kaine, you have a force of 24 Imperial Star Destroyers, with an Executor class Super Star Destroyer as the flagship

1000 CP Imperial Remnant: What is a King without a Kingdom? While you may not be a King, it's a valid question nonetheless, and now you're in possession of one as befits your rank. You now exist as the supreme ruler of one of the Warlord Empires that split off from the Galactic Empire following its defeat at the Battle of Endor, and unlike some of these fiefdoms, yours is far from weak. The Remnant spans some fourteen sectors in either the Mid Rim or the Outer Rim, with many of the worlds within being prosperous and centers of production and industry. Furthermore, the military forces you now wield are great indeed, a large professional navy and army back up your nation and are exclusively loyal to you now after turning their backs on the Imperial Ruling Council. In total, this state is comparable in power to Grand Moff Arduus Kaine's Pentastar Alignment; also as a final bonus you can name the nation whatever you want.

Companions:

Recruitment - You may freely recruit anyone in the Jump so long as you can convince them, and do so without the use of mind warping powers or extreme charisma. If you wish for the Force to ensure you meet on favorable terms, **100 CP** can be paid.

Imports - Companions can be imported freely; however they'll receive no CP and can't access the Jump doc if it's done this way. Otherwise, for a charge of **300 CP** up to eight companions with **800 CP** budgets and origins may be imported into the Jump.

OC Companions - For those of you looking to create a companion of your own this is for you, for **100 CP** you can freely design a new companion. They'll receive an origin as well as a full budget of **1000 CP** to spend on the doc, though they themselves can't take companions.

Drawbacks:

There is no drawback limit and you may take as many drawbacks as you feel you can handle.

0 CP The Trilogy Continues!: Perhaps you've been to the galaxy before and had adventures across it already. Never fear because now those very adventures have been canonized! While the overall plot of Dark Empire will stay play out, there can be differences; a different Sith may be orchestrating things, for instance and people you've met will certainly recognize you.

100 CP Want Some Deathsticks?: There's no simple and easy way to put this Jumper, you've got a problem, a drug problem if you get my point. Spice, deathsticks, tempest, and glitterstim all are such wonderful commodities in your eyes now. Unfortunately, they're also expensive and more importantly ruinous commodities. Continued use will send you into a spiral of health decay and fraying sanity at worst which with time will leave you a mess as it did a certain Jedi. Of course, there's always the choice of saying no, but then how many addicts do just that?

100 CP The Eye of the Force: Now hold on a second, this sounds a lot worse than it actually is, so let me explain. See, your insertion into this universe let out some ripples like a stone skipping across a pond, not enough to cause any issues, but enough to send out a signal for those who know where to look. It's not enough to alert anyone to your true nature, but it's enough to make people curious. Force-sensitive beings throughout the galaxy have become aware of your existence, not to a level that warrants much more than idle curiosity, but still aware. You'll find that if given the chance, they'll attempt to acquire you through one method or another, not through any extreme means such as Force Storms or sustained hunts, but

enough that you're worth a few lower subordinates occasionally. Show promise and you may move up the very long lists some of these people have.

100 CP Bounty Troubles: Seems like you've stepped on the wrong toes here Jumper. Similarly to Han Solo and Luke Skywalker, you have a bounty on your head, not one even remotely as large as theirs, but a bounty nonetheless. With most of the hunters focused on the ultimate prize in the form of the rebel heroes, not many will focus on you, but there are still some who will come and the big fish will come at you should you cross their paths, though they're not seeking you actively.

200 CP Forceful Addiction: Looks like you've joined the Palpatine school of thought when it comes to indulging the worst parts of the force. This will affect you differently depending on which part of the force you follow but be warned both will carry adverse effects with significant impacts on your decision making. For example, a dark sider may find themselves like Sidious, a cackling sadist addicted to the suffering of others while a light sider may truly become a machine in mind, emotionless and fully surrendered to the will of the force.

200 CP Broken Body: Suffering from Vader Syndrome now, are we? Funny breathing and everything for the aesthetic experience. After a nasty accident or battle you've been left in a crippled state, your body ruined beyond repair and confined to a life support suit to keep you alive. Performing some things you once did is forever lost to you and simply living will be pain. Every breath a constant reminder of failures past and movement, sending aches throughout your body, all the while accompanied by the maddening sound of your breathing.

200/400 CP Lockdown: Seems the force doesn't take kindly to those out of context powers you are toting around, something about upsetting the balance as if that hasn't been thrown out the window who knows how many times already. The upside is that you get to keep anything from this reality you've previously gained from another jump. For 400 CP in total you lose even that! Fortunately, there are a lot of holes you can hide in, right?

400 CP Knives in the Dark: Everyone has companions of some sort, whether they be servants, advisors or friends we all have them bar the few exceptions. For the vast majority of people these people are your allies and friends, with you to the end. For you this will ring true as well, most of the time. Among your most trusted companions is a traitor, someone who sabotages and disrupts your efforts at the worst times all under your nose all with the intent to finally end your life. To make things worse you don't know who and also don't remember this drawback, hope you're a cautious individual or quite the detective.

400 CP Dead or Alive: What did you do to get this sort of attention? Regardless, it's not the sort you want as either the Dark Empire, Hutt Cartels or the Alliance have marked you with an absurd bounty. This is going to attract the attention of just about every bounty hunter in the galaxy, and while they're not going to all drop their respective assignments, you should get used to some of the best hounding your steps. Furthermore, an additional 200 CP may be gained by taking each additional faction.

400 CP Unwanted Visitors: The galaxy has once more been plunged into chaos and strife with the fall of the New Republic, and it is ripe for the taking. Supreme Overlord Shimrra Jamaane has marshaled his fleets and armies for his Great Crusade against the galaxy and his forces are beyond what they would be. For in the galaxy's time of weakness the Yuuzhan Vong will claim it for themselves, and all heretics and abominations will be purged in their unending campaign of Xenocide against all other life. Welcome to a galaxy of monsters Jumper. I hope you enjoy your stay.

600 CP Devastators On the Loose: In the original story, Palpatine's World Devastators would be shut down by Luke Skywalker and defeated, now that isn't the case. Instead of your normal entrance, you will enter this universe at the same time Luke sends the command, and at that moment the great machines will not shut down. Instead, they shall begin to rampage on their own, spawning virtually endless droid armies and rapidly improving and growing on their own until they will eventually consume the galaxy, unless of course they're stopped.

600 CP Darth Vader's Heir: Luke Skywalker would originally join the Reborn Emperor with the intent to eventually betray him and bring about his final demise, something he would succeed at in the original timeline. Of course, that's not where you are anymore, here through one method or another. Darth Sidious truly turned the young Skywalker to the Dark Side, and the Light died with him. The Rebellion is a dying hope and worlds cower in terror upon seeing the example Palpatine's World Devastator's made of Mon Calamari. Welcome to a galaxy drowned in despair as a new Eternal Sith Empire rises and the Darkness snuffs out the light. Do be aware though, simply running and hiding will not be enough; the Dark Side has alerted Sidious and Luke of your presence, and should they successfully capture you and hold you until the end of the Jump, they'll take your place and the Dark Empire will spread across the multiverse.

600 CP I Will Live on Through You Forever!: Seems like you've got an unbidden guest in your head now! The good news is you're never alone now, the bad news is it's Darth Sidious, pros and cons am I right? Via some mishap after you entered this Jump Emperor Palpatine suffered an unfortunate accident that propelled his disembodied spirit straight into you and he quite likes what he's found within that head of yours, especially that business about a spark and

a whole multiversal to torment and conquer. To this end he will stop at nothing to wrest control of your body from you throughout, a battle raged at every moment throughout your stay here between you and a spirit that even with all your power will take titanic effort to expel from yourself. Should he succeed and you fail to wrestle back control by the end of the jump you effectively die, though if it's any recompense Sidious will not be allowed to move forward for everyone's sake.

Scenarios:

The Sith Will Reign Forever

Time and time again the Sith have attempted to rule the galaxy, each attempt leading to differing levels of success. Empires have come and gone and the Jedi have been purged and resurfaced again and again. The constant is that the Sith always face defeat each time, the heroes of the story plunging the darkness into the abyss and ensuring the light's continued dominance. No more, where others have failed you will succeed. Under your reign the Dark side will reign supreme and your order will last forever. By any means necessary cast down the defenders of the light and assert complete control over the galaxy for the duration of your stay here and ensure you can't be overthrown and any hope of resistance is snuffed out. How you do this is up to you. Sweeping across the galaxy with a vast army crushing all hope or corrupting the very defenders of it and twisting them into the very things they sought to destroy are both valid methods among many. Be aware most will oppose you, the light for the sake of freedom and justice while the pretender on Byss will see you as a rival to be crushed and enslaved to his will. Once the dust has settled all that remains will be yours.

Reward - The Chains that Bind: The Light is defeated and you reign as the supreme and uncontested ruler of the galaxy. Crushing the light has seen the dark side imbue you with a great deal of its power turning you into a living nexus of the Force. Wherever you go the light will die, institutions of justice will decay, and the so called defenders that oppose you will find they fail to see the cancer writhing within their very hearts and societies. Actively attempting to subvert something and corrupt it will see this effect increase tenfold as they're left helpless to watch as what they love crumbles and their allies turn against them.

Should you wish it as well, you may keep that which you have conquered here, your eternal Empire of Darkness following you in your multiversal crusade against all that would stand against you.

A Light not Yet Extinguished

Darth Sidious believes he has won; his forces rampage unopposed across the galaxy with the last embers of resistance dying before his might. Even the might of Luke Skywalker having fallen short against him, the Jedi trapped in a never pit of the dark side drawing him deeper and deeper despite his desperate efforts to shake it off to Sidious's eternal pleasure. In his hubris he believes the light is defeated. That the galaxy is again his to do with as he sees fit and the countless lives within his toys to torment. It is a thought the Sith have had so many times and yet never learn from, and so it is up to you master Jedi to teach it to them again so they might yet learn. Topple this tyrant with delusions of grandeur and show him power lies not in the lies of the darkness but the serenity and truth of the light. You must expunge every bit of his corruption from the galaxy, redeem or purge everyone of his followers, lift up the fallen Luke Skywalker with a hand he so desperately needs and build a Jedi Order strong enough to stand the tests of time. Once you have finished this task your mission is completed.

Reward - Shining Light Within the Darkness: Balance has been restored once more to the galaxy, the machinations of the darkness have been defeated and cast down, and the Jedi restored as the proper protectors of the galaxy. Much like the dark side rewards its followers, so does the light as you have become a beacon of the very aspect of the force you have fought for. Wherever you go corruption will struggle to grow and will wither at the root. Social institutions will strengthen and the rot within will expunge itself, people wracked with illness and corruption of the body, mind, and soul will heal at an incredible pace even if the ailment is normally incurable or a fundamental flaw in their very being. Even the environment will mend itself in your presence, the air becoming cleaner and a certain serenity filling the world as life blossoms. What's more, the corruption you've purged will never come back as the light shields what you've purified.

The Fires of Liberty

The dream of the Republic lies dead to so very many. The short lived rebirth after Endor lies shattered and the hope that it'll return with it. But to you and those who stand, the dream is not dead, it will never be dead so long as one of you draws breath and so long as the very idea lives on. Palpatine can destroy what he pleases but he can't kill hope itself, no matter how much he tries. This is your goal: rebuild the Republic of old while cleaning out the many failures in the system and creating something that can function without interference and guard against the predations of the Sith and other workers of corruption. A fledgling powerbase already exists within the Republic remnants and like minded people such as Leia Organa and Mon Mothma who would eagerly assist you in your endeavors to create this galactic government.

Reward - Can't Kill an Idea: No matter how hard tyrants try they can never kill the hope and dreams of the people. It's a concept held within your heart dearly and one put to good use here and no doubt elsewhere. No matter where you go stirring up the flames of freedom is easy no matter what the people's oppressors have done to try and break them, with even the most broken people taking up arms in rebellion against the cruelest oppressors at your prodding, after all they've naught but their chains to lose. More than that, this spirit of freedom spreads like wildfire once unleashed, inspiring hope and bringing more and more to the fight with every passing day at a rate even the most dictatorial and powerful regimes cannot hope to stop. The will of the people stands with you and even the governments must kneel when their own soldiers have thrown down their weapons of war.

Ending:

Well, it seems your decade here is up and it's time to make your choice.

The Simple Life: You've had fun on your adventures and you're likely glad to have had them, but it's time to call it quits. Once the Jump fully ends, you'll wake up at home and in bed as if nothing happened. You'll retain anything you gained and your warehouse will remain as normal.

Punch it, Chewie: The Star Wars galaxy was an adventure to be had, and likely one filled with epic tales and experiences, but it's hardly the only one you want to have. You'll move forward with everything you've gained from this Jump onto the next one soon.

A Galaxy Far, Far Away: It seems you've fallen in love with the Star Wars galaxy in one way or another. As such, you'll remain here for the rest of your life should you choose this. Back home you'll simply disappear, your affairs will be put in order, and your family and loved ones will come to terms with it quickly and peacefully, perhaps because they know you're in a better place.

Notes:

- So long as you manage to take a body by the end of the Jump you'll continue on as normal should you have Reborn Emperor.
- Credit to Sivartius for a number of perks.
- I'm well aware the origins are not balanced, that's just the nature of Dark Empire and it being centered around Palpatine in his most Wankatine state. I've tried to still add appealing things to each line and that appeal to a different playstyles.