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Star Wars: The Clone Wars
JumpChain CYOA

A long time ago in a galaxy far, far away...

It is the year 22 BBY, several days after the battle of Battle of Geonosis and the beginning of a historic conflict between the Galactic Republic and the Confederacy of Independent Systems. Grand armies of clones and droids battle across the galaxy causing strife and chaos wherever they go and the Jedi, once seen as benevolent protectors and peacekeepers, now serve as generals and warriors under the command of the Republic. For each faction involved this war represents something of tremendous importance. For the Jedi and the Republic it represents their duty to maintain peace and order and prevent everything they've built from falling apart. For the Confederacy and their allies it represents their chance to gain independence from the corrupt and failing Republic. For bounty hunters and other major criminal elements it represents an unparalleled opportunity to gain wealth and power. And for the ancient order of the Sith, hidden from even the ever vigilant eyes of the Jedi, this war represents the culmination of a nefarious plan to destroy their enemies forever and take control of the entire galaxy.

But what does this war represent to you? Do you see it as a terrible tragedy? A chance to gain power? Something to revel in perhaps? However you see it, your arrival in the middle of this conflict is certain to cause some kind of disturbance. But whether that disturbance is good, bad, drastic, or minor can only be determined by you.

Take **1000cp** to help you make your choices below, good luck and may the Force be with you.

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Timeline

- **Legends:** How everything originally went. A lot of different stories occurred in this timeline but somehow everything managed to come together and create a mostly coherent story in the end. During the Clone Wars you'll hear stories of the talented young Jedi Knight Anakin Skywalker, reports on the epic feats of the Jedi masters, whispers of an order of Dark Jedi who follow the Sith lord Tyranus, and even tales of the fearsome bounty hunter know as Durge.

- **New Canon:** A slightly different story than the one you're used to. Many of the events leading up to the Clone Wars are still but the war itself will now take a radically different course. Several dozen important individuals have also been lost, transformed, replaced or brought back from the dead, you'll even encounter entirely new people who'll change the course of history. Probably the most importance difference this timeline has from the original is the existence of a young girl named Ahsoka Tano who will become Anakin Skywalker's apprentice during the Clone Wars.

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Starting locations

Roll 1d8 to decide which region of space you start in. After rolling, you can either start on (one of) the planet(s) listed, or select an unlisted planet for 50cp. You may also pick a different region of space for 50cp.

1. **Core Worlds**
   - **Coruscant:** The capital of the Republic, the home of the Jedi Temple and the center of the galaxy. The whole planet is a massive sprawling city**.**
   - **Alderaan:** A peaceful world with a rich history of art and culture. The planet has retained much of its natural beauty and is completely free of artificial pollution.
2. **Colonies**
   - **Cato Neimoidia:** A colony of the Neimoidian species. Cato Neimoidia welcomes anyone wealthy enough, and the planet will soon join the Confederacy of Independent Systems.
3. **Inner Rim**
   - **Onderon:** The planet of Onderon has a long history of civil war. Monarchical governments have been in power for thousands of years, and civilization on the planet is focused around the walled city of Iziz. Onderon will soon be one of many planets to join the Confederacy.
4. **Expansion Region**
   - **Umbara:** Nicknamed the shadow world, Umbara is a malevolent planet where the sun never shines. It is the home world of the Umbarans, and while they are currently apart of the Republic, they may eventually decide to join the Confederacy in the near future.
5. **Mid Rim**
   - **Naboo:** A beautiful and unspoiled world ruled over by a benevolent monarchy. An aquatic species known as the Gungans call this world home, but Humans have set up their own civilization on the surface.
   - **Kashyyyk:** The forested home world of the Wookies. Colossal trees house the villages of the powerful Wookie people, and nearly all the technology here bio-mechanical, so as not to harm the environment.
6. **Outer Rim**
   - **Dathomir:** The home of the witches, this wild untamed planet is drenched in the dark side of the Force, and covered in a wide array of natural environments. The Nightsisters – hostile, Force sensitive women – rule this planet from the safety of their hidden settlements.
   - **Mandalore:** The cultural and historical home world of the Mandalorians. Mandalore has recently renounced its old warrior ways, and the government is now a strong promoter of peace, neutrality, and progression.
7. **Hutt Space**
   - **Nar Shaddaa: I**t's sort of like Coruscant, but uglier, and the dangerous lower levels are on the surface. This planet is ridden with crime and poverty, and people in charge don't want it any other way.
   - **Tatooine:** This whole planet is a single giant continuous desert, there's nothing to see except criminals, junkyards, moisture farms, and Jawas. Oh, and if you are unfortunate enough to land here, watch out for the Tusken Raiders.
8. **Free Choice**
   - Congratulations! You may now choose to start on any planet in any region of space for free!

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Background

Regardless of weather you decide to receive any new memories you'll be getting a new healthy body to help adjust you to this world. Your new age can be anywhere from 17 to 30 and you may either keep your current gender or change it.

- **Civilian [Free]:** The galaxy's full of people, I'm sure no one will notice one more. You're dropped onto your starting planet with some basic supplies. (Food, water, clothes, an I.D and a bedroll.) You have no history here and no memories to affect your personality. However, you'll only be able to rely on your current knowledge of the setting, good luck.
- **Politician [Free]**: After years of studying, establishing allies, and building your reputation, you've finally been chosen to represent your organization to either the Republic or the Separatists. While a representative may not be as powerful as a senator you still have a fair bit of influence, and the only things stopping you from building yourself up are your political rivals and some bureaucratic red tape.
- **Engineer [Free]:** Weather you're a freelance worker or a loyal member of the military, you know how to create and repair pretty much any machine in the galaxy. Skills like yours are incredibly valuable so you should have no trouble finding work. Just make sure your employers are honest and fair, there are a lot of people who would love to have a mechanically skilled slave under their control.
- **Outlaw [100cp]:** At some point in your life, you decided that you wanted to live outside the law. Whether you're a bounty hunter, a smuggler or a pirate, you're one of the countless rouges that wanders of the galaxy in search of profit and adventue.
- **Force Sensitive [200cp]:** At a very young age you were discovered to have a strong connection to the force and at some point you were trained to use your abilities. Whether you were instructed and taken in by the Jedi Order, a dark Jedi, your parents, the Nightsisters, or someone else is entirly up to you.

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Allegiance

This will determine what friends and allies you start off with, and what extra resources you have to draw upon. You can freely change allegiances later on if you wish.

- **Republic:** The ancient and benevolent Jedi Order and the galaxy spanning Republic government. Both of these groups have existed for several millennia and protected the galaxy from countless threats while maintaining order and democracy. But recently the Republic has become somewhat bloated and corrupt, and the Jedi have been getting increasingly arrogant, distant, and ineffective due to the long absence of the Sith.
- **Separatists:** Also known as the Confederacy of Independent systems, this is a group of planets and organizations that have banded together to oppose the Republic and forge their own new way of life. While some people within the Confederacy honestly believe the Republic is corrupt and see themselves as the good guys, their views are completely overshadowed by the agendas of the cruel Separatist Council and the Sith Lords that secretly control the separatists.
- **Independent:** Just you and whatever friends, allies and resources you already have. You will also be able to ally with any other independent groups or individuals you encounter.

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Species

The galaxy is filled with a vast assortment of sapient beings, here you can encounter anything from weirdly colored humanoids to terrifying beastmen. Most of these species are roughly equal to humans in terms of mental and physical capabilities but some possess incredible natural abilities such as enhanced strength or night vision.

- **Human [Free]:** No different from the people you know, humans are the dominant species in the galaxy as well as the most numerous. They're responsible for countless social, political, economic and technological innovations and they're typically the most gifted with the Force.
- **Twi'lek [Free]:** A spirited and diverse people who many only believe to be slaves. While it is true that many twi'lek females are sold into slavery countless members of their species have had successful careers as politicians, military leaders, engineers and even Jedi. Twi'leks have two long head-tails in place of their hair and may possess a wide variety of skin colors such as blue, purple, green, yellow, orange, pink, yellow or red.
- **Bothan [Free]:** Furry humanoids that resemble felines, canines, and equines all at once. They make good spies and politicians.
- **Rodian [Free]:** Reptilian humanoids with green skin and large dark eyes. Rodians are a diverse people and members of their species have engaged in everything from bounty hunting to politics.
- **Near-human [Free]:** The general term for all of the many species or subspecies in the galaxy which are very closely biologically related to baseline humans. This includes such species such as the chiss, zabrak, and miraluka.
- **Togruta [50cp]:** Similar to the Twi'leks but with different head tails that allow for limited echolocation.
- **Ithorian [50cp]:** Strange humanoid aliens with T-shaped heads and powerful vocal cords.
- **Kel'Dor [50cp]:** Humanoids with monstrous faces and orange skin. They require environment masks to breath and can survive the vacuum of space for short periods of time.
- **Cathar [50cp]:** Feline humanoids that resemble lions in both appearance and behavior.
- **Gungan [50cp]:** Amphibious humanoids with long tongues, duck-like faces and multi-colored skin.
- **Hutt [100cp]:** Giant slugs. Hutts are dangerously intelligent and somewhat hard to kill.
- **Besalisk [100cp]:** Tall, multi-armed, humanoid aliens. Males have 4 arms but females can have up to 8.
- **Mammal [100cp]:** Pick any sentient/sapiant spacefaring species classified as a mammal.
- **Reptile [100cp]:** Pick any sentient/sapiant spacefaring species classified as a reptile.
- **Amphibian [100cp]:** Pick any sentient/sapiant spacefaring species classified as an amphibian.

- **Gen'Dai [200cp]:** Nearly indestructible living nerve clusters that can regenerate limbs and other lost parts in seconds or minutes. While Gen'Dai are extremely durable they can be killed with the right methods, such as total incineration or annihilation. Also they still feel pain from their injuries until they can build up a tolerance for it. While their regenerative abilities grant them practical immortality Gen'Dai can still succumb to mental degeneration, and after hundreds or thousands of years they will eventually become violently insane. In order to blend in with the rest of the galaxy Gen'Dai wear full suits of heavy armor designed for humanoids. These outfits allow them to hide their monstrous features and appear as one of the more normal species.
- **Clawdite [200cp]:** A somewhat rare species of reptilian shapeshifters. Clawdites are able to mimic any humanoid individual or species roughly their same size and shape. Typically Clawdites can shapeshift in a matter of seconds but doing so may be somewhat painful depending on how often their transformative abilities are used.

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Perks

Civilian

- **Space Hobo [100cp] (Free: Civilian):** As long as your broke and homeless, people will feel more sympathy towards you. You'll always receive more than enough money to eat while you're begging, and strangers will occasionally hand you gifts if you're looking particularly miserable.

- **Midichlorian Detector [300cp] (Discount: Civilian):** You gain the ability to detect nearby Force users and know immediately how powerful they are. If you decide to Move-On at the end of the jump, you'll be able to use this ability on nearby psionics.

- **Anomaly [600cp] (Discount: Civilian):** You can use your true nature to your advantage. Force powers will no longer have any affect against you, Force lighting will simply tickle and Farsight will be unable to locate you. This ability will also protect you against psionic attacks if you decide to Move-On and you'll even be able to cancel out nearby psionic powers if you focus on them.

Politician

- **My People Are Dying! [100cp] (Free: Politician):** Whenever you're representing a specific group, race, species, organization, or etc. you'll be able to easily rally support for them. The people you represent will take notice whenever you help them, and will be more than willing to reward you for your assistance.

- **Justified Paranoia [300cp] (Discount: Politician):** Your self preservation instinct gets a major upgrade. From now on you'll be able to better predict when and where someone will try to suddenly attack, poison, assassinate, or otherwise kill you. You'll also be able to easily formulate plans to counter these surprise attacks.

- **In Thunderous Applause [600cp] (Discount: Politician):** You become REALLY good at convincing people to side with you. You can negotiate and deceive your way into almost any high ranking position, and you can convince someone to become your ally just by exploiting the smallest bit of information you have on them. You may even be able to take control of an entire government if you have enough power and influence.

Engineer

- **Military Engineer [100cp] (Free: Engineer):** You know how to put things together and take them apart, you also have no trouble working under dangerous or stressful conditions. You can fix droids, ships, and other machines like an expert mechanic, even while being shot at if necessary. You can also build simple droids and vehicles like combat remotes or speeder bikes if you have the right parts.

- **Cyberneticist [300cp] (Discount: Engineer):** Your a master at making artificial limbs and organs. You could easily create replacement parts indistinguishable from their originals or save someone from the brink of death by transforming them into a monstrous cyborg similar to General Grievous. You also know how to augment people in ways that won't diminish any supernatural powers or abilities they may possess.

- **Mechanical Genius [600cp] (Discount: Engineer):** You're the leading expert at designing droids and starships. Given the right resources you could create fully autonomous starfighters with built in hyperdrives, battle droids with cheap, stronger and longer lasting shields, hover tanks as fast as landspeeders, androids indistinguishable from organics, and combat droids capable of killing jedi.

Outlaw

- **Piloting [100cp] (Free: Outlaw):** You're able to easily pilot small starships and personal vehicles. You're good enough to not crash a freighter or lose control of a landspeeder, but large military vehicles like frigates and tanks remain out of your expertise.

- **Blasterslinger [300cp] (Discount: Outlaw):** You gain an affinity for unconventional weapons and impractical methods of weapon wielding. You easily fire guns akimbo, wield two doubled-bladed swords at once, and fire typically inaccurate weapons with extreme precision.

- **Go to Guy [600cp] (Discount: Outlaw):** People will see you as the best in whatever business you're currently involved in. You'll always receive the best and most important jobs 1st and anytime there's a secret mission to be done, you're the one people will call. Best of all, employers will now ignore many of your failures and immediately call you again for the next job. Be careful though, people will notice if you fail too much or too severely.

Misc.

- **Melee Training [200cp] (Free: Force Sensitive):** Vibroblades, lightsabers, if it's a bladed or blunt weapon you can wield it with deadly proficiency. Keep in mind however that while theoretically any can use a lightsaber, only a Force User can use it to it's full potential.

- **Ranged Training [200cp] (Free: Outlaw) (Discount: Engineer & Politician):** You're skilled at using blasters and slugthrowers. You can shoot just as well as any trained soldier and with some practice you could improve your skills to match those of the deadliest bounty hunters in the galaxy.

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Force Powers
(Force Sensitive background only)

In addition to the free starting powers, you may also select 3 Force powers from the list that are 200cp or below.

1. **Starting Powers [Free]:** Basic Force powers that come natural to every Force user. (Telepathy, Telekinesis, Force empathy, Force speed, Farsight, Force stealth, Force sight and Mind trick.)
2. **Breath Control [50cp]:** You gain the ability to turn off your need to breathe. At first you'll only be able to hold your breath for a few hours, but with practice you'll be able to breathing for days. This power works in both toxic atmospheres and vacuums, however, it does not grant any protection against psychical hazards or radiation.
3. **Comprehend Speech [50cp]:** The ability to understand any complex language you hear. This power will not allow you to understand primitive languages, such as anything spoken by by tribal or isolated peoples, and you will not automatically learn how to speak the language you hear.
4. **Force Body [50cp]:** You can push your body to its physical limits, allowing you to ignore pain and endure more damage. It's essentially a massive surge of adrenaline, so once it wears off you'll suddenly feel all the damage you sustained while the power was active.
5. **Force Flash [50cp]:** A power that will allow you to temporarily disable electronics, and emit and extremely bright flash of light. Essentially turns you into both an EMP and a flashbang.
6. **Force Listening [50cp]:** You can augment your hearing to pick out specific sounds over long distances, and block out distracting background noise. You'll be able to overhear someones conversation in a crowded bar, and listen in on a secret meeting without ever being seen.
7. **Absorb/Deflect Energy [100cp]:** You can defend yourself against laser and plasma bolts with your bare hands. At first you will only be able to deflect energy blasts, but with practice you will eventually be able to absorb them into your body. Mastery of this power will allow you block lightsabers, and create a field around yourself that can absorb nearby heat and electricity.
8. **Force Heal [100cp]:** A Force power that rapidly accelerates the natural healing process. It can be used to mend injuries and cure diseases. Only light sided individuals can use this power to it's full potential.
9. **Beast Control [100cp]:** A Psychological Force power that will allow you to control animals. Affected animals will become allies and follow your orders within reason.
10. **Plant Surge [100cp]:** A light side Force power that can be used to accelerate a plants growth and improve it's health. In battle, this ability can be used manipulate existing plants to incredible extremes, allowing you to do things like wrap opponents with vines, and control carnivorous plants. Attempting to use this power while connected to the dark side will cause the plants you're manipulating to quickly wither and die.
11. **Battlemind [100cp]:** A Force power that will allow you to augment your morale and fighting spirit in order to overcome the stress and fatigue of battle. Whenever this power is activated, you will be able to fight with a completely renewed passion.
12. **Ionize [200cp]:** The ability to disable and possibly even destroy droids and other electronic devices. This power is used similarly to Force lightning, in that the users fire bolts of electricity from their hands.
13. **Force Stasis [200cp]:** You gain the ability to temporarily paralyze people. Organic beings affected by this power will be unable to move for a few seconds. With practice you can increase the amount time people are stunned, and the number of people affected at once.

14. **Doppelganger [200cp]:** The power to create a perfect illusion of yourself. You can move the illusion around remotely perceive everything it experiences as if you yourself were there. The doppelganger is able to be perceived by both living beings and droids. If the doppelganger is attacked it will be dispelled.
15. **Psychometry [200cp]:** A mental technique that will allow you to pick up impressions and traces of information about an object touched and the events that have surrounded it. This power allows the user to view events as if they were there, including the sights, sounds, and feelings, both emotional and physical, that the wielder of the object experienced.
16. **Force bellow [200cp]:** A power that will boost your voice to dangerous levels. You can turn your screams into sonic blasts and shriek high enough to shatter glass. This power can also be used to make yourself heard in loud room.
17. **Protection Bubble [300cp]:** A Force power that allows the user to create a defensive sphere around their body. The sphere appears as a shimmering blue globe of energy. It can protect the user from a wide range of attacks, deflect laser blasts, defend against lightsabers, protect you from vacuums, and can even inflict certain amounts of damage upon contact with an enemy.
18. **Force Cloak [300cp]:** A Force power that allows the user to become invisible by bending the light and sound around them. This power works on both living beings and droids.
19. **Force Rage [300cp]:** A Force power that, when activated, sends you into a berserk state that slows down your perception of time, and significantly increases your strength, speed, and endurance. This power can only remain active for short periods of time, and will leave you exhausted when deactivated.
20. **Force Drain [300cp]:** The ability to absorb the lifeforce from organic beings. Drained creatures can suffer from extreme fatigue, and even death if drained completely. Only dark sided individuals can use this power to it's full potential.
21. **Force Lightning [400cp]:** The Power to fire extremely dangerous bolts of arching electricity from your hands. Aside from the damage caused by heat and electricity, Force Lightning is also capable of slowly corrupting sentient beings over to the dark side. Jedi receive a weaker version of this power, and only true Sith can unlock it's full potential.
22. **Sever Force [400cp]:** The ultimate light side ability. This power will allow you to cut individuals of from the Force by creating a wall of light side energy around them. The affects of this power may only be temporary at first, but with practice you will be able to permanently remove an individuals connection tot he Force. Sith receive a weaker version of this power, and only true Jedi can unlock it's full potential.
23. **Battle Meditation [400cp]:** A Force power that allows you to boost the morale and combat prowess of your allies while simultaneously reducing the capabilities of your opponents. At it's basic level, it can only affect small groups of people, but at it's most powerful it can affect an entire fleet.
24. **Alter Environment [400cp]:** You gain the ability to manipulate weather and temperature. You can control and create thunderstorms, raise the temperature to dangerous extremes, and manipulate virtually any other natural weather phenomena. If you're significantly intelligent, and strong enough in the Force, then you'll be able to use this ability to stir up supernaturally powerful storms and weather disasters.

25. **Drain Knowledge [400cp]:** A dark side Force power that allows you to rip information from the minds of sentient beings. This ability can be used both subtly and forcefully. Subtle use is similar to mind reading, and will only be briefly noticed by person being affected. Forceful use of this ability is extremely painful to the person being affected, and can leave them with both physical and psychological brain damage after its use. Only dark sided individuals can use this power to it's full potential.

26. **Force Animation [600cp]:** One of the most unusual applications of the Force ever discovered. You can forge artificial creatures out of junk and other objects that will defend you and carry out your orders so long as you're alive. These Force golems are fairly simple and only possess animal-like intelligence but they're unwaveringly loyal to you and can left to their own devices so long as you're still close enough to channel your energy into them. Initially you'll only be able to forge one or two golems and keep them active while you're just a few feet away, but as your power and skill grows you'll eventually be able to animate an entire army of artificial titans while safely hidden within your fortress several miles away. While you can make your creations incredibly durable they will eventually fall apart when hit with enough damage. At their strongest it would take either heavy ordinance or an incredibly skilled Force User to defeat one of your creations.

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Items, Equipment and Gear

1. **10,000 Credits [50cp] (Politician receives 100,000 credits for free):** Galactic standard currency. Tax free and legally owned by you.
2. **Datapad [50cp] (Free: Engineer):** A personal computer tablet equipped with a journal, map, digital storage drive, holoprojector, calculator, and sketchpad. The datapad can wirelessly connect any nearby computer network and runs on a rechargeable battery.
3. **Stun Pistol [50cp]:** An energy weapon that will immobilize any organic target it hits. Can fire 50 shots before needing to recharge. For some reason this weapon is able to ignore body armor. Can be purchased multiple times.
4. **Blaster Pistol [50cp] (Free: Outlaw):** An energy weapon that can fire up to a hundred shots before needing to recharge. This weapon can be purchased multiple times.
5. **Pack of Thermal detonators [50c]:** A bag containing 24, highly dangerous, nuclear fusion grenades. Six meter blast radius and adjustable timer. Capable of damaging or destroying nearly anything, even starships.
6. **Utility Belt [50cp]:** A leather belt ringed with pockets and hooks. It comes with free ration capsules, a grappling hook, several medical packs, and a rebreather.
7. **Jetpack [100cp] (Discount: Outlaw):** A backpack with built-in rocket thrusters. The Jetpack is slightly difficult to control, but it is capable of lifting several hundred pounds and will provide the user with multi-directional flight and hovering capabilities. The jetpack will automatically refuel while it is inactive in an oxygen filled atmosphere.
8. **Combat suit [100cp] (Free: Outlaw):** Basic light armor. Able to be worn under clothing. Only offers minimal protection to your body but does not hinder movement or vision.
9. **Battle Armor [150cp] (Free: Gen'Dai):** Advanced heavy armor. People looking at you will clearly see that you're wearing armor. Protects your entire body but difficult to see and move in.
10. **Separatist Droid Blueprints [200cp] (Discount: Engineer):** A list of mechanical infantry units planned to be produced for the CIS. This list includes every droid they plan to field, from the common B1 and vulture droids to the ultra rare MagnaGuards.
11. **Republic Vehicle Blueprints [200cp]:** A list of ships, mechs and armored vehicles either currently or planned to be produced for the Galactic Republic such as the AT-RT, the LAAT gunship, the ARC-170 starfighter, and even the Venator-class Star Destroyer. Designs for ships and vehicles such as the Mandator-II and Imperator-class Star Destroyer that were built and in service to the Republic before the end of the war, but not as widely produced compared to more popular ships, are also included.
12. **Holocron Collection [200cp]:** Small techno-organic devices that contain all the information you need to train someone into a Jedi or Sith apprentice. The holocrons hold basic information about the Jedi and Sith orders, along with instructions for how to build and use lightsabers, and how to harness and wield the Force.
13. **AT-RT [200cp] (Discount: Civilian):** A one-man bipedal walker used primarily for reconnaissance and patrolling. The walker is 3 meters tall, 2 meters long, and equipped with a forward blaster cannon and a mortar launcher.
14. **CloakShape fighter [300cp] (Discount: Engineer):** A small starfighter armed with twin laser cannons and concussions missiles. It's 15 meters long and can only hold a single pilot. The ship comes with a detachable hyperdrive sled that will allow you to jump to FTL speeds.

15. **Lightsaber [300cp] (Force Sensitive receives 1 of these for free and a discount on any additional purchases):** A single bladed lightsaber of your own custom color and design. In case you don't know what a lightsaber is, it's essentially just a metal cylinder that can project a blade of solid plasma capable of cutting through almost anything.
16. **Z-95 Headhunter [400cp] (Discount: Force Sensitive):** An average sized starfighter equipped with twin laser cannons and concussion missiles. It's 12 meters long and can only hold a single pilot. It comes with a built-in hyperdrive and light energy shields.
17. **YT-1300 light freighter [500cp] (Discount: Outlaw):** This ship is an un-modified version of the Millennium Falcon. It's 35 meters long and is able to carry up to 6 people comfortably. It has two laser turrets, a large amount of cargo space, and a built-in hyperdrive.
18. **YT-2400 light freighter [500cp] (Discount: Politician):** Similar to YT-1300 but with a different design and more advanced systems. This ship is 19 meters long and 28 meters wide. It can hold 6 people comfortably and has two escape pods for emergencies. The ships has the same weapons systems as the YT-1300, but it's more durable than it's predecessor and has a slightly larger cargo space. Hyperdrive comes already built-in.

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Companions

Anyone purchased here will respawn after a week.

1. **Old Friends [Free/50-400cp]:** You can make up to eight of your current companions inhabitants of this world, granting them a Civilian, Politician, or Engineer background as well as a human, twi'lek, bothan, rodian or near-human body for free. If you spend any amount from 50cp – 400cp on this option you can grant each imported companion double the amount of cp you spent, (Ex. Spend 200cp your companions will receive 400cp each.) so that they may purchase perks, items, a different background, or Powers if they're a Force Sensitive. Companions cannot purchase any companion options or drawbacks. Companions will only gain the free items, perks and discounts given by their backgrounds if you spend cp on imports, otherwise they will only benefit from their new memories and a new form.

2. **New Friends [50-400cp]:** Each individual purchase of this perk will grant you a single a new custom companion from this world. Newly purchased companions may select a human, twi'lek, bothan, rodian or near-human body for free as well as either the Civilian, Politician, or Engineer background. Additionally each individual companion gains double the amount of cp spent on them but just like imported companions they cannot select drawback or purchase any companions options or their own. **This option also allows you to spend 200cp for the chance to take single existing individual from this world with you on your adventures.** Only characters that have appeared on the show in-person can become companions. In order to make someone your companion you must convince them to come with you willingly.

3. **R2 Series Astromech Droid [100cp]:** A small automated mechanic that can perform a variety of repair duties and serve as an additional navigational computer on a starfighter. Astromech droids can also connect to and operate the mainframes of large starships and space stations.

4. **Apprentice companion [200cp]:** A young individual who's decided to follow and learn from you. This person can either be a brand new companion, or one of your imported companions. They will receive an origin similar to your own and 600cp to buy perks and items.

5. **Clone Companion [400cp]:** Fresh out of the Kamino cloning vats. This individual is your very own perfect genetic clone who'll serve you willingly till their death. They've been rapidly aged up and have received all their education from virtual computer programs. They possess all your physical abilities as well as all your non-major skills, but they lack any of your supernatural abilities except for your Force powers.

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Complications

You can take up to +600cp worth of complications.

1. **Legacy Character [+0cp]:** You may only pick this option if you have already played through the KotOR JumpChain. Where previously Clone Wars and KotOR where separate from each other, they now occur in the same time-line. Your actions and history from KotOR will carry over to this jump, and depending on exactly what you did, you may find yourself in a world completely unrecognizable from the original Clone Wars.
2. **The Prequel Trilogy [+0cp]:** Instead of remaining here for the duration of the Clone Wars you'll now have to go through the entire series of events witnessed in the prequels. You arrive at your starting location on the 1st day of the invasion of Naboo and leave on the date that Luke & Leia Skywalker are supposed to be born.
3. **Movie Marathon [+0cp]:** Precede directly to the Star Wars: Original Trilogy JumpChain. Obviously cannot be taken with “The Old Republic?”.
4. **The Old Republic? [+0cp]:** Proceed directly to the Star Wars KotOR JumpChain. Obviously cannot be taken with “Movie Marathon”.
5. **Rip off Darth Vader [+100cp]:** This drawback can purchased twice. For 100cp you will receive a single cybernetic limb that is just as good as your original but requires weekly maintenance. For 200cp you will receive both the cybernetic limb and a pair of cybernetic lungs. The lungs will not require maintenance, but they will cause you severe asthma. If you're a Gen'Dai then instead of receiving cybernetic replacements you'll become bound to a suit of armor. For 100cp you'll be unable to maintain consistant form without your armor, reducing you to a slow-moving mess of muscles and nerves. For 200cp the armor becomes your life support system. Not only will you be barely able to move if you ever find yourself out of it but you'll also begin to slowly suffocate until you die. Without your suit you'll only be able to survive for about half an hour unless you can get someplace with similar life-support capabilities.
6. **Stormtrooper marksmanship [+100cp]:** For some reason, your accuracy in this universe in greatly impaired. You will miss about 90% of your shots, and the size and distance of your targets almost never seem to make any difference. This drawback only applies to guns and thrown objects so you should still be able to fight with melee weapons.
7. **The Jar Jar [+100]:** Immediately after arriving at your starting location, you’ll encounter an annoying and dangerously stupid alien who’ll follow you around for the next ten years. This person will try their best to become your new best friend, and you will be unable to ditch them because they will somehow always have essential information that you need to complete a mission. They will do their best to help you, but their “help” almost always results in something terrible happening. Basically, if you can point their destructive clumsiness towards your enemies, and keep them away from any delicate situations, you should be ok.
8. **Alien Scum (Non-human species only) [+100cp]:** For the duration of your stay, all non-plot important humans you encounter will despise you. Some people will just say they don't like you upfront, and others will keep their hatred towards you hidden. Other non-humans will still feel neutral toward you, but members of your own species will now feel more inclined to trust you.
9. **Old Friend, New Name [+200cp]:** Someone you used to know and idolize has decided to join the opposing side. This person knows a lot (but not everything) about you and whoever you currently work for, and they will not stop fighting until you and your allies have been destroyed.

10. **Head Made out of Gold [+200cp]:** Weather you have a huge bounty on your head, or your just the target of political/ideological enemies, you will now be constantly attacked by bounty hunters and assassins during your stay here. An attack will occur once every several weeks and there will be a major attack by an experienced bounty hunter once every year.
11. **It Was You! [+200cp]:** For the duration your stay you'll encounter dozens of spies and traitors. People who you have absolute trust in will suddenly turn and literally try to stab you in the back. Fortunately for you, many of these individuals will be cowards, and almost none of them will have any combat experience.
12. **Golden Bikini [+300cp]:** Shortly after your arrival you will captured and held as a slave. Your captors will take you to one of the planets in the galaxy that still allow slavery, and then assign you to a task that is appropriate for your skills, appearance and disposition. You will be stripped of any items and gear you have during your capture. If you have any allies they will come to your rescue within 6 months.
13. **Help me Anon, You're my Only Hope [+300cp]:** Someone – either a friend or family member from this universe, or one of your companions – has been captured by your most dangerous foes. You will receive a message from this person shortly after your arrival that will alert you to their current situation and give you the coordinates for where they're being held. You'll only have about a month to rescue them, and if they die then you will have failed the cyoa.
14. **Exploding Ship Syndrome [+300cp]:** Every time you get on a starship something weird will happen. Maybe the vessel will blow up and you'll have to crash land on an alien planet, or maybe a hostile parasite will infiltrate the crew and you'll have to find a way to defeat it? Regardless of what happens, you can be sure that every time you get aboard a ship bigger than a freighter, you'll be in life threatening danger.
15. **Yousa Gonna Die! [+600cp]:** Jar Jar Binks is now Darth Cerebris, the dark lord of mind control and deception. He is secretly manipulating Palpatine and the Jedi so that he can take over the galaxy and turn every living being into his brainwashed puppet. Jar Jar's knowledge and strength in the Force surpasses that of Darth Sidious, and he is skilled enough in Lightsaber combat that he could easily defeat the entire Jedi council simultaneously. Defeating this opponent is very likely impossible, he's easily capable of controlling giant monsters and manipulating the thoughts of the entire Galactic Senate, even if you offered to join or serve him he would still turn you into a mindless slave.

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Future

If you manage to survive in this world for ten years you'll be given three options for what to do next. However regardless of what you pick any complications you may have chosen will be removed.

You may either **Go Home**, keeping everything you've purchased and learned here, **Stay** in this world forever and appear to have gone missing on earth, or **Move On** to another adventure in a different universe.

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Important Notes

1. The “Sever Force” power can be used to cut individuals off from other sources of magic/supernatural power. It will ONLY work if the source of power an individual is using comes from outside their body, and is a natural force in their universe.
2. You do NOT gain any of the discounts or benefits from the Force Sensitive background If you've already been to the Original Trilogy or KotOR jumps. You get to keep the Force powers, knowledge, and skills you already have, but you must purchase the Force Sensitive background in order to gain its bonuses.
3. Everything from the Legends timeline will occur in the New Canon timeline so long as nothing conflicts. If a conflict does arise (Such as the fates of Darth Maul and Barris Offie.) whatever happened in the New Canon, I.E Clone Wars cartoon/books/comics, will happen in the jump. If you take the Legends timeline everything that was canon occurs normally and anything from the 2008 Clone Wars media is removed.
4. For the “Golden Bikini” drawback, there's nothing you can do to avoid being captured and once you've been placed in your new role as a slave you'll find it difficult to escape regardless of what powers you may have. Getting out by yourself is still possible, but it would probably be easier to just wait for rescue. Hopefully your new job won't be to demeaning to disgusting.
5. If you don't have any piloting skills when you purchase a starship the vessel will run on autopilot until you learn how to fly it.