Star Wars: Sequel Trilogy Jumpchain
Attack of the Copypastas Edition

This trilogy. This fuckin' trilogy. Just...what the actual hell were they doing? Where they ripping so many lines in celebration of the purchase they forgot to actually *do* anything with it? Did Star Wars kill RJ's dog when he was a little kid or something? I mean god damn.

Origins

Irrelevant Side Character
Literally everyone except Rey or one of the characters from the Original Trilogy. Good luck accomplishing anything of note that isn't 'wait for Rey to save us'. Can be taken as the Drop-In origin.

Legacy Character
You've been here before, and played a critical role in saving the galaxy. Or so you thought. All of your struggles, sacrifices, and hard-won victories have turned out to be a wasted effort, as Palpatine's returned more powerful than ever after ruining everything you've ever built.

Strong Female Protagonist
You're the Main Character, in capital letters. You're the most powerful, most skilled, most competent, most reliable, and, dare I say, most attractive person around. You rarely encounter challenges you can't win with a moment's thought to realize you had the answer within you all along, and when you do your enemies will usually be won over by your irresistable charisma. Some people might call you a Mary Sue, but they're just jealous of how awesome and cool you are for winning all the time. Doesn't require you to be female. You can replace Rey if you want.

Jumper Palpatine
You're directly descended from the main man, the Sitheth Sith to ever Sith up the galaxy, Old Sheev himself. You're naturally drawn to and skilled with the Dark Side of the Force, and will be able to absorb Palpatine's soul to gain all of his dark knowledge and powers. All you need to do is allow him and all his old Sith friends to enter you and spread their dark power into your body.

Starting Location
Roll a 1d8 to decide where you start, or pay 50 CP to choose.

1. ~~Tatooine~~ Jakku
   The remote desert planet where the hero rises up from their poor existence, their dreams of becoming something greater coming true when they find out they're sensitive to the Force. They escape from the Storm Troopers on the Millenium Falcon, and train under an old Jedi Master to fulfil their destiny as the galaxy's last hope. And then as the galaxy's *real* last hope when original last hope gets retconned into a useless bum.

2. ~~Hoth~~ Crait
   The snowy ice planet where the ~~Rebellion~~ Resistance makes it's valiant last stand against the Storm Troopers and AT-ATs of the evil ~~Galactic Empire~~ First Order.

3. Hosnian Prime
   Capital of the New Republic. One of the most important planets in the galaxy, and home to the movers and shakers of the new galactic government. Roll again, this one gets blown up in its only scene despite *apparently* being so important.

4. D'Qar
   The jungle planet housing the home base of the Resistance, the fearless freedom fighters who've been forced to operate in secret after the New Republic decided not to do anything about the massive hostile and dogmatic military force armed with the most powerful weapon ever constructed and equipped with enough resources to conquer the galaxy, that had been building itself up just outside their territory for the last few decades.

5. Starkiller Base
   Yet Another Death Star™, except this time it's EVEN MOAR EXPLOSIONS!!! This one can blow up entire solar systems of planets at a time. It's built from a planet the First Order somehow managed to hollow out and fill with laser weaponry. Yes, without anybody noticing or doing anything to stop them.

6. Kef Bir
   One of Endor's moons, one with an oceanic environment. A large fragment of the second Death Star crash landed here following the total incineration of the station when it exploded. One of the Sith Wayfinders leading to Palpatine's hideout can be found inside the throne room of the ruins.

7. ~~Ecxegal~~ ~~X-Agoll~~ Exegol
   The drama planet in the Unknown Regions where Palpatine's been hiding for the last thirty years after he decided not to be killed by the Death Star blowing up around him. Has lots of dramatic lightning, and it's surrounded by a dramatic red cloud that makes entering dramatically hard. Leaving's fine though, an entire fleet can leave the planet all at once with no problems. Must be a one-way cloud.

8. Hurtling through Deep Space
   You were caught at the epicenter of an exploding space station, sending you flying through the vacuum of space many times faster than light and impacting a planet with apocalyptic force halfway across the galaxy. Naturally, you were perfectly fine after this ordeal. You can decide which planet you landed on.

Perks

Normal discount rules apply.

Hey Mando! (0 CP)
What's going on? Why does everything look and sound so familiar? When did the old Star Wars come back? Why is there suddenly logically coherent and internally consistent writing now? You begin at the start of The Mandalorian, five years after the end of Return of the Jedi.

Force Sensitivity (500 CP)
The Force is the mysterious power that connects all living things, the life-force of the galaxy itself. How does it work? What can it do? OooOOoo nooobody knows, how mysterious! If you ever want to do something, just make up a new Force ability for it. Want to fly? How about sending a hologram across the galaxy? Maybe you want to teleport things back to you that you saw in the hologram. Or just send a Force Skype call, or fire off a Force Kamehameha! Whenever you want to use a Force power, even one you've used before, you have to flip a coin. 50% chance you succeed with flying colors, 50% chance the Force up and decides that's not possible to do. Even if you just did it five minutes ago. If it turns out you can't do something, you can go ahead and do it anyways by sacrificing your life. Not like it matters since anyone else with the Force can just bring you back to life. Being resurrected by the Force doesn't end your chain.

Force Diad (100 CP, requires Force Sensitivity)
You're connected to someone else through the Force, two beings that are one. You can sense each other's emotions no matter how far apart you are, and find it much easier to communicate using the Force. When fighting together the two of you are much more powerful than the sum of your parts.

There's More of Us than Them (100 CP, free Irrelevant Side Character)
And that's why they're scared of you. And they should be scared, because when you call for aid they show up. Everyone does. Literally fucking everyone just shows up out of nowhere to fight for you if you send a scout calling for help before the battle starts.

They Sacred Texts! (100 CP, free Legacy Character)
The true wisdom lies within the words, not the pages. But if they already stole the pages the words are written on, well, that works too. If you want to send somebody something, all you have to do is destroy the objects and the person will be revealed to have already taken them from you.

Everybody Loves You (100 CP, free Strong Female Protagonist)
Everyone. Loves. You. Even people you've just met or should hate you, they can't help but treat you as an old friend. You'll be the first they go to when they need help or are mourning a loss. Forget them mourning alongside everyone they spent decades fighting and bonding with, the audience needs to see how you're one of the gang now.

Palpat- I mean, Skywalker! (100 CP, free Jumper Palpatine)
Ol' Sheev must be pretty proud. The Skywalkers have been wiped out of existence following decades of failure and humiliation, while his own bloodline resulted in Force Jesus who grabbed both the credit for destroying the Empire and freeing the galaxy and the Skywalker name and legacy for herself. Now you can do the same thing. If you ever want to be a part of a family you can just declare their last name to be yours now, no questions asked. They'll welcome you with open arms and praise, along with anything else being a member of that family entails.

Subvert Expectations (200 CP, discount Irrelevant Side Character)
Whenever you spend time away from someone, you can have them go through off-screen character development. Doesn't really matter what happened, it'll probably come up in a flashback later. The important part is that you can determine how they come out the other side. Can be anything really. Even if you want the most powerful and optimistic person in the galaxy, who believed in and redeemed the irredeemable Darth Vader, to become a broken and nihilistic husk of a man after having a bad dream.

I Was In The Other Ship The Whole Time! (200 CP, discount Legacy Character)
Death is the one universal truth, an inescapable and inevitable end to all stories. No one can dodge the reaper forever. Except you though, you totally can. Whenever you die, your friends will mourn you and everything, it'll be all dramatic and tearful, then you'll be back at it in a few minutes when you turn up safe and sound. Yes, your loved ones will get just as broken up over your death the 200th time as they did the first. It's not like plot armor is real and actively preventing you from ever dying right? It's not like they need to sell more toys of you, right?

Lightsaber Choreography (200 CP, discount Strong Female Protagonist)
When you fight someone, or a group of someones, they don't exactly fight at their full potential. Maybe they're so awestruck by your sheer awesomeness, maybe their focus and ability has been sabotaged before the fight even began, maybe the director doesn't know what he's doing. They look about as good as they normally are on first glance, but when you pay attention you start noticing fatal mistakes they keep making. A group will stand patiently in the background and get killed one by one, they'll avoid hitting you if you give them an opening, sometimes weapons will disappear into thin air! You'd have to start intentionally hurting yourself to lose even a fight where you're horrifically outmatched.

The Holdo Maneuver (400 CP, discount Irrelevant Side Character)
Aren't the laws of physics so...restrictive? Good news, now you can just ignore them. For example, trying something that by no means should ever work according to thousands of years of technological progress, such as using hyperspace to turn your unarmed ship into an FTL nuke when that's not how hyperspace works at all. After you do it will become a one-in-a-million technique, almost impossible to pull off successfully, meaning you'll see it used a couple times per space battle from now on.

Force Ghost (400 CP, discount Legacy Character)
Once a jump, if you die you can return as a Force Ghost. This makes you immune to all harm, but doesn't actually impact your ability to interact with the world. In fact, the only changes are that now you can teleport and turn invisible and are basically invincible since you're already dead. So...um. Okay, how about this. If you want you can start each jump in this form without having to die first, since there apparently aren't any downsides to death anymore. You don't need to be a Force user to use this because Force.

Violence is Always the Answer (400 CP, discount Strong Female Protagonist)
Palpatine: "Kill me and you can rule the galaxy!"
Rey: "Ok"
Palpatine: *dies*
Also Palpatine: *surprised Pikachu face*
You don't suffer the consequences of any of your actions. Even if you complete a ritual where the ultimate villain is trying to possess your soul, it just...nothing happens. Everything turns out okay in the end no matter what you do.

The Dead Speak! (400 CP, discount Sheevspawn)
Death is overrated. You never bought into the whole thing, strange Jedi custom that it was. So you can shrug off minor injuries like being thrown down a pit, falling into a reactor, electrocuted with your own lightning, exploded, and then exploded again enough to destroy an entire moon-sized battlestation, and having your vaporized particles drifting off into the merciless vacuum of space. You know, flesh wounds. Just wait to heal and you can turn up on the other side of the galaxy only a little worse for wear. You might be a bit dehydrated after floating in space for thirty years, how about a sip of the old grandkids? Works wonders for your skin.

Nothing (600 CP, discount Irrelevant Side Character)
What part of 'Irrelevant Side Character' did you not understand? Move along before I recast you.

Nothing (600 CP, discount Legacy Character)
Ha! You thought *you'd* get a discounted capstone perk? A beloved character who earned all their successes like you? As if, grandpa. It's time for the cool new OCs to take over.

All the Jedi (600 CP, discounted for Strong Female Protagonist)
It's a good thing you're the strongest around, and the absolute best at anything you do with no training, and never have to struggle against internal or external conflict. People want to see their heroes effortlessly roll over the bad guys all the time, that's how you build an engaging story with strong emotional connections. But sometimes you'll run into someone who's even more bullshit than you are, and *that's not fair! You're* supposed to be the best, not *them!* So now, whenever somebody else receives a power boost, you can decide you've got the exact same boost, except even stronger. The person you're fighting somehow becomes imbued with

all the power of every Sith? Just become the embodiment of every Jedi and fucking incinerate him with your Jedi Force Lightning!

A Prophecy Defied (600 CP, discount Jumper Palpatine)
Anakin was the Chosen One, prophesied to bring balance to the Force. He succeeded, destroying Palpatine forever and freeing the galaxy from the tyranny of the Galactic Empire and the Sith. Until he didn't. Palpatine survived, the galaxy fell back into tyranny, and the Skywalker bloodline died in failure and regret. Somehow Palpatine escaped his fated end, and now so can you. When you're defeated, even killed, you will return, methodically demolishing the lives and accomplishments of everyone who fought against you and becoming even more powerful than you'd ever been before. Not even the greatest Jedi Master of all time could survive your second (or third, or fourth, or…) coming.

Items

Normal discount rules apply.

Round R2-D2 (100 CP, free Irrelevant Side Character)
You have a loyal, friendly astromech droid following you around. The assembly team screwed up somewhere along the line and gave him a weird-looking round chassis, though. This doesn't stop him from performing his primary duties, but because he's smaller he lacks a lot of the functions that make astromechs so useful.

Old Lightsaber (100 CP, free Legacy Character)
A storied weapon passed down through your family, this lightsaber possesses the formerly unusual property of coming back good as new even after being destroyed entirely. Sent careening off into space? A friendly alien will somehow locate its exact position and bring it back to you. Ripped in half and rendered inoperable? Lucky it was fixed up when you weren't looking. Sitting at the center of a space station exploding? Might scratch the paint.

Millenium Falcon (100 CP, free Strong Female Protagonist)
The legendary Millenium Falcon, one of the fastest ships in the galaxy, once piloted by a hero of the Rebellion and flown in all major battles to defeat the Empire. You found it forgotten in the trash somewhere in the ass-end of the galaxy. Half the systems were either destroyed or missing, but some quick rewiring fixed that right up. Don't ask how crossing a few wires lets it fly without any fuel.

Throne (100 CP, freet Jumper Palpatine)
A random throne you found lying around somewhere. It looks pretty rad and is comfortable enough to take a nap on. Comes with a neat little GLaDOS frame. Just strap on the harness and you can swing all around the room without having to move.

Star Wars Episodes 7-9 Box Set (200 CP, discount Irrelevant Side Character)
Warning: This disc set has been banned on 17,021 planets as cruel and unusual punishment, on 2,593 as a highly lethal memetic hazard, and on 376 as a weapon of mass destruction. Use with extreme precaution. Side effects may include but are not limited to: visible confusion, frothing at the mouth, sudden and intense bouts of rage, rioting, temporary insanity, permanent insanity, death, and a desire to rewatch 'the good Star Wars'. Approximately 1.7% of the galactic population has shown an immunity to the material's effects.

"I actually thought it was pretty good."
- the only survivor of Bloody Thursday, formerly Movie Night Thursday

Secluded Island (200 CP, discount Legacy Character)
An island with a cozy hut and some domesticated animals, on an otherwise uninhabited water planet. Nobody can find you here, regardless of any sensory technology or abilities they have that should allow them to locate you. Unless, that is, they have *the MacGuffin*. The MacGuffin can point the way to you as long as the people looking for you go through a 2 hour and 15 minute quest to unlock its secrets. The island has some gross sea cow things that you can squirt green milk from. Why in god's name you'd ever want to do *that* is beyond me. Just look at the dead, vacant look in its eyes…

Luke's X-Wing (200 CP, discount Strong Female Protagonist)
The old fighter ship used by Luke Skywalker decades past to destroy the Death Star. Whenever it's destroyed, it will automatically repair itself with anything nearby. Doesn't really matter what it is, it'll still fly perfectly, even if a giant hole in the wing's been patched over with a wooden door.

Pickled Snokes (200 CP, discount Jumper Palpatine)
A cloning tank holding several unused Snoke clones. They can be stored indefinitely until awoken, upon which they'll be loyal to you. Because of the Force or something. They have amazing potency with the Force, capable of rivalling the greatest Jedi and Sith. If you wanted to you could probably go clone an army of these guys, same way as the Jango clones were made. They always look like shrivelled up genitals though so you might not want to be surrounded by that.

Casino Planet (400 CP, discount Irrelevant Side Character)
CAPITALISM BAD. GREED BAD. MONEY BAD. Pardon, what was that about subtlety? I couldn't hear you over all my shouting.

Super Duper Star Destroyer (400 CP, discount Legacy Character)
A gigantic, humongous, enormous, absolute unit of a ship. By far the biggest thing in the Galactic Empire's fleet, back when you were flying with them. And now the biggest ship in the First Order's fleet, cause you'll be damned before you let them fly without yours there to flex on all the others. And they should be thanking you! This ship makes any fleet at least 200% cooler

just from its presence alone. It has to, doesn't it? It's so unnecessarily big, and everyone knows size = power! That's why the Death Star was totally invincible to all those puny X-Wings! This ship automatically resizes itself to be over twice as large as the largest ship in each future jump, whether it's a 16th Century galleon or a one-upping the Super Star Destroyer with a MEGA Super Star Destroyer. Definitely not compensating for anything. Tends to get blown up in one hit, but that flaws been totally fixed this time, it definitely won't happen for the fifth time.

Sith Dagger (400 CP, discount Strong Female Protagonist)
A ritualistic dagger covered in strange writing. When you pull out the slot hidden inside the crossguard it will reveal whatever you happen to be searching for at the time. Wherever you're standing, simply hold up the slot and the jagged edge will reveal the location of what you need to be hidden a short distance from you, reachable in a few minutes' journey.

Underground Hangar (400 CP, discount Jumper Palpatine)
A ship foundry located on a planet of your choosing. It's capable of building a fleet larger than any seen before in the galaxy, all equipped with better weapons than an entire galactic empire was capable of installing one time in their most prized superweapon. It's next to impossible to stumble across or find, due to the fact that it's been built entirely underground. However, there's no way for the ships to get out. You'll have to fly them all up through the ceiling. Hey, at least the hangar will respawn, right?

You Get Nothing (600 CP, discount Irrelevant Side Character)
You still don't get it? You have no nostalgia points. You're not the antagonist. You're not *Rey*. So you *get* nothing because you *are* nothing.

ABSOLUTELY NOTHING (600 CP, discount Legacy Character)
What, you thought I'd discount a 600 CP item? For *you?* No wonder the galaxy fell apart as soon as you were put in charge. Once God Empress Rey takes over she'll show you how it's *really* done.

Personal Lightsaber (600 CP, discount Strong Female Protagonist)
Your own custom lightsaber, received after accomplishing some minor errand like passing your master's first test or saving the galaxy from the embodiment of the Dark Side of the Force. It can look like anything you want. Anything. A super special unique colored blade? Crossguard blades coming out of machinery damage that should probably cause the handle to explode? A knuckleduster with three lightsaber Wolverine claws? A flashing rainbow blade with a spinning trident tip and blaster, bayonet, scope laser sight, and keychain attachments? The sky's the limit. It can block and reflect energy attacks, no matter how powerful, even blasts that could destroy a fleet deployed by the whole galaxy. You can import another weapon into this.

Colon of Holding (600 CP, discount Jumper Palpatine)
This works a little differently than most Containers of Holding. First, it's a part of your body. Second, it always contains exactly what you need to make things MORE EPICER. Even if they

don't exist, or *can't* exist. Feel like whipping out a fleet thousands strong of a type of ship you just made up, and could never feasibly be created even a single time due to the insane technological requirements? Sure, just pull them out of your ass! An entire empire with enough ships and troops to take over a galaxy? Who cares, go for it! *Another* not-Death Star, except this time it's POWERED BY A DOZEN COLLAPSING STARS and can SHOOT BLACK HOLE LASERS?! I don't know even what black hole lasers are but they sound AWESOME!!

Companions

Smol Palps (0 CP)
Sheev Palpatine, but 30% the height and 1000% the cuteness. Next to invulnerable but isn't all that good with the Force.

Baby Yoda (0 CP)
No, it isn't actually Yoda, just the same species. Hella cute, though. 50 years old chronologically, but in their species' aging they're still just a toddler. Likes to eat frogs.

Companion Import (0-400 CP)
You monster, why would you bring anyone else into this trash fire? Whatever, I'm not gonna stop you. You can import up to eight pre-existing companions. They get an origin and share your starting location. If you pay 50 CP (each) they get 600 CP (each).

Canon Companion (200-800 CP)
Okay, now I'm *sure* you're screwing with me. Who could you possibly want to take out of here? Ugh, fine. They're 200 CP, except for Rey and Palpatine. They cost 800 since you're getting millions of ghost wizards packed into one person.

Knights of Ren (300 CP)
You're now the leader of the Knights of Ren, taking over for Kylo. And taking his last name too. There's a lot of that going around, isn't there? Since we don't know the slightest bit about them, and because I can't be assed to look up the side material that was probably rushed in to explain them, they can be of any disposition, function, and specialization you desire. They like to wear black cloaks and hoods and carry around a variety of bladed weapons. They prefer to travel in a pack, even when it would benefit them to split up. Are they cold or something? They're like penguins in that way. The Knights of Renguins.

TR-8R (1000 CP)
The man, the myth, the legend. The most competent and fearsome man in the galaxy, and he does it all without any Force abilities of his own. TR-8R's been trained to fight by the First Order since birth, and has met and exceeded all of their expectations. He carries a blaster and a riot shield, and wears an electro-baton hung from his belt for when simply shooting someone dead just isn't enough. The baton can be spun around with style, deflect anything up to and including lightsabers, and deliver enough of a shock to throw a grown man across a room with a single

strike. He's fiercely loyal to his allies, always having their backs and moving heaven and earth for them should they ever need his help, and will tirelessly hunt down and take his revenge on anyone who betrays his trust to the enemy. In battle, he's next to unstoppable, easily enough to take down any Jedi or Sith. Ever wonder why Abeloth never showed up in these movies? TR-8R knows.

Anti-Drawbacks

I'm going to be honest with you. We both know how drawbacks are supposed to make your time harder for more CP. Except this time, I have no clue whatsoever how to make this jump any worse than it already is. So, I'll cut you a deal. Pay some CP to fix an aspect of the setting, like taking a drawback out of your build, and you won't have to deal with it anymore.

Who Named That? (100 CP)
Names you come across are normal again. What you'd expect to hear in a galaxy far, far away. They sound like genuine Star Wars names, not like someone grabbed a handful of letters, threw them up in the air, and ran with whatever happened to fall down. And the aliens! The people you meet here actually *look* like Star Wars races again! You won't run into any high-ranking military commanders with purple hair and a potato-sack dress.

Tone Deaf (100 CP)
Can *no one* read a room anymore? Now the answer is yes, yes they can. They'll finally stop trying to be funny during deathly serious or emotionally impactful moments. An entire town was just murdered and then there's this asshole cracking jokes!

Darth Rian (200 CP, requires Tone Deaf)
Imagine a train going full-speed into a sheer mountainside. Now imagine the cinema equivalent of that disaster. Congratulations, you just imagined The Last Jedi. Nobody knows what was going through Johnson's head when he wrote that movie, probably not even Johnson himself. This removes his influence from The Last Jedi.

Dark Lord Abrams (200 CP, requires Who Named That?)
Hey kids, want to watch a reshoot of A New Hope with all the heart and soul sucked out? How about a movie trying so desperately to patch the plot holes in its own trilogy it didn't have any time for a coherent story of its own? No? Then take this. Removes Abrams' influence on The Force Awakens and The Rise of Skywalker.

The Mouse Side of the Force (400 CP, requires Darth Rian and Dark Lord Abrams)
Did Disney really spend billions of dollars on an internationally famous multimedia franchise, and then start throwing out movies with no plan for where they wanted to take it? They thought switching directors every movie and letting them do whatever they wanted to the story and characters with zero oversight would turn out well? I guess they did, but it cost them dearly. It's going to take all of your CP for me to fix what they've done, but I think I can pull it off.

The events of the sequel trilogy are entirely restructured from the ground up, beginning with the closing scene of Return of the Jedi. Events will play out as if planned out and written by a competent director who cares about the franchise, such as George Lucas (prequels controversy aside), with no interference from or connection to The Walt Disney Company. Characters and factions such as Rey and the First Order will most likely be unrecognizable, if they appear at all.

Congratulations. You've saved the galaxy.

Ending

Go Home
Not feeling up for any more jumps after this? Can't say I blame you, really.

Stay Here.
I think you picked the wrong option by mistake. Choose again.

Move On
Get going already. Don't let the door hit you on the way out.

If you bought anything except Anti-Drawbacks, the Mandalorian toggle, or the free companions, you become a failure and a disappointment and Rey takes over your chain.

Jump made by 