Star Wars: The Force Unleashed

By Neuron

Welcome to a galaxy far, far away. A galaxy forced under the tyrannical boot of the GALACTIC EMPIRE and its forces of darkness, in this time period there is no hope for rebellion. All of the Empire's opponents lie dead or in hiding with the Jedi as the fires of the Clone Wars have come to an end and the Jedi are hiding from the Emperor's Fist, Darth Vader, who hunts them down throughout the galaxy. On one of these hunts during a rebellion on Kashyyyk the Dark Lord comes across a child, the child of two Jedi and one with the potential to help Vader overthrow his master, and so Galen Marek's story begins. You now have 1000 Choice Points to spend to help you survive this dangerous galaxy.

Locations:

Roll a 1d7 or pay 50 CP to choose any of the following starting places:

1. Imperial Center: The official name of Coruscant, the capital of the Empire, although one that'll never truly catch on. The galactic capital is a massive ecumenopolis that is the center of the Empire and home to around a trillion living beings, the planet is a massive cityscape from pole to pole and varies greatly with the lower you go the more dangerous it gets being a general rule of thumb.
2. Kashyyyk: The home of the fearsome Wookiees, a proud people that have been enslaved by the Empire in these recent years and forced to work on various projects. The world itself has a large Imperial presence on it due to the unrest in the population and the jungles are truly primal places that are easy to get lost and die within.
3. Felucia: An exotic and dangerous world that is the hiding place of Jedi Master Shaak Ti and her apprentice. Much of the world's plants are in fact fungal and quite poisonous with the animals being quite dangerous as well. The natives currently serve the Jedi Master and are quite hostile to outsiders and will make this known quite abruptly. Later on the Empire will establish quite the base on the planet once the Jedi Master is slain.
4. Raxus Prime: A world of garbage and pollution covered in mountains of trash and salvage where mutated abominations live, Raxus Prime is not a friendly place as most will shoot first ask questions later and it is the home of Jedi Master Kazdan Paratus, a skilled tinker who survived Order 66 due to the destruction of his clone army. While there isn't much in the way of civilization on the planet, there are salvagers, and someone with your skills should be able to "borrow" a ship.

5. Nar'Shaddaa: The home of the Hutt cartels and a hive of scum and villainy much greater than Mos Eisley, the planet is a dark and dreary place with a sky full of pollution, an endless number of nightclubs, and other less reputable businesses. The planet is also not without opportunities for those who know how to find them as the Hutts pay well so long as you don't disappoint them.
6. Bespin: A gas giant where Tibanna gas is mined for processing to be later sold and as such much of the population works in the industry while living in massive floating cities that support them. The world currently also has relative autonomy from the Empire, something that the citizens enjoy quite a bit. Later, Galen Marek will come to collect Senator Garm Bel Iblis for the Rebel Alliance.
7. It seems the Force favors you today. Choose any location within the Star Wars galaxy to begin your journey in.

Origins:

Gender and age may be chosen freely.

Senator: You're one of the select men and women within the Imperial Senate who represent their worlds, and while it is true that the Senate merely exists to give the illusion of freedom to people as they can't truly do anything without the Emperor's permission, you still have a large amount of influence in the galaxy and have lived a comfortable life so far.

Jedi Outcast: You're one of the lucky ones who escaped the horrors of Order 66 and have managed to evade capture and execution by the Empire so far, and have even begun to settle into your new life. Despite this you have kept up with your training and regularly practice to advance your craft as is befitting of a Jedi Knight.

Dark Disciple: Perhaps you just found a Sith Holocron or you were a Jedi who fell after the purge, but in this life you're a user of the dark side of the Force and have managed to keep out of the Empire's eye as you advance your craft. You've managed to make good progress and are now roughly equivalent to a Jedi Knight in ability.

Perks:

All perks are discounted to their respective origins.

General Perks:

0 CP Force Sensitivity: How interesting, you're able to use this universe's version of "magic", a force very simply called the Force. Alas you currently lack the training to make use of this power.

400 CP Balance: Many have walked the way of the Force, both Light and Dark, but that isn't you, is it? No, perhaps you wish to walk a far more grey path instead of purely dark or light, and now unlike many before you can truly walk this path, for the power of the Light and Darkness will no longer clash for you. Instead, you'll be able to fuse the Light and Dark sides of the force into one Force that you may use in or outside of battle, retaining all the benefits of both with none of the drawbacks. Post-jump this applies to other systems letting you use Holy-Demonic magic or Order and Chaos magic at once.

800 CP: Marek Blood: The greatest of the Jedi and the Sith have all had two things in common, skill and power. One without the other leaves the force user weaker than they could be, but this is irrelevant to you isn't it? Much like a certain Sith apprentice you have a level of raw power that would allow you to as a basic Sith tear entire battalions apart or pull a Star Destroyer down from orbit. This power acts much like a muscle in that the more you use it the greater it will become, eventually granting the power to recreate the greatest feats of power the force has produced. Yet power is wasted without the ability to focus it into a tool, something you'll have no issue with. Knowledge pertaining to the greater mysteries will quickly flow into you as you study and train with them allowing you to quickly master even the greatest force abilities.

Senator

100 CP One Foot in the Door: While raw charisma is a wonderful thing that Charisma is of no use if your target audience has no interest in giving you the time of day, fortunately you no longer have any issues with that. Anyone or being who you wish to converse with, hostile or not, will at least allow you to present your words unto them and will listen regardless of intent, although any attempts to use this to buy time for an attack or any other underhanded means will immediately cause this to switch off.

200 CP Call the Banners: A politician isn't like the Jedi or Sith, they're not one man armies capable of toppling and forging Empires with merely the sweat off their backs, they require pawns, minions, whatever you want to call them to play their great game. Gathering followers will henceforth never be an issue, when this perk is enabled you'll soon find like minded people willing to follow your leadership flocking to your side. Most importantly is that each and everyone of them is competent, while you're unlikely to get more than a few of the

greats you'll still find yourself backed by an organization of men and women capable of doing their jobs well without fail.

400 CP Brilliant Speaker: As one of the members of the Imperial Senate you are expected to be able to sway the masses lest you lose your seat, many consider this a job, you on the other hand have turned it into an art style. Your ability to work the masses is absolutely astounding, turning a group of die hard opponents into your supporters or at least turning them neutral is within your capabilities. Though you have a bit of a specialty when it comes to the masses.

600 CP Galactic Governor: It would seem you actually earned your position as an Imperial Senator, unlike many within the Senate. By this I mean you have a true ability when it comes to ruling, enough so that you could indeed run a galactic government as bureaucratic as the Old Republic smoothly and efficiently while also being able to easily juggle the various politics of the parties within and quickly push new policies through. Not only this but you're quite the capable economist and could easily engineer a galaxy wide economic boom or if you so wished drive it into a Great Depression for whatever reasons you might have.

Jedi Outcast

100 CP There Is No Passion, There Is Serenity: The path of the light is by no means an easy one and many good Jedi have fallen into the embrace of the Darkness due to rampant emotions leading them astray. You've never had to fear this though, as your mind is always peaceful and serene, and no matter the hardship you'll find it child's play to draw on positive emotions and the Light as a result.

200 CP Kota's Will: You've lost everything in your life when Order 66 was activated, your friends, family, and livelihood, all of it gone, but you've kept on going regardless of this and you've realized there's truth to the saying "If there's a will there's a way", and have taken it to heart. As a result you've gained a will of the strongest steel allowing you to pull yourself forward even through the darkest times and never break, even if the likes of the Emperor tried to pry open your mind he'd find a sealed gate he could never hope to open.

400 CP Master Mechanic: Much like Jedi Master Kazdan Paratus you are a wizard when it comes to machines and as such you can easily repair and build them. But the true benefit of this is that when it comes to designing new droids or machines they're always nothing less that magnificent no matter what they're meant for.

600 CP Master of the Light: Hail Master Jedi, Champion of the Light, you have quite the history and power don't you? In this galaxy you were a member of the Jedi Council, someone who earned your seat through not just power and skill but knowledge of the mind and wisdom of the ages. Your time as a member of the Jedi Order has taught you many things and you have many things to teach, as such you have become a grand teacher, a mentor capable of turning even the lowliest padawan into a master of the force by quickly surmounting any difficulties and bringing out potential that no one knew existed.

Dark Jedi

100 CP Through Passion I Gain Strength: The power of the Dark Side is one empowered and strengthened through passion, pain, anger, and hatred which are not always easily available for most, but you're not most, are you? You are not only able to easily pull upon your negative emotions even if you're not angry, but you'll also retain complete clarity and will not lose focus during a fight.

200 CP Always Check the Body: You're a resilient one, aren't you? From now on, much like one Galen Marek, you aren't dead until your opponent has made sure you are with a bullet or in this case a lightsaber to the head. This means that if your traitorous master were to run you through with a lightsaber and leave you to die without making sure it stuck they'd be in for a rude awakening.

400 CP Creativity Is Key: So many force users just use the same tactics over and over, choke this, telekinetically throw this, etc, but you're not the same as them and it shows. You have an incredibly creative mind and the ability to think up and design new and genius ways to use even the most basic of powers in new and deadly ways, or simply useful ways as it doesn't have to be deadly.

600 CP Starkiller's Fury: The galaxy is a dark and hard place, many will meet the cold embrace of death helplessly raging against fate and the cruelty of the galaxy. This is not the case for you, you are able to enter into a state known as Force Fury, a technique used by many a Sith. By tapping into your hate, anger, etc you're able to empower yourself multiple times over achieving feats of you'd never be capable of normally, and since you paid premium for it you no longer suffer the weakness that it normally leaves afterwards and it's influence stretches to all your abilities. No matter what they are whenever you enter this state all your stats will be multiplied by 5 until the battle is won or lost.

Items:

Each origin's items are all discounted to that origin.

General (Undiscounted):

100 CP: Lightsaber (Free Force User): The weapon of choice of the Sith and the Jedi, you've now gained one of these valuable and rare weapons for you own use, yours is attuned to either the Light or Dark side of the force, although you may choose any color regardless of attunement. One blade is free to the Dark Jedi and Jedi origins with a second being 100 CP, you may also choose to have a double bladed lightsaber should you buy two.

Senator:

100 CP Protocol Droid: Your very own protocol droid, this droid is loyal to you and is capable of acting as a head butler for your properties. Though most importantly for you whenever this droid is present it passively boosts your diplomatic abilities.

200 CP Manse: Much like Senator Bail Organa you have a lavish penthouse suite or manor on a world of your choice. The home comes with all the items a person of your stature would require and is maintained by a group of droid workers.

Contacts 400 CP: Your not alone it would seem, on this holopad you have a list of men and women, each varies greatly ranging from Imperial officers, to Senators, to bounty hunters. Each is a capable individual and is more than happy to scratch your back so long as you're willing to return the favor. Updates with new contacts in each world you go to.

Alliance to Restore [Insert Name Here] 600 CP: No politician is complete without some backup and you've got it in spades, an entire organization now backs you and your goals up no matter what they may be. The organization is incredibly good at infiltration and hit and run attacks and committing all sorts of illegal actions without getting caught, or at least managing to get away without a problem. Lastly the organization is completely loyal to you and could only be subverted by means beyond the realms of nature, such as Chaos taint or Sith Sorcery.

Jedi Outcast:

100 CP Kota's Bar: Sometimes you just want to drink away the sorrow, many would agree with this sentiment, so now attached to your warehouse is a small Star Wars themed bar from which you may gain an unlimited amount of whatever kind of drink you want within reason.

200 CP Hideaway: You had to have hidden from the Empire somewhere, and this is that somewhere. Perhaps it's a temple made of junk held together by the force or a hut on an isolated desert world, the structure itself matters little. The location will act as a safehouse for you and your companions, so long as you remain here and attempt to stay hidden and pursuers will quickly lose your trail and be forced to give up the search, it should be said though that if you flee to this place while an enemy fleet is right on top of you don't expect them to simply give up just because you walked inside your house.

400 CP Jumper's Militia: Much like a certain Jedi you didn't trust the Clone soldiers of the Republic for one reason or another and instead elected to go another route and recruit your own army of volunteers for the Clone Wars. While these men and women are nowhere near as numerous as the armies of the Galactic Empire and only number about 500,000 they are still well trained and battle hardened veterans of the Clone Wars. They also come equipped with mid tier weaponry and a small fleet of Clone Wars era warships. In future jumps they update to match the settings tech and power levels.

600 CP Jumper's Fleet: Not satisfied with mere Clone Wars ships? So be it, your fleet has now been fully upgraded into a force even Imperials would be wary to engage. Each ship has

now been extensively retrofitted and modified to allow for it to throw down with the warships of the modern Imperial Fleet and with the addition of a captured Imperial Star Destroyer you have a powerful starting force for your rebellion. In future jumps to account for you paying extra CP each of these warships will immediately be boosted beyond the current technological level of whatever world your in by a noticeable extent.

Dark Disciple:

100 CP Wardrobe: Accessible via a gallery with a complete set of Galen Marek's various attires, such as the Sith Stalker Armor, or his Jedi robes. While any benefit will mostly be cosmetic it still doesn't hurt to be able to look cool and fit in amongst the peoples of the galaxy.

200 CP PROXY: This training droid is an identical copy of the same droid used by Starkiller and comes with a complete database of fighting styles for each setting you visit, the droid will also scale with you to ensure you'll never be without a sparring partner.

400 CP Rogue Shadow: As it says on the tin you have in your possession a perfect copy of Galen Marek's advanced stealth ship, the Rogue Shadow. The ship itself is a marvel of Imperial engineering and can easily travel undetected just about anywhere in the galaxy and is equipped with an advanced hyperdrive. As a bonus this version of the ship will only require a single pilot unlike the eight pilots Galen's required.

600 CP Cloning Vats: Attached to your warehouse is a new room filled with kamino cloning technology. In total you possess 20 Vats capable of growing a fully matured clone within a year, all you have to do is provide the machines with genetic material and they'll produce fully functional and stable clones of whoever you wish. These clones may also be granted their progenitor's personality or one of your own creation. Do note though that the more powerful a being the more independent it'll be and the more DNA you'll require.

Companions:

Recruiting: Anyone may be taken as a companion for free so long as they are convinced without hindering their free will, so no hostages or mind warping social-fu perks will work, just your own charisma and your body mod's charisma so long as it does not violate the above rules.

Importing: On the other hand you may import up to eight companions for 100 CP each, each companion will receive 800 CP to spend on perks and items within the jump. Companions may take drawbacks, although drawbacks that change the setting may only be taken by one person.

Drawbacks:

Jumpers may take as many drawbacks as they feel they can handle.

+100 CP: Another One?!: It seems Vader's been running the cloning facilities again, upon entering the Jump your appearance is made the same as Galen Mareks, with women becoming a genderbent version of this. While it doesn't do anything outside of this you are stuck with the appearance until the end of the jump no matter what and post-jump it becomes an alt-form.

+100 CP: You'll Have To Be More Specific: You've suffered a fate many in this galaxy have, when you were young you lost both your parents and were forced to survive the harsh reality of the world much earlier than normal. While this doesn't affect your current status it does saddle you with memories of an unforgiving childhood and a sense of loss.

+200 CP: Amnesia: For whatever reason some of your memories have been blocked by unknown means. Leaving your memory a jumbled mess akin to a jigsaw puzzle until you begin to sort it out, on a more positive not so long as you actively work to regain them all your memories will return by the 5th year.

+200 CP: Starkiller Who?: You it seems, as you may have guessed, have just replaced the protagonist of the Force Unleashed series, that being Galen Marek, with all the baggage that entails. You'll need to complete the various objectives he himself completes within the books/games if you wish to have Palpatine and Vader stop breathing down your neck, or you could just take the direct route and kill them both. Either way, it doesn't matter. So long as the Alliance is founded in one way or another and you don't die, you succeed.

+400 CP: Fett's List: Someone important seems to have put a sizeable bounty on your head and now the infamous Boba Fett is out to bring you in, dead or alive. This is a bounty hunter who is feared around the galaxy and was able to challenge Starkiller with preparation so be wary as each and every time he encounters you he'll adapt his tactics and equipment to better suit the task at hand.

+400 CP: Die For Vader: Much like Galen Marek after he goes rogue, you've been labeled as an enemy of the Empire, and the Emperor himself has assigned Lord Vader the mission of bringing you to him personally. To fulfill this task, Vader will have the full might of the Imperial Army and Navy as well as any other horrors the Empire can cook up, and will hunt you down in a brutally cold and efficient fashion. The only way to bring an end to this is to remove the Dark Lord from play, a task easier said than done, especially if Marek is still his apprentice at the time.

+600 CP: Dying Stars: It seems that you've managed to enrage the protagonist Galen Marek in one way or another and now he's out for your blood. He won't attack you at first but

will train and seek to undermine any and all of your operations to pick away at your powerbase. Once he's content with this he'll come after you personally with the intent to kill, and with each engagement he survives he'll reach higher and higher levels so you'll be better off killing him earlier, although if you try hard enough diplomacy isn't impossible, just improbable.

+600 CP: A New Empire: You have been placed in a much darker universe, a universe in which the Galactic Empire advanced much faster and is all but identical to the reborn Emperor Palpatine's Dark Empire in technology and power, but now with the full resources and industrial capacity of the entire galaxy as all have been made to kneel. To add to this, Palpatine has succeeded in transferring his twisted soul into a clone body and has become immensely powerful as a result, and after a foolhardy attack on the Death Star that resulted in Darth Vader's death at the hands of a fallen Galen Marek, Palaptine's new apprentice who has all but crushed the rebellion of his making. So take heed, Jumper, for the galaxy is a much darker place as the Sith rule unopposed and the corruption of the Dark Side has continued to spread.

+1000 CP: The Bringer Of Chaos: During the Clone Wars, the Jedi Anakin Skywalker, Ashoka Tano, and Obi-Wan Kenobi encountered the beings known as the Ones, the embodiments of the Force. These beings were three and their names were the Son, the Daughter, and the Father, with the Son representing the Dark Side, the Daughter the Light, and the Father the Balance of the Force itself. Unfortunately, after a series of events all of them would end up dying, and later a prison they held shut undone, releasing the being known as the Mother, or Abeloth. This insane eldritch abomination wouldn't have escaped for quite some time, but due to your entrance into this world, her seal has been immensely weakened, and in 5 years time she will escape with the intention of bringing all life in the galaxy under her sway. You being apart of said galaxy and the one who "freed" her will cause her to zero in on you as she attempts to make you apart of her new "family" by forcing you to either drink or bathe in the Font of Power or Pool of Knowledge. Should this come to fruition your chain will end and you will remain in the Star Wars galaxy as the new One of your force.

Notes:

- Balance stops powers from clashing with each other and allows you to use them together without issue but will not protect from fundamental parts of the power, so for instance if the power will always make you go mad from use it won't stop that and you'll need another perk.
- I feel it's prudent to leave an honorary mention to Jason Chang for taking the time to correct much of my atrocious grammar.