JEDI PRINCE SERIES



Jump by Aehriman

The Death Star has been destroyed. The Empire is in ruins. But the Dark Side lives on.

Luke Skywalker, Princess Leia, Han Solo, and the Rebel Alliance have fought valiantly against the evil Galactic Empire. Together they have kept alive the hopes for freedom, and helped restore the ways of the Old Republic with its wise Senate and noble line of Jedi Knights. But now a new threat awaits the Alliance,

Within the evil Empire, the surviving Imperial warlords have been fighting among themselves for power. No one knows who will seize control, but the Prophets of the Dark Side have foretold that soon a new Emperor will arise, and on his right hand he shall wear an indestructible symbol of evil…

Welcome to the Jedi Prince books! Taking place an uncertain time after Return of the Jedi, the fractured Empire rallies behind the Emperor's secret heir, a three-eyed mutant named Trioculus. Who wants to make Leia his Empress. Meanwhile, Luke

discovers a lost city of the Jedi and its one living resident, a boy named Ken who is strong in the Force, which eventually leads the gang to the Emperor's true mutant son, Triclops. Oh, and Jabba the Hutt's father Zorba appears to avenge his son.

It's going to be a wild ride. Have 1,000 choice points (cp) to get through the dark days ahead.

ORIGIN

Any may be taken as a Drop-In, if you prefer.

Jedi - For a thousand generations, the Jedi were the guardians of peace and justice in the Old Republic, a monastic order utilizing the mysterious powers of the Force. The order has fallen on hard times recently, you may be one of the very last survivors.

Prisoner - You start as a prisoner in one of the most miserable pits in the whole Empire. Duro, perhaps, or the famed mines of Kessel.

Prophet of the Dark Side - A mystic highly placed in the secret order of the Emperor, you help to parse the future through dark side rituals.

Spy - whether for SPIN or COMPNOR, you work from the shadows to ensure the fall or rebirth of the Empire.

Warlord - You claim one of the remnant factions. You may have been an admiral, or a moff. For now you are one claimant among many to the throne of Coruscant, but that may change.



FRIENDS

Mooka (free) Like a small, four-eared dog crossed with a chicken. With fur and feathers both, a fine plume for a tail, and bidlike talons for front legs. Very loyal, playful and excitable. Makes a noise like "kshhhhh."

Ken (-50 cp) The titular Jedi Prince, and unknowing grandson of Emperor Palpatine, via his mutant son Triclops and a Jedi named Kendalina. Grew up very sheltered in a Lost City run by droids, yet paradoxically is one of the best educated people in the galaxy, it's just that all his knowledge is academic.

Triclops (-50 cp) The Emperor's true son, a mutant with an extra eye on the back of his head. Palpatine sensed in his son the potential to eclipse his own strength in the Force, but could never break Triclops' pacifist ideals, and so sentenced him to work the Kessel spice mines as a slave, and then to an asylum on Duro for advanced brainwashing. In his sleep, an evil persona awakens, a mad genius inventor of weapons and cruel devices of torture, while his thoughts can be monitored at all times by a tooth implant. Rescuing Triclops from himself will be a worthy challenge.

Luke Skywalker (-50 cp) Some farm boy from Tatooine, managed to destroy the first Death Star. Rumor has it he slew Vader and the Emperor in single combat, and is the rebirth of the old order of warrior mystics called the Jedi. But surely you don't believe all these crazy space stories, right?

Princess Leia Organa (-50 cp) Adopted daughter of famed Senator Bail Organa of Alderaan, a planet destroyed a few years ago. She has proved herself as a diplomat and a rebel leader.

Han Solo (-50 cp) A small-time smuggler (formerly imperial officer) from Corellia turned rebel general. Han thinks on his feet and is a crack shot. However, of late he's been wanting to retire and settle down.

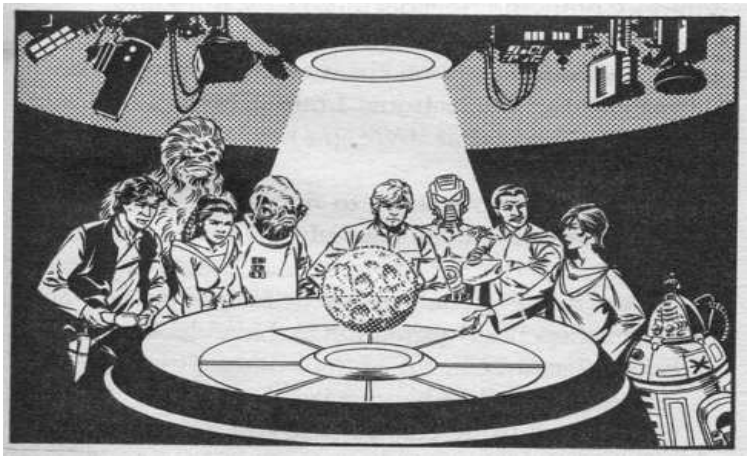
Chewbacca (-50 cp) A Wookie from Kashyyyk, this taciturn pilot is a mystery in many ways. He sticks to Han as part of some kind of life-debt.

C3PO & R2D2 (-50 cp) A pair of droids, one to repair starfighters, one to translate languages and inform you which fork to use.

KT-18 (-50 cp) Kate is a much-disgruntled cleaning droid brought in to organize the Millennium Falcon. Bit of a fusspot, but less so than Threepio.

Old Friends (-100 cp) Import any previous companions, with 800 cp of their own to spend. Companions cannot take Companions of their own, nor drawbacks for more points.

Other (-100 cp) Anyone else? Trioculus, Lando, Zorba? Go ahead.



PERKS

Basic Aurebesh (free) You can speak Basic, the most common language in the galaxy, and read Aurebesh script. You also have a common round of inoculations.

Trade (-50 cp) You have the knowledge and experience to be a skilled worker. Perhaps a mechanic or technician, or a doctor, programmer, something along those lines. This can be taken multiple times.

Traveled (-50 cp) You're been around, so actually speak six exotic languages, such as Shyriiwook or the noises Artoo makes.

Pilot (-50/100 cp) You are a decent pilot, able to get any ship from point A to point B. More to the point, you can hop into any cockpit and immediately fly it without issue. For 100 cp, you rank among the very greatest starfighter aces in the galaxy.

Sensitive (-100 cp, free Jedi) Not everyone is strong enough in the Force to become a Jedi. But those who are even a little bit sensitive tend to be far luckier, more in tune with their instincts, more aware of their surroundings.

Empathy (-200 cp, discount Jedi) Jedi can sense the connections of all life, from the smallest bug to the mightiest whaladon, and make such creatures acknowledge the sameness of them. You can always understand another person's perspective and are able to bond with animals as few others.

Master (-200 cp, discount Jedi) You are a skilled teacher, able to impart in a few short lessons an entire philosophy and methodology. Pass on what you have learned.

Knight (-400 cp, discount Jedi) A Jedi uses the Force for knowledge and defense, never attack. While the Jedi might prefer to spend their time as scholars and mystics, they are compelled by duty to become warriors. You are a fully trained Jedi Knight, your knowledge of the force and mastery of the seven forms of lightsaber combat making you a formidable enemy.

Wisdom of the Jedi (-600 cp, discount Jedi) The Force is your ally, and a powerful ally it is. You understand that for all your power, there are many things beyond your control, and to embrace the beauty of uncertainty. By learning to go with the flow, in tune with the Living Force, you have become incredibly perceptive, able to grasp the connections between all things and see others, and yourself, unclouded by bias.

Mysterious (-100 cp, free Prisoner) You wear an aura of mystery like a cloak. Others find it difficult to pry into or learn your secrets.

Brute (-200 cp, discount Prisoner) Whether years of hard labor or fights in the prison yard, or simple exercise with little other entertainment, your time inside has made you tough and strong beyond most of your species.

Mutation (-200 cp, discount Prisoner) You have a rare mutation giving you an exotic ability. Like a third eye that can shoot stun beams.

Heritage (-400 cp, discount Prisoner) You are the child or grandchild of someone famous. A Kenobi, or a Palpatine, something like that. In future Jumps you may choose a famous person to be related to, though given various personalities, your Jump-self's history with your family could be difficult.

Genius (-600 cp, discount Prisoner) You don't just understand Star Wars technology, you do so intuitively, on a similar level to Rath Sienar, Bevel Lemelisk, and Qwi Xux. Your grasp of physics, math and engineering is such that you could trivially design a starship or a novel superweapon, and your inspiration for radical new ideas or refinements is an unending well.

Dark Greetings (-100 cp, free Prophet) You can say anything with a straight face and solemn voice. It's enough to make almost anything you said be taken seriously, if only for a moment.

Charlatan (-200 cp, discount Prophet) Most of what the Prophets practice is theatrics, and you're a master of them. There is some dispute in canon over whether Kadann was even the real Kadann. You are a master con artist, able to sell a lie hard enough to steer the fate of an entire galaxy.

Voice of the Emperor (-200 cp, discount Prophet) The Prophets speak either for the Emperor or the very Dark Side of the Force itself. You carry yourself with a gravitas and an authority that snaps people to attention and ensures your words always have weight.

All Things Are Possible (-400 cp, discount Prophet) It is often said by the Prophets that all things are possible, save for the Supreme Prophet to be mistaken. You have an ear for which things are true and which are deceptions, and the judgment to penetrate the most elaborate con and either end it or hijack it for your own ends. Likewise, you will never insist that things are impossible while they actually happen to you.

Genuine Prophet (-600 cp, discount Prophet) You have delved deep into the mysteries of the Dark Side, and obtained powers of precognition generally available only to the Jedi. In meditative trance you can freely view the past, present and future, find specific people and locations, and uncover long-lost secrets.

Scoundrel (-100 cp, free Spy) you have all the skills and experience required of a smuggler and a petty thief. How to sneak around, how to jimmy a lock or pick a pocket, cheating at most forms of gambling and so on.

Smuggler (-200 cp, discount Spy) You are a past master of hiding things and running blockades, infiltrating and exfiltrating strongholds, whether with clever disguises or ballistic approaches or dozens of other tricks.

Wintry Mind (-200 cp, discount Spy) Like Leia's dear friend, you have an eidetic memory, able to commit detailed blueprints to memory with a glance, and retain all that you've seen forever.

Jumper Shot First (-400 cp, discount Spy) You're a pro with concealable weapons and a quickdraw specialist, able to literally end fights before they begin, albeit with fatal results.

Wraith (-600 cp, discount Spy) Normally a spy is all about subtlety. In your case, it seems the Force is entertained by your antics, the crazier a plan is, the more likely it is to work, as if all the troublesome details are smoothed over and the universe holds its breath to see if hijacking a construction droid can actually work under ideal conditions.

Cruel (-100 cp, free Warlord) You can be every bit as vicious as a Slavelord of Kessel. You can turn off your empathy when needed, because the Imperial Remnant will not respect the squeamish.

Bane (-200 cp, discount Warlord) They say the Force looks after fools and children, but this doesn't mean they're safe from you! The happy accidents and insane luck of jedi (or other protagonists) doesn't work around you. No million to one escapes, only the death you have planned for them.

Tactician (-200 cp, discount Warlord) You can lead fleets and armies into battle, and do so adroitly. In an Empire full of admirals and generals, you consistently rank in the top five commanders, with a solid grasp of the essentials of tactical command and logistics.

Mofference (-400 cp, discount Warlord) The Empire had a lot of huge personalities, with bigger egos, no wonder things started flying apart once there was no Emperor. You, though, have a singular ability to get even bitter enemies to sit at a table and actually talk to each other.

Heir to the Empire (-600 cp, discount Warlord) A leader isn't just someone who can bark orders, it's a person who can inspire others to gladly die for his vision. Morale is high when you take the helm, and all your people go above and beyond in performance of their duties.



ITEMS

Discount two Items at each price tier. Discounted 50 cp items are free.

In A Warehouse Far Far Away (free) From the swamps of Dagobagh, the overgrown Massassi temples at Yavin Four, to the clean and sterile aesthetic of Imperial spacecraft, Star Wars is just full of iconic aesthetics. This console allows you to dress up your warehouse like any one of them.

Home (-50 cp) Living the dream, quite literally, your dream home. Whether a luxury apartment on Cloud City, a Coruscanti skyhook, or a little hut out in the wilderness. The point is, you're never paying for rent or utilities again.

Life Crystal (-50 cp) Fresh off Rafa V, these clear crystals are full of the essence of life. Wearing one on a pendant or keeping it close will ease the ravages of age and extend one's lifespan by about a third.

Medkit (-50 cp) A first-aid kit with bacta patches, a sophisticated diagnostic computer, a range of painkillers, spray cast and that sort of thing.

Whaladon Platter (-50 cp) The tender and very delicious meat of the endangered Mon Cal Whaladon, long a delicacy savored by the Imperial elite, now cruelty free! You get a regenerating supply. It is said the meat grants great strength.

Credits (free/50/100/200 cp) Money, not much changed between the Republic, Empire and New Republic. For free you start with about a thousand, enough to live off of frugally for a month or extravagantly for a week. 50 cp, and you start with fifteen thousand enough to purchase a small starship or rent a luxury apartment for three months. For 100, that fifteen becomes your monthly income. If you're willing to spend 200 cp you gain wealth equivalent to Prince Xizor or Bouhah Mutdah, the richest men in the galaxy. In future Jumps this currency adapts to the local standard.

Blaster (-100 cp) Hokey religions and ancient weapons are one thing, but this is the weapon you want by your side. An energy weapon with hundreds of shots, and enough firepower to trivialize just about any form of body armor.

Lightsaber (-100 cp) Cliche, perhaps, but who comes to Star Wars without once taking the iconic weapon?

Omniprobe (-100 cp) Despite what the name might make you think, this is actually a security hunter-killer drone meant to find and eliminate probe droids and other spies before they can report in.

Bacta Tank (-200 cp) A tank full of bacta, a healing substance from the planet Thyferra that causes rapid regeneration of most organic tissues. It won't let you regrow a limb or major organs, but has no peer in trauma medicine.

Magwit's Mystifying Hoop (-200 cp) A ring large enough for a person to step through if they duck. There are actually two matter-transmitter rings, what passes through one ring emerges from the other.

Meteor Pod (-200 cp) An escape pod with the standard supplies for a few weeks survival, capable of intrasystem flight, and with a covering to block sensors and appear as an ordinary meteor.

PX-10 Compact Assault Vehicle (-200 cp) A one-man tank with a sophisticated self-driving system that can free up the driver to man the blaster cannon in combat. Top speed is 260 kph (161 mph) over level ground, carries supplies for a two-week deployment and extensive comms and sensor suite. The only real downsides are limited firepower compared to dedicated tanks, and the auto-driver doesn't work in sensor-jamming conditions.

Glove of Darth Vader (-400 cp) After Darth Vader lost a hand in the Battle of Yavin, he got a prosthetic clad in a glove, designed to be an indestructible symbol of evil. Besides being the best imaginable armor for one hand, Trioculus fit it with a discreet sonic weapon to give people the impression he could choke people at a distance. In future Jumps, this will give you great authority amongst evil people.

Starship (-400 cp) A small starship, like Han's Millenium Falcon or Lando's Lady Luck. Or it could even be a starfighter. Not gonna be facing down whole fleets, but it can get you around with speed and you'd be surprised at some of the things these ships can do.

Hologram Funworld (-600 cp) The galaxy's greatest theme park, a forty kilometer disc floating in space. Holograms help recreate dozens of environments, allowing everything from lava-surfing to skiing.

Mount Yoda (-600 cp) Site of DRAPAC, a heavily fortified research lab for sensitive projects. Now you too can enjoy the fruits of a top-tier research lab inside just about the most secure ground-based facility local technology can create.

Lost City of the Jedi (-600 cp) After the Sith War, when the Republic bombed Yavin Four until life hardly remained, the Jedi undertook the rehabilitation of the planet. This required, among other things, a base for their terraforming efforts with seed vaults, weather control systems, and naturally a fine library for Jedi posted there to continue their studies. After their work was complete, the city and its large droid population were buried to continue running the ecosystem from behind the scenes. Now the Lost City is yours, with all i's facilities.



DRAWBACKS

Star Wars Legends (+0 cp) Have you been here before? There are a great many Star Wars Jumps, after all. If you want to, you can make your past part of history here, and keep the consequences of any prior visit.

Continuity Choice (+0 cp) Legends or Disney? The book has not been accepted into the new canon, but there's lots of background details you might want to keep. You can have this set in either or even mix-and-match

Burned (+100 cp) Your face and most of your body is covered in burn scars that will not heal. Your melted flesh resembles that of the late Emperor.

Dark Greetings! (+100 cp) You now have two, and only two modes of speech, overblown Shakespearean delivery, and incredibly lame puns. Sometimes these may overlap, like when you wish dark greetings to the Moffs at their mofference.

From the Planet Moltok I came (+100 cp) Like the Ho'din speak, from valley to peak, you must rhyme constantly, all of the time. Your words are all treasured, in meter measured, to ring sharp and clear in every listener's ear. Only take care what you say, for your friend's nerves do fray, feeding the strife, wait put down the-

JTHW File (+100 cp) Everyone around you is pointlessly making up acronyms all of the time, even if they then have to explain what it stands for, taking up even more time.

Mutant (+100 cp) You are a hybrid of two different alien species. Most people aren't sure if this is even possible. Expect to face disgust, suspicion and curiosity from all parties.

Scruffy Looking Nerf-herder (+100 cp) Would it kill you to get a comb? Or some table manners? Your presentation and manners all scream lower class, in ways that can bother some people quite a lot.

Dark Destiny (+200 cp) Maybe you come from a family of Sith, or maybe just wookies. Point is, you have an explosive temper you must always struggle to control.

Revenge of Zorba the Hutt (+200 cp) The late Jabba's father is notoriously petty, spiteful and cruel, even among his kind. He has received word that you, yes, you choked out his boy, blew up his sail barge and tossed him into the Sarlacc pit. He will stop at nothing to achieve his revenge.

Save the Planets! (+200 cp) Wherever you go, you find worlds in crisis. From whaladon-ing on Mon Cala, to the horrendous pollution of Duro, deforestation on Endor and let's not get started on how Tattoine used to be an oceanic world. This cannot stand, you will do everything in your power to fight these menaces. If there is nothing you can do, you will still complain at length about them to anyone unfortunate enough to be in your vicinity.

Posted (+300 cp) Someone must have put quite the offer out for your head, because Boba Fett is coming for you, and is equally happy to take you in dead or alive.

Faulty Decoy (+400 cp) The good news is, your allies managed to create a Human (or "Human") Replica Droid to act as a perfect decoy for you! The bad news is that due to a programming error, the droid became psychotically murderous, killed off the research team, wiped any record of it's existence, stole a ship and has gone on a cross-sector killing spree while bearing your face and fingerprints. You'll want to get on top of that situation, and have fun explaining to the authorities that you aren't really that individual.

Marker (+400 cp) You owe a favor to be named to Black Sun or some other crime lord, no questions asked and Jump fiat will hold you to fulfilling whatever they ask of you. At least it's a one-time thing, but assured to be dangerous and morally dubious.

In A Galaxy Far, Far Away (+600 cp) Your travel plan doesn't quite reach out this way. Any powers or perks from non-Star Wars Jumps are locked away.

Wall Ornament (+600 cp) You begin frozen in carbonite. Hopefully your allies will find and rescue you quickly, or you'll miss out on all the experiences the Jump has to offer. You will not chain-fail if not discovered by the Jump's end, but neither will you take anything you purchased for yourself in this document.



THE END

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