Episode W/E
THE OLD REPUBLIC

By Tempestuous | v 0.9.7b

The Sith Empire has returned! Devastating sneak attacks shocked the Republic as they rolled over the Outer Rim. But as the war dragged on, the Republic war machine awoke, and the Imperial advance stalled.

The Emperor turned to treachery to secure a decisive victory. Even as Republic ambassadors traveled to peace talks on Alderaan, the Imperial Fleet attacked the Republic capital of Coruscant itself. The sack broke the spirit of the Republic, and the Imperials wasted no time dictating terms to the shell-shocked delegation.

For now, the Empire regroups to secure the territory it has seized, while the Republic rebuilds and prepares for a reckoning. This marks the beginning of the era known as the Cold War...

Take 1000 Choice Points, and may the Force be with you.



Take 1000 Choice Points, and may the Force set you free.

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Note: this document is best viewed in two-page mode, with odd pages (such as this one) on the left and even pages on the right.

Character Creation

Identity

Race:
Any canon human-approximate Star Wars race appropriate for your origin and class. Or pay **[100 CP]** to ignore the word 'appropriate' and become the Wookiee Jedi you've always wanted to be, Word of God be damned.

Age:
Choose freely within the general range of adulthood for your chosen race.

Gender:
No restrictions, no fees.

Classes

All classes are **[Free]**.

Republic	Imperial
 Jedi	 Sith
 Trooper	 Bounty Hunter
 Smuggler	 Agent

⚠ While the classes are **[Free]**, **Jedi** and **Sith** are required to at spend at least **100 CP** on **Force Power** (pg 8).

Starting Location

[Free] pick of any Allied or Neutral planet, at any time from the end of the **Great Galactic War** in 3653 BBY to the conclusion of the **Cold War** and the start of the **Galactic War** in 3642 BBY.

Republic	Neutral	Imperial
Alderaan	Hoth	Balmorra
Corellia	Hutta	Dromund Kaas
Coruscant	Ord Mantell	Korriban
Dantooine	Nar Shaddaa	Oricron
Tython	Tatooine	Ziost

Backgrounds

Backgrounds are **[Free]**, primarily for flavor, and provide only a minor benefit specific to this Jump.

ⓘ Your background reflects who your Jump identity was before becoming the class you choose on page 4. You may create your own background, as long as it's comparable to the examples below.

ⓘ **Disreputable** Backgrounds are for the associated Drawback (pg 38). You may take a Disreputable Background without the Drawback if you just want a harder start.

Normal

Drop-In
You have no in-setting memories or identity beyond the bare minimum of paperwork required to blend in. You may act as though you were either faction for your starting location and when selecting equipment and skills, and may freely select any **ship**, as described in that section.

Free Spirit
You were boring, once, before opportunity gave you a chance to escape your ordinary life and wanderlust gave you an extraordinary one. You're street smart, comfortable in a wide variety of places and company, and tend towards optimism even when things aren't going your way.

Diminished Noble
You were raised in a life of luxury, but that time is over. Perhaps your family fell on hard times, or perhaps you were exiled or disowned; either way, the only thing you have to distinguish yourself from the rest of the rabble is a name and mannerisms befitting the Galaxy's upper class.

Underworld Denizen
You didn't get as far as you have by playing fair. You're not a criminal—not to your own way of thinking, at least—but you're not squeaky clean, either. Choose a single criminal organization; you made deals with them in the past that left both parties satisfied, and remain on good terms.

Emigrated Tribal
You were raised among the Mandalorian clans before something caused you to leave that life, and the Mandalore sector, behind. You grew up immersed in Mandalorian culture, and your CP-bought weapons and armor may be in the Mandalorian style instead of your faction's.

Disreputable

Refugee
You fled into Republic or Empire space after a war, famine, or other natural disaster devastated your homeworld. You're technically stateless and often unwelcome.

Beggar
You spent time living on the streets, and are thankful to have escaped. Still, something about your time there—perhaps your accent or a nervous habit—marks you.

Black Sheep
Your family is not well liked, or fell from grace in a particularly scandalous fashion. Your name still commands respect, to a point, but people who recognize it may give you trouble.

Suspect
Even if you weren't committing crimes yourself, your association with the criminal element has made you known to the law as someone to keep a close eye on.

Freed Slave
You were a slave, recently freed through emancipation or escape. You are used to hard labor, but have no formal education and struggle to find respect. Ignore the description of Emigrated Tribal.

Perks

ⓘ Each Class receives one of its **[100 CP]** perks for free, and the normal 50% discount on the other(s).

ⓘ See **Appendix A: Terminology** (pg 50) for more information on Skill Levels.



General

Adventure Ready [Free]

You're all set to explore the Galaxy! You're fluent in Galactic Basic and Bocce, and can understand Huttese, Shyriiwook, and Droid Binary. You're Familiar with how to pilot and maintain all **vehicles** and **ships** you've purchased with **CP** this Jump.

Polyglot [50 CP]

If the **Adventure Ready** set isn't enough, this perk grants you the ability to understand every extant language in the Galaxy, written or spoken, and to speak any of them you can physically pronounce. You also know enough about different cultures to not offend anyone you meet—or to deliberately offend anyone you meet, if the situation warrants it. You'll never need a protocol droid again.

Ace [50-150 CP]

Another extension of the **Adventure Ready** perk, upgrading your piloting and mechanical skills for all **vehicles** and **ships** purchased with **CP** this Jump to Proficiency for **50 CP**, Expertise for **100 CP**, or Mastery for **150 CP**. These skills will transfer to all vehicles and ships from the setting with sufficiently similar controls and handling (in the case of piloting) or technology (for mechanical knowledge), as well as to all forms your CP-bought **ships** and **vehicles** can take due to import options (past and future).

Scrounger [100 CP]

Whether you're trekking through uncivilized space, behind enemy lines, or just too cheap or broke to buy what you want, you've learned to make do. When disassembling damaged items for parts, you recover more useful components than others would in your place. You also have uncanny success in getting just what you need, whether from foraging, scavenging, looting, disreputable merchants, or just bashing something together out of spare parts. This won't solve all your problems, but it can keep you going where others would've had to turn back, and sometimes that makes all the difference.

Delayed Gratification [100 CP]

You want the power of the Force, but you also want to experience the Old Republic from the perspective of the common citizen? This is for you. This perk awards no Force sensitivity in this Jump, but will grant you power equivalent to the level of **Gifted Force User** upon completion, as well as **Basic Force Training** (pg 9). You may also purchase **Force Training Holocrons**, the **Holocron Crafting Station**, and a **Force Focus** (pg 26) at a discount, although using this prerogative means you will not receive them until the end of the Jump.

Mutually exclusive with all **Force Power** options.

Crossing Lines [400 CP] (Discount: Bounty Hunter, Smuggler)

In a place as starkly divided as the current galaxy, it can be hard to find inroads into the opposing side's camp. Not so for you. Maybe the Republic knows you as an honorable sort despite your Imperial loyalties, or the Empire considers you useful enough to ignore your Republic association; either way, you're not limited to one side of the fence. Wherever you go, you'll find yourself tolerated or even welcomed by those opposed to you and yours. Even if you've fought them in the past, they'll be more likely to forgive it as 'nothing personal', and if that fails, they'll be uncommonly willing to hear you out before (or while) fighting you, giving you a chance to try and work your way back into their good graces. Only specific, dire grudges will override your general charm and favorable first impressions when it comes to making peace.

In future Jumps, you'll be tolerated by all parties and factions of any universe you visit, unless you do something to destroy your good standing. Those with categorical biases against your race, gender, species, profession, and so on will find themselves thinking you're 'one of the good ones', and those engaged in conflict won't take your opposition personally. In other words, regardless of your origins, you'll start neutral or above with all befriendable factions in any future Jump.





Backline Support [400 CP] (Discount: Trooper, Agent)

It's a big, scary galaxy out there. Good thing you've got people back at base to make sure you can make it through. This perk grants an unflinchingly loyal support staff you can contact at any time for advice on your current situation, or for material aid delivered straight to your current location.

Your support staff includes intelligence analysts, cryptographers, military theorists, doctors, engineers, trackers, criminologists, scientists, historians, mathematicians, linguists, and members of any academic fields specific to the setting (such as mages in a setting with magical universities). Staff members follow you from world to world, have the knowledge someone of their vocation would be expected to have about any world you visit, and are able to remotely view you and your surroundings. Relevant members of your staff will be suitably placed within any hierarchy you belong to, potentially allowing you to go over the heads of your immediate superiors—provided you're willing to deal with the resulting political fallout and/or personal enmity.

For material aid, you can call in supply drops every 6 hours, which may include any commonly available equipment in the setting, or any items from your Warehouse (respecting limits imposed by Drawbacks). Supply drops also Restock all applicable items (see pg 15). You can also call in a platoon of 12 generic, interchangeable soldiers any time you need help. It takes 24 hours to restore wounded-but-evacuated soldiers and 72 hours to replace dead soldiers.

By default, your soldiers will use equipment common to your faction this Jump. You may give other weapons, armor, or other equipment to your soldiers, and they will bring that equipment when deployed. If you spend time training the soldiers, all future soldiers will benefit from that training.

The Force

Force Power [Variable]

All your Force abilities, powers, and techniques will behave as though you are in a setting with the metaphysics required for it. **Jedi** and **Sith** must purchase a rank of **Force Power**. Choose at most 1:

Force Sensitive [100 CP]

You meet the qualifications for Force sensitivity, giving you a slight leg up in matters of reflexes and instinct, but only barely enough to be trained as a Force Adept. You are not particularly powerful, and even with training will be limited in how much you can accomplish. You're in the bottom twenty percent in both strength and stamina, and use of active Force powers will leave you drained.

Force User [200 CP]

This level grants a respectable but not incredible level of strength in the Force; you're solidly in the middle of the pack when it comes to power, so there will be bigger fish. Still, even if you aren't bringing a load of metaphysical bullshit in your back pocket, this should be more than enough to see a Jedi or Sith through the war to come, if used wisely.

Gifted Force User [300 CP]

You have a gift, a strength that elevates you above the rabble and marks you as someone to watch, raising you well into the top twenty percent in terms of strength. Wherever you may find yourself, you are likely to be one of the strongest Force users in the room, even in the presence of the greatest the galaxy has to offer. Don't let it go to your head.

Peerless Force User [400 CP]

Now you're the best of the best, at least before skill enters into the equation. At this level, you're as strong as anyone has ever naturally been, although both Jedi and Sith have found ways to increase ones power beyond what one is born with. In terms of raw potential, the number of living Adepts who can claim to even be on your level could be counted on one hand, and it would take a crowd of average Jedi or Sith to match your power. Maybe let it go to your head.

Unparalleled Force User [600 CP]

You're the undisputed master of the Force in matters of strength, a level beyond anyone else: $\aleph_0$, the 100th percentile, one step past the most powerful any mortal could ever be. No one can call themselves your equal, no matter the power they have amassed, and even a team of the strongest Force users alive would be hard pressed to beat you. Let it go to your head; there's no one else as strong as you.

Your strength alone makes you stand out like a Force Anomaly (pg 36); take that Drawback for no CP.

Unlimited Potential [200 CP]

When it comes to strength in the Force, you have the potential to grow endlessly with only hard work and dedication. The higher you go, the more time and effort it will take to improve, but there are no limits to how strong you can become. Within the 10 years of this Jump, constant effort would raise you from Force Sensitive to Gifted Force User, from Gifted to Peerless, or from Peerless halfway to Unparalleled.

You must have at least some level of Force power from another source to make use of this perk, whether from a **Force Power** purchase, **Delayed Gratification**, or another Jump entirely.

Jedi & Sith

The Adept

Basic Force Training [100] (Requires Force Power)

You've been trained to sense the Force, feel its guidance and use its power. You have Familiarity with all **Force Disciplines** (pg 51), giving you a grasp of basic applications such as recognizing and responding to danger, pushing and pulling objects, sensing the mood of those around you, and judging the ambient energies that may linger in places of significance.

Your attunement to the Force also grants you better reflexes and a keen intuition, as well as an intuitive feeling for the next step you need to take to pursue your goals, even if the path ahead is unclear.

Basic Saber Training [100] (Requires Force Power)

You've trained in the way of the lightsaber. You gain Familiarity with all currently taught **Lightsaber Forms** (pg 53) of lightsaber combat, including both variants of Form V (but not Vaapad), plus Proficiency in 2 of those Forms (your choice). This basic skill-set is a long way from Mastery, but at least you won't lop your arm off by accident. Does not include training on weapon variants like the saberstaff, or on dual-wielding.

You also gain all the necessary knowledge to create new lightsabers and customize them to your exact specifications. If you focus on an individual while crafting a lightsaber, you will create a saber fitted to the hands and preferences of the intended wielder; the stronger the personal connection between you, the better the fit, with your closest friends receiving a weapon that is perfect for their use.

Mental Mastery [100 CP]

You control your emotions, not the other way around. If you are aligned to the Light side of the Force, you are able to ignore your feelings, allowing them to pass through and leave you at peace. If you are aligned to the Dark side, you are able to remain in control even while your emotions rage within you, letting them strengthen you without. You may enable or disable this effect at will. This does not prevent outside effects from changing your emotions, but the ability to ignore them makes for an effective no-sell anyway.

In addition to the outright immunity granted by this perk, you also gain skills for managing your emotions, which are extremely effective, can be taught to others, and remain even if other events or Drawbacks remove absolute protections or otherwise limit the effectiveness of non-skill perks.

Subtle Manipulator [200 CP]

You are skilled at using superhuman powers without being noticed, provided they lack obvious tells like incantations or bursts of light. As long as you're trying to be subtle, people are also less likely to notice the effects of your abilities, assuming those effects aren't wildly attention-grabbing in their own right. Whether you're nudging someone's thoughts, putting a metaphysical thumb on the scale, or fudging the wheels of fortune, people are less likely to notice anything improper. On the other hand, the effects of skills you wish to attract attention will be even more eye-catching, making your distractions more effective to the point that even those on guard against such tricks may fall victim to your diversions.

A Moment's Reprieve [200 CP]

You may meditate to gradually replenish all power pools available to you; the rate of recovery depends on the pool being replenished. Light-side Force Adepts find solace in peaceful mediation, while Dark-side Force Adepts seethe in anger while dwelling on their grievances; if you are neither, you may choose any form of 'rest' you wish. Regardless of the nature of your 'mediation', it leaves you vulnerable and cannot be done while in combat, unless you manage to find a quiet moment where nothing can threaten you directly. You may focus on restoring only some pools to the detriment of others, if you wish.

Master-Apprentice Affinity [300 CP]

You are uniquely suited to all possible variants of the Master-and-Apprentice system, such as those used by the Jedi and Sith Orders, regardless of which you are. You start with a +50% bonus, and the longer you spend apprenticed to the same Master, or training the same apprentice, the faster the training goes. You gain +25% speed each month, or about 0.55% per day.

If you are the student, your cumulative bonus will not reset unless you choose to begin applying the effects of this perk to another Master. If you are teaching, you may apply this effect to any number of students; time counts towards the bonus separately for each student, and the cumulative bonus will only reset if you choose to 'drop' a student by excluding them from the effect. However, each student you have halves the rate at which the bonus accumulates for all other students.

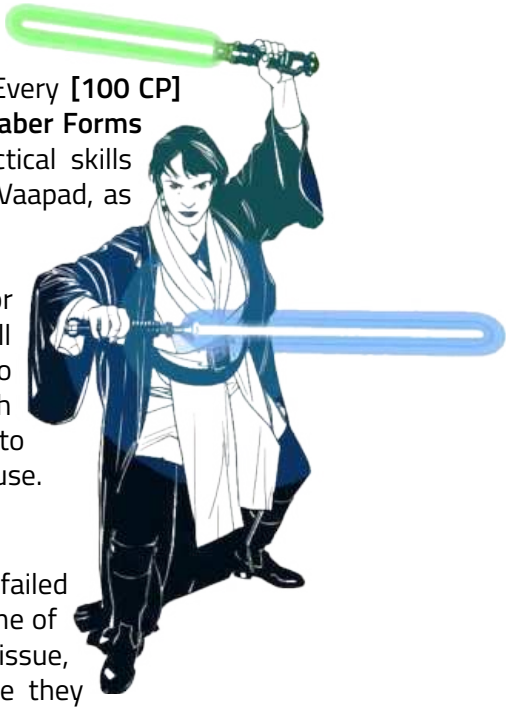
Advanced Force Training [Variable] (Requires Force Power)

This perk grants you years of training, study, and instruction, elevating your Skill Level in any one **Force Discipline** (pg 51) by 1 Skill Level per **[100 CP]** spent. Whether you learn the Light- or Dark-side techniques in that Discipline depends on your alignment; if you are not an Adept, you may choose which alignment's techniques you wish to learn for each Discipline. You may learn the opposing alignment's techniques for any one Skill Level by buying an addition Skill Level in that Discipline for half cost (Discounts still apply).

Purchasing Skill Levels in a Discipline in this way reduces the base price of its corresponding **Force Training Holocrons** (pg 26) by **50 CP** per Level, to a minimum of **[50 CP]** before Discounts.

Advanced Saber Training [Variable] (Requires Force Power)

Years of experience honing your saber skills is yours, instantly. Every **[100 CP]** you spend grants 3 Skill Levels to distribute among your **Lightsaber Forms** (pg 53) as you see fit, due to the Forms sharing many practical skills between them. You must pay 1 additional Skill Level to unlock Vaapad, as you are effectively inventing it.



Your first purchase also grants the skill to dual-wield sabers or wield alternate saber weapons such as the saberstaff. Not all Forms are well-suited to alternate weapon choices, however, so take care when selecting your Forms if you wish to use such weapons. If you have Mastery in a Form, you will have the skill to perfectly adapt that Form to any saber weapon(s) you choose to use.

A Foot in Each Well [600 CP]

The Galaxy is replete with examples of those who have tried and failed to find compromise between Light and Dark. You will never be one of them. You can use the Light and Dark sides of the Force without issue, and may ignore any or all effects of Dark side corruption, be they physical or mental. Additionally, you gain both the Light and Dark side versions of all purchases that vary by alignment, including **Force Disciplines** (pg 51) and their **Legendary Force Abilities** (pg 52).

These abilities extend to other power you may have or later acquire. You are now able to mix normally incompatible or mutually exclusive powers or sources of powers without adverse effects, and are resistant to corrupting and/or addictive effects of any technique that might stray into the 'dark arts', so long as the power source is not inherently corrupting or addicting itself. The corruption protection against techniques for other power sources is not absolute, but the resistance is enough to keep you mentally and spiritually safe so long as you refrain from diving off the slippery slope entirely.

Trooper & Bounty Hunter

The Heavy

Loaded For Bear [100 CP]

When the going gets tough, the tough bring more guns. Not only are you Proficient in all equipment discounted to the **Trooper** and **Bounty Hunter** classes, you also have the talent of storing an extraordinary amount of firepower on your person. When packing, you can fit twice as many weapons, and four times as much ammo and other military supplies like rations, medical kits, and explosives, in the same amount of space, and anyone carrying them will treat those weapons and supplies as though they weight only half or a quarter their actual weight, respectively.

Veteran Field Medic [100 CP]

Whether you're a soldier killing for a cause or a hunter killing for money, you've chosen a dangerous life. What better way to make sure you come out on top than knowing how to put you and yours back together again? While not exactly a family doctor, you're an Expert at battlefield medicine and triage, and can evaluate patients and render aid twice as fast as normal, no matter how chaotic the environment or how advanced or primitive the supplies available to you.

Speaking of supplies, you're able to stretch whatever you have on hand farther than should be possible. When applying any form of aid or healing, you consume only one quarter as much of any limited resource for the same amount of benefit, whether it be practical items like gauze and antiseptic, magical items like healing potions, or metaphysical resources like 'mana'.



Command and Control [200 CP] (Discount: Trooper Only)

You are precise, and so are those who follow you. Artillery and airstrikes you call in will fall directly on target. You will always communicate exactly what you want others to do, can do so in very few words, and can expect your underlings to follow your orders precisely as you intended without suffering from misunderstandings. You're better able to interpret reports people make to you, and will ask precisely the right questions to get the information you need, assuming the other party wants to help.

You're also an incredibly skilled coordinator, even several stages removed from the action. You can create and orchestrate plans that should be too complicated, convoluted, or reliant on perfect timing to be practical. Your leadership keeps everyone in sync and makes sure the right hand and left hand always know what the other is doing.

Relentless Pursuit [200 CP] (Discount: Bounty Hunter Only)

Those that try to hide from you die; those that try to run from you die tired. You are a Master tracker, able to notice clues others would miss and never fooled by decoys or false trails. No trail is too cold for you to follow, and even if your target manages to leave no clues for you to find, your intuition will lead you somewhere you can pick up the trail again.

You also have unyielding stamina so long as you are on the hunt. Whether you are chasing, stalking, pursuing, or waiting in ambush for your target, you can ignore all physical and psychological needs for up to seven days with no ill effects. Once the hunt ends, you will need up to a full day of extra rest and rations to recover from the ordeal, but by that point your target should be captured or dead.

My Kit Don't Quit [200 CP]

Normal soldiers have to worry about running out of bullets. You don't. As long as you packed at least one of any given expendable weapon or weapon-related item, you will always be able to pull another one out of your pocket, given a moment to dig it out. Larger, rarer, and more expensive items will take longer to replenish, and you have an innate sense of how often you'll be able to freely use any valid item in your possession. Regardless, you'll always have another eventually, so there's no need to worry about using your last thermal detonator. Never run out of cartridges, shells, stripper clips, ammo magazines, weapon power packs, flamer fuel, marbles, grenades, rockets, mines, satchel charges, hornets, sling-stones, throwing knives, darts, javelins, arrows, cannonballs, whetstones, weapon resins, Onmyo talismans, shuriken, bolas, harpoons, or any other type of expendable offensive resource ever again!

Inspiring Presence [300 CP]

You're not just any goon with a gun, you're a leader. By example, you're able to motivate others to face insurmountable odds, and can shore up morale no matter how bleak the situation. With the proper words, you can keep people from cracking even under the worst conditions the galaxy has to offer. Whether you're reminding soldiers of their ideals or mercenaries of their paycheck, you can always keep the people you command on mission and pointed in the right direction: towards the enemy.

Finally, what may well be the most important part of this perk: sharing the wealth of your plot armor. A portion of the defenses you gain from luck and probability modifying perks now extend to all teammates near you, making them much more likely to come through in one piece. Bonuses you have to resisting fear, panic, and similar mental afflictions apply to those allies as well. Viva la aurabot!

Elite [400 CP]

You and your weapon are one. You've Mastered every weapon discounted to the **Trooper** and **Bounty Hunter**, as well as all analogues you may encounter from other settings. You are also precise, extremely good at using weapons and explosives of all types such that they do not damage or injure anyone or anything you don't consider a target. All weapons you use gain the same protection given to CP-bought weapons from this Jump: so long as they remain in your possession, they will never break, malfunction, or fail except as a direct result of enemy action. If traded, sold, loaned, or given away, they will begin to suffer wear again as usual.

Your skill with armor is similarly improved, as is its ability to protect you. All penalties caused by armor, such as to mobility and stealth, are reduced by 90%. Attacks that would normally penetrate your armor and harm you instead cause your armor to ablate and leave only shallow cuts on your person. In other words, your armor will redirect damage that would otherwise hit you to itself, letting only scratch damage through, up to the amount of damage required to physically destroy the armor beyond repair.

That Weird Light Around You [600 CP]

You have the single best protection anyone in the Galaxy could ask for: Plot Armor. No matter how dangerous the situation, narrative logic will fudge probability to keep you safe… or at least safer than you would otherwise be. Sneak attacks against you will never be instantly lethal without proper 'foreshadowing', guaranteeing you at least the chance to react. You have little to fear from common, interchangeably faceless fodder, and less still from poorly aimed, speculative, or just plain (un)lucky shots. Call it blanket immunity to the slings, arrows, and blaster bolts of outrageous fortune: you're too cool to die from 'narratively insignificant' causes.

Furthermore, once per Jump (or per 10 years in longer Jumps), a single attack that would otherwise result in your death or another Jump-failure condition (such as the death of a VIP or the destruction of an essential object) will fail utterly, provided you are close enough to witness it. You will be aware when this happens, and in longer Jumps know roughly how long you have before it can activate again.

Smuggler & Agent

The Interloper

Habitual Intruder [100 CP]

You have a habit and talent for getting into places, files, and situations you're not wanted. You're an Expert slicer, opening locked doors with ease and extracting sensitive files from heavily-encrypted computers without leaving a trace, provided you can secure hardware access. That access is easier than ever, as well, given your knack for finding convenient shortcuts through vents, waste chutes, and unused spaces, or targeting the human element and conning your way past unsuspecting security officers; you're a Proficient liar, mechanic, and saboteur. As a final bonus, you're more likely than normal to arrive just in time to hear, see, or interfere with things your enemies would have preferred you missed.

You've also been around long enough to know that sometimes, things don't go smooth. If all else fails, you're an Expert with Vibroknives and holdout weapons. You're also Proficient with all non-weapon equipment you bought with **CP** this Jump, regardless of whether it was discounted or not.

Cloak and Dagger [100 CP]

Don't want to be seen? You won't be. Your skill at camouflage allows you to become nearly invisible if given time to prepare a suit for the area, and you can move silently—if slowly—across any terrain without leaving a trail to follow, even in environments which probably shouldn't allow such things. You're also able to notice traps that others might miss, perhaps by noticing the tell-tale glint of a light sensor or the way pressure plates aren't quite flush with the surrounding tiles, and can bypass them accordingly.

Lastly, you know a number of techniques for silently removing unwary foes, non-lethally or... otherwise, in the event that you can't simply ghost in and out of your target area. You are Proficient with all weapons discounted to the **Smuggler** and **Agent** classes, and have the reaction times, nerves, and grit to be what happens to the other guy, even in a stand-up fight.

Golden Opportunity [200 CP] (Discount: Smuggler Only)

Opportunity knocks hard and it knocks often. Events conspire so that people desperate for a solutions happen to stumble across your path, and you'll just so happen to be ready to handle things... for an appropriate fee or favor, of course. How hard you rake these poor souls over the coals is entirely up to you.

This odd quirk of fortune gets stronger when you're the one in need, scaling with the severity of your need. If you're desperate for a favor, this perk will work overtime to arrange things so that they just happen to have a problem in need of a solution you're ready to fill. If they need information, you probably have it, and if they need to outrun someone, you've got the fastest ship in the sector. It's still probability manipulation, so it will only ever bend chance so far, but at least you'll get in the door.

Secret Creeper [200 CP] (Discount: Agent Only)

You live and breathe secrets. You will never accidentally reveal more than you intend though speech or deed, and you won't think of pink elephants—mind readers will be furious as you refuse to follow their bait and bring sensitive memories to the surface. Only extreme circumstances, such as the total violation of your mind, can force you to divulge information unwillingly.

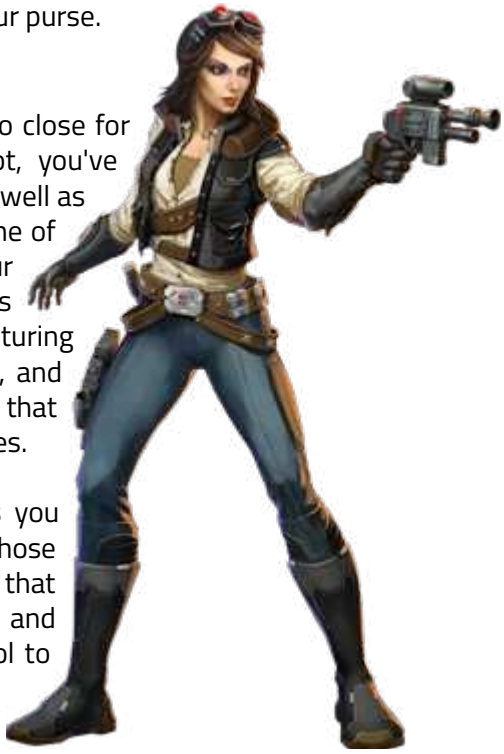
On the flip side, you have a knack for learning things people would rather you not know, able to track down information even with the barest thread of evidence to follow. You're an Expert investigator and interrogator; you'll know just the right threads to pull to get to the truth, and can do so either flagrantly, or so subtly your mark may never realize what they've given away. You're also Proficient at torture.

Disposable Identities [200 CP]

You're an Expert of both disguise and forgery. With enough care and attention to detail, you can forge an identity suitable for any situation, complete with history and documents, and be confident that you'll be long gone by the time the cracks start to show. Once prepared, you're able to flawlessly immerse yourself in your cover identity to the point that mind readers would need invasive techniques to dig past the adopted personality. This talent for disguise extends to whether or not you draw attention to yourself passively; you can blend into a crowd just as easily as you can stand out. You also receive a bonus to all social actions that involve convincing someone of your identity, be it fake or real, even if you don't have your forged (or legitimate) papers on you, or the identity in question prepared at all.

Covert Connections [300 CP]

Wherever you go, there you are, and your contacts are waiting for you. You can always find someone who knows someone—whether you're looking for work, information, a person of interest, illegal goods, or just someone who won't ask too many questions about where your cargo came from—and the people you find will deal fairly. From counterfeiters to assassins, the sorts of goods and services you can track down are limited only by the standards of the setting and the size of your purse.



Crack Shot [400 CP]

Whether you're engaging in gun kata with someone who got too close for comfort or setting up an incredible long-distance sniper shot, you've Mastered every weapon in the **Smuggler** and **Agent**'s arsenal, as well as all analogues you may encounter from other settings, and are one of the best marksmen around. You don't have to aim directly for your enemy, either—you can read the environment perfectly for ways to use it to your advantage in a fight, whether you're rupturing pressurized pipes or dropping debris on your opponents heads, and you can regularly and intentionally pull off ricochet tricks that shouldn't be possible outside of one-in-a-million freak occurrences.

This perk isn't just about offense, either: your awareness lets you make the most of any cover available to you, dodge the aim of those without the speed to keep up, and never flinch from a shot that wouldn't hit you. In short, you have the skills, luck, reflexes, and chutzpah to pull off action-hero moves, while looking damn cool to anyone you let catch you in the act.

Silver Tongue [600 CP]

The ultimate social boost for the chronic schmoozer. You can insert yourself into any conversation, chum it up with even the most disagreeable types, and have the improvisational skills to smoothly bring the topic around to whatever you want to discuss. You know just by listening to someone for a few moments what sort of approach would be most effective for getting into their confidence, and can affect any personality or mannerisms necessary to ingratiate yourself to your target. Whether you're speaking truth or lies, you're so convincing you find yourself believing what you're saying wholeheartedly, fooling every physical and mental tell with your earnestness; you can pull off a hell of poker face when you want to, as well. Don't worry about keeping your story straight; you'll always remember what you've told to who.

As a bonus, you're guaranteed at least one chance to parley with any foe, no matter how ridiculous the situation. It is still up to you to find a method of communication they will understand and an argument they will respect. A horde of ravenous space locusts will actually stop and listen to your speech about sustainable agriculture... before promptly ignoring it and trying to eat your planet. At least you can say you tried.

Items



It's shopping time. Take **500 Item Points (IP)** to spend on this section only.

- Unless otherwise stated, **[50 IP]** items (including **[50 IP]** options on items with multiple versions) are free if discounted. Exceptions are marked '**Discount Only**' if they will still cost **25**, or '**Free/Discount**' if they are free despite costing more than **50**. Add-ons to Discounted items are always 50% off. You must pay a minimum of **25 IP** after discount for additional copies of items of the same type (e.g. Blaster Pistols). Items must match your faction to be eligible for a discount.

- All CP-bought items are 'Insured'. **Insured** items are replaced if lost or destroyed. You may retrieve the replacement from your Warehouse; if you do not have a Warehouse, you may have it delivered to you in some other fashion appropriate to the current Jump. Replacement items are provided 'as-bought', lacking any modifications you may have made to them, unless otherwise specified. Items can be replaced once per day unless otherwise specified.

- **Restocking** items are refilled whenever you 'return from the field', whether it's to your home city, base of operations, secret lair, military outpost, or other fixed in-Jump staging and resupply point. If you could reasonably acquire setting-appropriate gear at some safe location, your items will be refilled automatically. Yes, this means resting at a medieval castle replenishes your supply of EMP grenades. Restocking abandoned knives, discarded ammo packs, undetonated explosives, and so on causes those items to vanish from the world when no one is looking. All ammo and explosives purchased this Jump with **CP** or included with **CP** purchases 'Restock', even if not explicitly stated.

- The **Weapons**, **Armor**, and **Vehicles** sections offer the ability to import similar items you already own as (or 'into') the items you buy this Jump. See the individual sections for restrictions, or check the import table in **Appendix E: Notes and Details ...on Items** (pg 60).

- Importing an item adds all esoteric properties it may have to the item it is imported into. As an example, the unfailing nature of CP-bought weapons from this Jump would be considered an 'esoteric property' for the purpose of item imports. If you import a non-Fiat-backed item, the resulting item is still Fiat-backed. The final item retains its previous form as an alt-form. Imports are one to one unless otherwise specified.

- Importing a weapon only changes the final weapon's characteristics, such as weight, accuracy, and so on, as much as a property modifies those characteristics. Similarly, imported armor will not protect parts of your body the armor's current form doesn't protect, or provide practical features the form lacks, unless you or your armor possesses a property that allows it to do so.

Resources

Credits [Free/25 IP]

Cold, hard cash. You start with ₹**50 000**, and every **[25 IP]** you spend gets you another ₹**100 000**.

Common Material Cache [25 IP]

This cache contains common 'mundane' crafting materials, such as durasteel, synthweave, armorplast, and tibana gas. Each cache contains sufficient material to fully outfit 4 people, with enough left over to keep the gear repaired between refills. Includes blueprints for turning your common material into common materiel, plus blueprints for all other items you purchase with **CP**. The material is replaced yearly.

Rare Material Cache [50 IP]

It's unlikely to be useful anywhere else, but just in case, this cache contains 10 kilograms each of several Lightsaber-resistant materials: beskar, phrik, ultrachrome, and refined cortosis. The metals are ready for use in crafting or modifying equipment. The cache also includes a modest quantity of other exotic materials, such as precious gemstones, technologically useful non-Force-imbued crystals, and organic materials like krayt dragon hide. The material is replaced yearly.

Lightsaber Crystals [50 IP] (Discount Only: Basic Saber Training)

If you want to create more Lightsabers without access to the setting's unique metaphysical geology, you'll need these. Each fist-sized rock has a sample of Force-sensitive crystal growing from its surface, which can easily be broken off into chunks sized for lightsaber crafting or creating Force Focuses.

Purchase includes a rock for every type and color of crystal available in the setting, including synthetic crystals such as the red Force-crystals favored by the Sith. The crystals are always properly attuned to whoever harvests them, regardless of color, and will regrow within a day.

Sidequest Board [Free/100 IP]

A list of all events and jobs of interest in your general area, wherever that may be. Includes a data-slate for viewing the list, which can adapt its form to the current setting. If you have another quest tracking item, you may use that item to view the Board. Quests may reward appropriate items from the setting for their difficulty and circumstance, and if you purchased the upgraded Board, these items will be treated as though you purchased them with **CP** for the purpose of granting replacements.

The Board contains as much information as a job posting would. If the 'Quest Giver' has a reward in mind, it is indicated on the listing; if they do not have a reward in mind but would find something to reward you with anyway, it is indicated as an unknown item: "`Quest Reward: ??? Item`". The board offers hints as to changes in reputation or standing caused by the jobs, and if you are in a world that tracks Experience Points or have a perk that applies such a system, those are listed as well.

The items rewarded by the quests do not include features specific to CP-bought versions of those items. Treat them as normal items acquired from the Jump, with the extra feature of CP-bought insurance if you upgraded the Board. You may choose whether the items will follow the insurance rules of their settings or the rules from this Jump, but you must do so only once and maintain that choice across all future Jumps.

Aftermarket Warranty [100 IP]

Replacements for weapons, armor, and equipment purchased this Jump are now provided 'as lost' rather than 'as bought', including all modifications and enhancements. For half cost, you may protect only weapons, only armor, or only equipment.

Weapons

- Weapons and explosives purchased from this document will never break, malfunction, or fail except as a direct result of enemy action.

- All weapons come with an appropriate carrying mechanism, such as a sheath for Virbroweapons, your choice of shoulder, hip, ankle, or other holster(s) for pistols and scatterblasters, or carrying straps for rifles and repeaters.

- See **Appendix D: Weapon Stat Blocks** (pg 55) for detailed comparisons of various weapons.

- You may import a similar weapon you already own into any weapon purchased here, adding any properties it may have to your new item:

The primary qualities for determining if a weapon is sufficiently 'similar' are type (melee versus ranged) and size (volume and weight). Melee weapon imports don't distinguish between sub-types like swords, maces, and so on; similarly, ranged weapons will accept imports from firearms, bows, and crossbows, as well as wands from settings where they are weapons rather than casting focuses. Guidelines for size can be found in the import table (pg 60).

You may treat a set of paired weapons (such as twin sabers or dual pistols) as a single item when importing an item. If you import a single weapon into a set of paired weapons, the import is linked to the main-hand weapon: when wielded together, both weapons have all import properties, but if the weapons are separated, only the main-hand weapon retains those properties. If you treat the paired weapons as separate items and import a different weapon into each, the imports behave normally.

Weapon 'attachments' such as the **Ion Blaster Attachment** and **Rocket** mount point can accept imports, but if left blank, take on the properties of the weapon they are attached to. You cannot import weapons you cannot carry and fire yourself into man-portable weapons. You cannot import items into individual explosives such as **Grenades**, **Rockets**, or **Mines**.



Melee

Vibroknife [50-100 IP] (Discount: Smuggler, Agent)

These pocket-sized vibroweapons are perfect for slicing fruit, whittling, sabotage, knife fighting, and even balanced for throwing if you're willing to track them down afterwards (or have a perk to handle that).

Vibroknife [50 IP]

A simple Virboknife. Choose a blade length 12-18 cm (approx 4.5-7"); blades 14 cm (~5") and less may be switchblades. Cheap and widely available, your vibroknife will Restock if lost or damaged.

Stunner Vibroknife [100 IP]

A large (15-18 cm blade) Vibroknife with an integrated stunner, capable of applying a disabling shock either through the blade or a pair of deployable electrodes on the opposite end of the handle.

Brace of Knives [100 IP]

A brace of 5 small (12 cm blade) throwing vibroknives, which Restock if lost or damaged. If you import an item into the brace, the import treat the brace as a single item, and the knives lose all import properties after leaving the possession of whoever has 'equipped' the brace (but not before hitting their mark, if thrown). On the upside, others aren't able to use the knives you leave lying around as anything other than normal (if well-made) knives, no matter how powerful they are in your hands.

Vibroblade [100 IP] (Discount: Trooper, Bounty Hunter)

Anyone who thinks swords are the weapon of a civilized age hasn't seen one of these monsters tear somebody apart. A brutal, high-tech one-handed sword capable of making mince-meat out of even hardened targets, your Vibroblade is reinforced with cortosis, allowing you to face down lightsaber-wielding enemies without being immediately disarmed (and then de-armed).

You may add a matching off-hand sword, or upgrade to a two-handed Vibrosword or double-Vibroblade, for another **[50 IP]**.

Lightsaber [200 IP] (Free/Discount: Jedi, Sith)

Is there anything more iconic to Star Wars than the swishing and humming of a lightsaber? In addition to adding an authentic, personally-built-and-attuned lightsaber to your armory. **Jedi and Sith receive one lightsaber for Free**, and may purchase additional sabers at the discounted price. You may customize your lightsaber's appearance as you see fit, and may choose any canon saber variant that does not add additional blades.

The color of the lightsaber depends on the nature of the Force-sensitive crystal used to focus the blade. Dark-side aligned crystals are almost exclusively red, while Light-side crystals tend to be blue, green, or yellow; you may ignore these restrictions if you wish. The focusing crystal allows a lightsaber to function as a **Force Focus** for the Adept it is attuned to.



For an additional **[100 IP]**, you may upgrade to a pair of twin sabers, a dual-phase saber, or a saber staff. For **[50 IP]**, you may upgrade to a crossguard saber. You may purchase multiple upgrades for the same base saber.

Ranged

Blaster Pistols [50-150 IP] (Discount: Smuggler, Agent)

The sidearm of mercenaries, gangsters, hunters, smugglers, and police forces the galaxy over, available in a variety of options fit for every wallet. Includes 2 power packs per pistol, plus your choice of holster(s).

Custom Blaster Pistol [50 IP]

A customized blaster perfectly made for your hands, including your choice of a 1.2x or 2x scope, oversized power packs, and an attachment point for an accessory such as a light, laser sight, ion blaster (not included), rocket (not included), or grappling hook (not included). 360 shots per power pack.

Masterwork Heavy Blaster Pistol [100 IP]

A masterwork heavy blaster packing the damage and armor penetration of a full-sized blaster rifle in a gun with the handling characteristics of a pistol, with all the comfort and features of the custom pistol as well. 200 shots per power pack.

For an additional **[50 IP]**, you may upgrade either of the above blasters to a set of two matching blasters.



Ion Blaster [50-100 IP] (Discount Only: Smuggler, Agent)

Ion blasters are electromagnetic weapons designed to scramble electronics, wreck motors, disable droids and vehicles, and otherwise play hell with sensitive equipment. Hardened targets may take multiple shots before losing functionality. Hitting bare skin will sting like crazy and leave minor burns.

Ion Blaster Attachment [50 IP]

A device suitable for attachment to a pistol or rifle that must be reloaded with a small, bullet-sized power cell after every shot. Includes 12 single-use cells.

Ion Pistol [100 IP]

An ion pistol capable of 60 shots of semi-automatic fire per power pack. Includes only 1 power pack.

Holdout Pistol [50 IP] (Discount: Smuggler, Agent)

A tiny 24-shot derringer with a folding grip that can be concealed anywhere on one's person. Its small size allows it to fool weapon detecting techniques to the point that only a complete strip-search will reveal its presence. Otherwise a poor weapon, the derringer is awkward to hold, lacks penetrating power, is only effective within 20 m, and requires disassembly to replace the integrated power pack with the included spare, as it's been sandwiched between the trigger assembly and barrel to make the weapon as small as possible. It's up to you to make the element of surprise worth the glaring weaknesses. You may import another sidearm into your holdout pistol, if you really want to.

> ⚠ It takes 5 minutes (modified by perks) and a screwdriver to reload your holdout pistol. Restocking ammo will refresh the installed power pack without further maintenance.

Blaster Rifles [100-300 IP] (Discount: Trooper, Bounty Hunter, Smuggler, Agent)

The mainstay for anyone who wants someone dead from a nice, relatively safe distance. Troopers and Bounty Hunters may choose to receive a **[100 IP]** Rifle for free if they do not purchase a Repeater.

Energy-Flechette Carbine [100 IP]

Fires energized flechettes from a 60-round magazine at 900 RPM in either burst-fire or fully automatic modes. Lighter and more easily concealed than other full-sized rifles, but nowhere near as portable as a Blaster Pistol. Suffers from bullet drop after 40 m but can still wound or kill out to an effective range of 200 m. Includes 4 hybrid power-pack/magazines, a reflex sight, and a detachable suppressor that hides the muzzle flash and deadens the report but reduces range by 25%.

Rifle with Grenade Launcher [100 IP]

A high-quality combat rifle firing from a standard 200-round power pack at 600 RPM up to an effective range of 450 m. Select-fire capability for single, burst, and fully automatic fire. The grenade launcher is a single-shot breach-loaded tube capable of firing compatible grenades up to 300 m. Comes with 3 power packs, your choice of a 2x or 4x combat sight, and 2 launcher-style grenades of any one type (pg 23).

Prototype Sniper Rifle [100 IP]

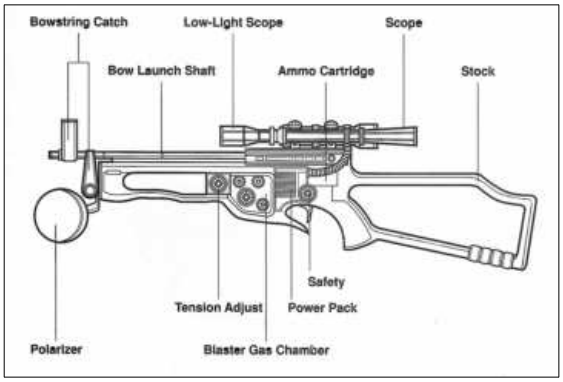
A prototype self-stabilizing beam rifle with advanced optics, including light amplification, thermal, and dynamic 4x to 16x zoom. It's heavy, and the manual-action mechanism slows firing, but the unique properties of the coherent energy beam let you ignore issues like travel time, and it can punch neat little holes through walls or vehicle armor (and the person behind it) up to an effective range of 1200 m. Heavy power draw allows for only 10 shots per specialized power pack. Disassembles for transport. Comes with 2 power packs, a detachable bipod, and a transport case.

Armory [300 IP]

All 3 of the role-specific rifles described above combined into a single weapon, which you may transform between modes as though they were import alt-forms. If you also buy a **Bowcaster**, **Scatterblaster**, or **Light Repeater**, you may merge in those weapons as well. The weapons cannot be separated once merged. All merged items share the same import, but if you wish to purchase **Additional Ammo**, you must do so for each weapon separately.

Bowcaster [50 IP] (Free: Wookiee)

These bulky crossbow-railguns are the signature weapon of the Wookiees. While their woefully short 50 m max range, slow fire rate, and reliance on both physical ammo and energy packs make them impractical for military applications, the damage and penetration of the energy-infused metal quarrel is extremely high, making them prized weapons for hunters of dangerous prey. Even the heaviest personal armor is unlikely to block a direct hit from a bowcaster bolt within the optimal range of 30 meters. Includes 3 35-round drum magazines and a power pack good for approximately 300 shots.



Scatterblaster [100 IP] (Discount: Smuggler, Agent)

A blaster variant of the common slugthrower shotgun. Its effective range is under 30 m, shorter than even normal scatterguns, but it makes up for this shortcoming by offering five-fold greater ammo capacity and superior penetration, as well as being smaller and lighter than similar slugthrowers. The scatterblasters' small size and light weight make them a practical holdout weapon. Fits 50 plasma shells in each of the 2 provided magazines, and dispenses them as fast as you can pull the trigger.

Repeaters [100-200 IP] (Discount: Trooper, Bounty Hunter)

While all automatic blasters are technically 'repeating blasters', **Repeaters** refer to machine-gun-like weapons designed to put as much firepower downrange as possible, as fast as possible.

Light Repeater [100 IP]

A blaster a filling the role of a squad automatic weapon, with a 400 round power pack, an effective range out to 600 meters, and a maximum fire rate of 750 RPM. It's basically a bigger, badder version of a normal blaster rifle. Includes 4 power packs, and can also fit standard 200-round rifle packs.

Medium Repeater [150 IP]

A weapon akin to a light machine gun, sporting a larger 1000 round power pack and similar effective range to the Light Repeater. The medium variant offers superior damage per blaster bolt at the cost of a slightly lower fire rate of 700 RPM. Includes 3 power packs.

Heavy Repeater [200 IP]

Sometimes referred to as an assault cannon, this repeater packs a massive 2000 round power pack, a slightly lower effective range of 550 m, and the per-shot damage of the light repeater at a frankly terrifying 2400 RPM at full auto. The weapon is intended for use on a tripod, but can be wielded and fired by its carrying handles if the chainsaw grip doesn't bother you. Includes said tripod and 2 power packs.

Blaster Cannon [100 IP] (Discount: Trooper, Bounty Hunter)

An anti-materiel blaster designed to punch through armor, the cannon can achieve a mobility kill on heavy vehicles by targeting vulnerable hover-generators, treads, or joints, while light vehicles and infantry-form combat droids will be outright scrapped by a direct hit. Like the heavy repeater, it's carried from the top. 200 shots per power pack at 50 RPM out to 400 m. Includes 4 power packs.

If you buy both a blaster cannon and a repeating blaster, you may choose to include the repeater as a fire mode on the cannon, which saves you some weight and allows both weapons to benefit from the same item import. The fire modes have independent ammo supplies that are reloaded separately.



Incendiaries, Explosives, and Ammunition

Flamethrower [100 IP] (Discount: Bounty Hunter)

Favored among Bounty Hunters for both their mechanical simplicity and the terror they inspire, flamethrowers are little more than a tube leading from a heavy, pressurized fuel canister to a nozzle with an ignition system, typically on one's gauntlet. While extremely dangerous, the wide jet of flame reaches only a few meters. The rate of fuel consumption can be dialed up or down to affect a larger or smaller area; a single canister can last as much as 6 minutes or as little as 40 seconds. Includes 2 fuel canisters.

Grenade Launcher [150 IP] (Discount: Trooper)

A heavy, revolver-style grenade launcher with 4 chambers, capable of launching grenades up to 375 m. Included with the purchase are 8 launcher-compatible grenades of any one or two types from the list on page 23, divided as you wish. Grenade types are chosen at purchase time, Restock as the same types in the same quantities, and may not be converted back to hand grenades.

Grenades [50 IP] (Discount: Trooper, Bounty Hunter, Smuggler, Agent)

A Restocking bandoleer of grenades. If you have a grenade launcher, you may choose to receive grenades compatible with that launcher instead of hand grenades when you Restock. Hand grenades have a toggle on the device for time delay or impact detonation; launched grenades are impact-triggered with a 15 m safety fuse. Choose one type from from the list on page 23.

Rockets [50 IP] (Discount: Trooper, Bounty Hunter)

Effectively grenades with an engine stuck to them, rockets are slightly heavier than their grenade versions, but can be fired farther and more accurately from a small, specialized attachment usually fitted to pistols or rifles; many bounty hunters attach them directly to their gauntlets instead. Includes rockets of any single grenade type from the list on page 23 and a single-shot mount-point attachment that is equally effective on a pistol, rifle, or gauntlet (watch your fingers around the backblast). The quantity of rockets is the same as if they were grenades. **(Discount Only)** if you took a free Grenade.

For the same cost, you may buy **Micro-Missiles** instead, which are ¼ as powerful as normal rockets, but come in 4x the quantity and can be loaded 4 at a time into the matching mount.

Mines [50-100 IP] (Discount Only: Trooper, Bounty Hunter)

For **[50 IP]**, you may choose between 5 anti-personnel claymore-style directional tripwire mines, 20 anti-personnel omnidirectional proximity mines, and 10 anti-vehicle mag-sensitive landmines. For **[100 IP]**, you get all three sets. You may choose not to restock your mines, as any placed mines will become duds if they are replaced before being set off. Considering the legacy of mines as weapons of war, that may be a bigger feature than it is a flaw.

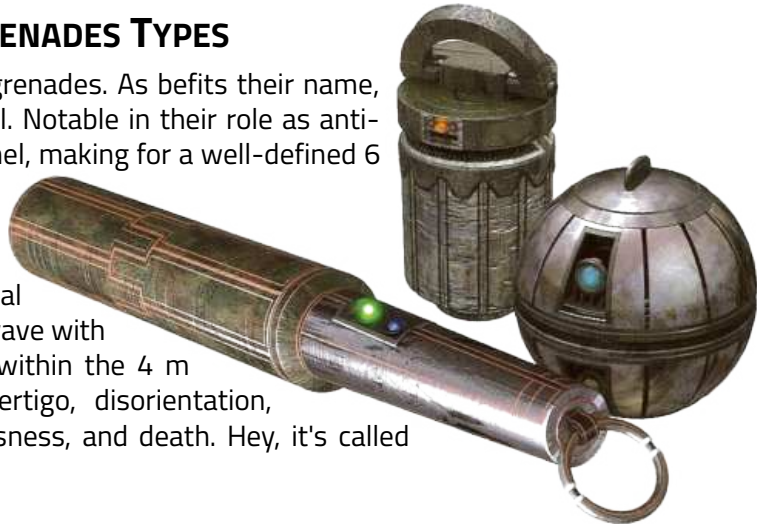
Remote Charges [50 IP] (Discount Only: Smuggler, Agent)

2 variable-yield proton charges that will gravitically adhere to any surface and can be programmed for a delayed detonation of up to 30 minutes, or linked to a remote detonator. Slightly larger and heavier than a Thermal Detonator but much more powerful at maximum yield, ideal for both demolition and sabotage. Restocked charges obey the same restrictions as mines.

Additional Ammo [25 IP]

Additional Restocking power packs and ammo magazines for one purchased weapon of your choice. Each purchase gives extra ammo equal to what normally comes with the chosen weapon. If applied to a weapon with grenades, you will receive another set of the same kind(s) of grenades originally chose; you'll need to buy grenades separately if you want other kinds. Cannot be used directly on **Grenade**, **Rocket**, **Mine**, or **Remote Charge** purchases.

Grenades Types



Thermal Detonators x3: High explosive hand grenades. As befits their name, thermal detonators cause a massive fireball. Notable in their role as anti-personnel grenades for producing no shrapnel, making for a well-defined 6 m blast radius. Absolutely lethal to unarmored targets within 3 m.

Concussion Grenades x3: These less-lethal grenades generate a high-power pressure wave with extremely unpleasant effects on organics within the 4 m blast radius. Effects include dizziness, vertigo, disorientation, uncontrollable muscle spasms, unconsciousness, and death. Hey, it's called 'less lethal' for a reason.

Ion Grenade x3: These grenades function similarly to EMP devices, shorting out electronic devices such as droids, turrets, and shield generators. The burst generated by the grenade is strong enough to overcome the hardening present on most military equipment, although heavy vehicles are tough nuts to crack. Ion bursts won't harm organic targets, although cyborgs will suffer greatly. 3 m blast radius.

Flash Bomb x3: These grenades let out a blinding flash and deafening noise on detonation. Flash bombs are less disabling (and dangerous) than Concussion Grenades to most organics, but can overwhelm the targeting sensors on many automated weapon systems, making them a good compromise between Concussion and Ion Grenades if facing mixed or unknown threats. Blinding and deafening within 4 m, beyond which effectiveness rapidly decreases.

CryoBan Grenades x3: Another less-lethal grenade, these devices spray super-pressurized gas to flash-freeze everything within 3 m. The sudden frost will injure and immobilize biological targets and damage equipment not hardened against extremely low temperatures.

Flame Grenades x3: The opposite of the CryoBan, these grenades spray a vigorously-burning fuel mixture in a 4 m radius, setting everything near them on fire. The fuel contains its own oxidant and will burn underwater or in the vacuum of space without issue.

Fragmentation Grenades x5: Another anti-personnel grenade, a smaller and cheaper alternative to the thermal detonator. Unlike thermal detonators, Frag Grenades rely on random sprays of shrapnel for their lethality, and thus can injure or kill unarmored targets up to 10 m away while leaving those only 3 m away merely singed. The explosion itself is enough to cause serious injury or death within 2 m.

Gas Grenades x3: An extremely versatile delivery system, but with an effectiveness dependent on the target's biology and the space into which the gas disperses. A single grenade can saturate a room with a volume of 200 m3 over about 30 seconds. Choose either lethal or less-lethal gas at the time of purchase; you may specify the type of gas (irritant, sedative, toxin, corrosive), or even the exact chemical.

Smoke Grenade x5: Smokers serve to mark locations or obscure lines of sight. The least likely of any grenade to directly kill someone, although you could beat someone to death with one, if you really had to. You may choose the colors of your smoke grenades whenever you Restock your bandoleer.

Armor

ⓘ You may import a set of clothes or armor you already own to add its features to your new gear.

Low-Profile Armor [50 IP] (Discount: Jedi, Sith, Smuggler, Agent)

Simple, subtle armor easily concealed under normal clothes or robes. As light armor, it won't block much punishment, but it's enough to stop a shiv or light blaster shot, and surprise is a quality all its own. Does not protect the head or hands.

Synthweave Armor [100 IP] (Discount: Jedi, Sith)

Synthweave is a tough, protective armor material with the appearance of cloth; people unfamiliar with it may not realize that the wearer is armored at all. A suit of Synthweave armor includes a hood and gauntlets, and provides protection on par with other medium armors, such as standard Combat Armor, while remaining light enough not to interfere with movement.

Synthplate Armor [200 IP] (Discount: Jedi, Sith)

Synthplate is what happens when you take a set of Synthweave Armor and add heavy plating wherever it won't interfere with motion, offering protection on par with Heavy Armor for vital areas, but also making it more tiring due to the weight. This is the heaviest form of armor most sophonts can wear without sacrificing mobility, making it a staple of front-line fighters among both Jedi and Sith.

Scout Armor [100 IP] (Discount: Smuggler, Agent)

While heavy and bulky, this medium full-body armor sacrifices nothing in the area of stealth. In addition to a chameleon-paint system that can change coloration and pattern to match any environment, the suit greatly improves the effectiveness of an equipped **Stealth Field Generator**. It's still medium armor, as well, capable of stopping a blaster shot from point-blank range and offering head to toe protection without interfering with any sneaking- or stealth-related skills, perks, or abilities you have.

Combat Armor [50 IP] (Discount: Trooper, Bounty Hunter)

Medium armor intended for use by common soldiers, of your faction's make and bearing their markings. It offers good protection, but is bulky and ill-suited for stealth. The armor includes a full-faced helmet, but is not sealed.

Heavy Armor [100 IP] (Discount: Trooper, Bounty Hunter)

A suit of high-quality heavy armor of your faction's make and bearing their markings. It's capable of taking an extreme amount of punishment, at least for something not driven by treads, but is harder to move or sneak in than medium armor. The armor is sealed and includes a two-minute air supply for emergencies, but is not designed for extended operation in vacuum and is vulnerable to punctures.

Vac-trooper Armor [200 IP] (Discount: Trooper, Bounty Hunter)

Heavy armor reinforced with thicker plating, reactive auto-seals for breaches, mag-clamp boots, redundant systems, and integrated life support. Offers near perfect protection against most environment hazards, including radiation, extreme temperature, toxic atmosphere, corrosive atmosphere, and lack of atmosphere, for up to 90 minutes of continuous operation without replacing the external tank. Difficult to don, doff, and move in, even more so than most Heavy Armors, and hampers the wearer's mobility to the point that moving faster than a walk is prohibitively difficult without both strength and training.

The external tank can be replaced by the operator without compromising the suit's seal. Replacing an empty tank adds 60 minutes of operational time. Purchase includes the tank installed on the suit and two spares. You may purchase a magically infinite tank for **[50 IP]** if you really think you'll need it.

Equipment

Communicator [Free/50 IP]

You receive a standard comlink 'wand' and hand-held holo-pad for free, although they have no special properties beyond those afforded to all Jump-given items. For **[50 IP]**, they're upgraded to proper Jumper-grade gear: you will always have them on you, your communications can never be traced or intercepted, and the device gains extreme resistance to both wide-area jamming and physical harm.

Rebreather [25 IP]

Emergency equipment commonly found on starships, a rebreather includes an oxygen mask and portable tank for those going where breathable air isn't. Equally effective in a vacuum or underwater, the device includes separate goggles for eye protection and provides an unlimited quantity of clean, breathable air.

Grappling Hook [50 IP] (Discount Only: Trooper, Smuggler, Agent)

A grappling hook launcher and motorized reel, capable of lifting a fully-grown sophont and their gear at a reasonable rate of ascent—or bringing whatever they hit back to them, depending on who weighs more. Can be attached to a pistol, or to the gauntlet of medium or heavy armor. Alternately, the grappling hook may be its own device with the form factor of a small pistol.

Jetpack [100 IP] (Discount: Bounty Hunter)

Exactly what it says on the tin. While designed more for quick bursts of motion than sustained flight, it's capable of allowing a person in heavy armor to hover for short periods. Should be used with medium armor or thicker if you don't want to burn your legs off when you turn it on.

Security Spikes [50 IP] (Discount Only: Smuggler, Agent)

These scary-looking devices are perfectly harmless… to people. To computers, they're skeleton keys, the ultimate tool for taking anything and everything you can find. While a lot of gnarly slicing hardware consists of expensive, single-use devices, these high-quality lock-breakers are capable of recharging themselves after an hour (faster if you don't push them to their full potential), and you get 3 of them.

Stealth Field Generator [100 IP] (Discount: Smuggler, Agent)

A small, belt-mounted device capable of rendering its user functionally invisible. Unlike the massive, ship-based cloaking fields, the stealth field does not render the user fully invisible, instead wrapping them in a camouflage field that blends them into the background, making visually spotting them difficult, but not impossible. The user must still move slowly and carefully, as the field is imperfect, particularly at the edges relative to a viewer where it leaves a faint silhouette. This advanced model is as close as you can get to true invisibility at this scale, and also dampens sound.

Field Medical Kit [50 IP]

A lunch-box-sized container full of kolto packs, medical hypos, bandages, disinfectant, splints, sutures, and other items suited for first aid and battlefield medicine, including a First Aid manual. The Kit holds five times as many supplies as its size should allow, and its contents Restock. In future Jumps, you may choose to receive the setting's equivalents of any or all included supplies instead of the default type(s) when restocking, and the manual will reflect the substitutions.

Emergency Medical Probe [100 IP]

A floating probe droid with its own integrated medical kit and the software to administer aid to the standards of an Expert medic. It doesn't have the impossible quantity of supplies the Field Medical Kit does, but it recharges its limited reserves over time, even in the field. The probe can also use any other medical supplies you provide to it with equal skill. While 'smart' enough to get the job done, it has no personality and makes for poor company.

Field Repair Kit [50 IP]

A small toolbox that will contain any mundane tools (including hand-portable power tools) necessary to repair or service any piece of equipment you encounter, as long as you have the knowledge of how to do so. Also has a limitless supply of nuts, bolts, wires of various gauges, hydraulic and pneumatic tubing, tension cables, solder, and other 'bits and bobs' small enough to fit through the lid of the box, for all your maintenance needs.

Astromech Droid [100 IP]

An astromech droid, with perks listed in the Companions section (pg 34), which will remain loyal to you unless you take deliberate action to remove that loyalty. You may import a robot, AI, or magic spirit with a similar role into your astromech droid. This version of the Droid receives no **CP** and is treated as an item in all ways; droids are property, after all. The Droid has limited capacity for independent action, but will never balk at your instructions or refuse an order. If you want a full Companion, see page 34.

Force Focus [50 CP] (Discount Only: Any Force Power)

A Force-sensitive crystal mounted in a protective frame. Analogous to a casting focus, this Focus lowers the strain of using Force powers and can enhance one's sensitivity to various Force phenomena. The Force crystal in a lightsaber accomplishes the same thing for most trained Adepts; the larger crystal in the Focus is more effective, but many Jedi and Sith don't consider the advantage worth carrying another item. Weaker Force-sensitives will benefit more from the difference. You may choose between a Focus perfectly attuned to you specifically, or a Focus that changes itself to be perfectly attuned to anyone who wields it. To those unable to use the Force, the Focus is little more than an ornate paperweight.

Force Training Holocrons [Variable] (Discount Only: Jedi or Sith)

Each Discipline-specific Holocron contains all the knowledge necessary for Mastery of the **Force Discipline** (pg 51) it teaches, while General Holocrons have enough for Proficiency in all four **Disciplines**. You'll have to put in decades of study to fully unlock their secrets, but they're cheaper than buying Mastery outright, cost **IP** rather than **CP**, and can be shared. Even a Master will find a Discipline-Specific Holocron useful, as they can serve as a practice guide or assist in pushing one's understanding to even greater heights.

(Discount: Jedi)				(Discount: Sith)		
	Jedi Holocron: General	[100 IP]			Sith Holocron: General	[100 IP]
	Jedi Holocron: Discipline-Specific	[200 IP]			Sith Holocron: Discipline-Specific	[200 IP]

Holocron Crafting Station [300 IP] (Discount: Jedi, Sith)

This crafting station allows you to impart any skill (or set of skills) you have into a holocron, which others may use to learn the skill(s). Requires 8 hours of meditation for each year's worth of training imparted. When used, the holocron increases the user's skills as though you were training them yourself. Both the creation process and the user's education include the effects of all teaching perks you possessed at the time of the holocron's creation when measuring the rate at which they occur.

You may place any restriction you can name on who can access your holocrons, and those restrictions will be enforced by Jump Fiat. You may 'update' an already-created holocron to use your new current set of training perks, or modify the restrictions you've placed on it, by bringing it back to the crafting station and meditating with it for 1 hour, modified by teaching perks.

Your holocrons may include any subject that can reasonably be described as being 'taught', even if it is not necessarily a 'skill' per se, such as philosophy. You may combine any number of lessons into the same holocron, and choose the exact manner (order, relative emphasis, and so forth) in which they are taught.

VEHICLES

ⓘ Vehicles may be replaced only once every 7 days (for speeders) or 30 days (for space vehicles). You may import an existing land vehicle into a speeder, and/or an existing flying vehicle into a shuttle or starfighter.

Speeder [Free]

Your choice of:

- A single-seat **speederbike**. Additional passengers strongly discouraged. Includes 1 free **Upgrade**.
- A **landspeeder** with 4 seats and an astromech droid socket. Similar performance to the speederbike, but larger, slightly slower and less responsive, and does not include a free Upgrade.

Shuttle [50 IP]

A fast, orbit-capable civilian shuttle with a pilot seat, co-pilot seat, astromech droid socket, and space for 4 comfortable passengers or 8 highly uncomfortable ones. Faster than even a fully upgraded flight-capable landspeeder, but less maneuverable, more conspicuous, and requires far more space to park its larger bulk. Lacks a hyperdrive but is capable of getting you anywhere within a planetary system on short notice. Can be docked to your ship for transport.

Starfighter [100 IP]

A single-seat (plus Astromech droid) strike fighter, either an Imperial *Supremacy*-Class Interceptor, or a Republic *Liberator*-Class Light Fighter. Equipped with standard blasters, a pair of homing missile launchers, and a shield generator. Lacks a hyperdrive, but can be docked to your ship.

Vehicle Upgrades [50 IP each]

You may apply any number of upgrades to the same vehicle.

Team Van [50 IP]

Doubles the number of seats in your vehicle, including the addition of a passenger seat to a speederbike and a co-pilot seat to a Starfighter. The vehicle is slightly larger to accommodate the extra seats but retains its normal performance and handling.

Need for Speed [50 IP]

Upgrades your vehicle with greatly improved acceleration, maneuverability, and top speed. Speeders are now racing models, with a spoiler and wicked paint job.

Vertical Freedom [50 IP]

Grants your speederbike or landspeeder the flight capabilities of an air-speeder, allowing you to soar over most obstacles. It's still not a plane, but it's close enough for most purposes. Speeders only.

Militarized [50 IP]

Adds a forward-facing blaster cannon to a Speederbike, a passenger-manned heavy repeater turret to a Landspeeder, or chaff and flares to a Shuttle. Starfighters are upgraded to a **Heavy Fighter** or **Fighter-Bomber** configuration (pg 61). Improves the strength of the chassis or hull and hardens civilian vehicles against Ion weapons.

Jumper Warranty [50 IP]

Your vehicle no longer needs fuel or maintenance (or ammo, if **Militarized**), will never break down, and will slowly self-repair unless completely destroyed. Allows you to replace speeders once per day and space vehicles once per 7 days. Replacements retain all aftermarket upgrades and modifications. In the case of speeders, you may choose to have the new speeder waiting for you immediately, just 'off screen'—you'll know where it is.

Ships

Don't worry, you won't have to rely on hitchhiking or public transports. You get your own ship, free of charge, and **400 Ship Points (SP)** to be spent on this section only. Your ship(s) will be automatically stowed and carried between Jumps; if your ship is damaged or destroyed, it will be repaired or replaced at that time. You may import a comparably-sized vessel you already own to be your ship.

Take the ship corresponding to your class for **[Free]**, or pay **[50 SP]** to take either other ship of your faction. **Drop-In**s may pick freely. You may purchase additional ships of either faction for **[100 SP]** each.

Jedi  Corellian **Defender**-Class Light Corvette	**Sith**  **Fury**-Class Imperial Interceptor
Trooper  Rendili Hyperworks BT-7 **Thunderclap**	**Bounty Hunter**  Kuat Drive Yards **D5-Mantis** Patrol Craft
Smuggler  Corellian **XS Stock** Light Freighter	**Agent**  X-70B **Phantom**

General

Standard Accommodations [Free]

The bare necessities of living and working in space. Your ship includes living and eating space, bathrooms, cleaning and laundry equipment, a simple kitchen, a workspace to repair and maintain equipment, and other basic conveniences. The exact layout of these rooms is up to you. The various chores associated with keeping your ship clean are fully automated, by your choice of either small sweeper droids or Fiat magic. All ships have a full set of military-grade sensors plus scanning and surveying equipment, as well as **Basic Weapons**, a **First-Aid Station**, and a **Communications Suite**, as described in their sections.

Your ship also comes with 500 m^3 of configurable free space to be partitioned into cargo holds or sleeping quarters as you see fit. In the case of sleeping quarters, the included furnishings will scale with the size and resulting 'niceness' of the space. As a general guide:

Military Bunks like you'd find on a submarine can fit 2 people and their footlockers per 5 m^3.
Cramped Quarters provide some level of privacy and fill 20 m^3 per single room or 30 m^3 for a double.
Comfortable Quarters take up 60 m^3, and can fit a desk, chair, and shelving with room to pace.
Luxurious Quarters take up 120 m^3 to include extra space and a private bathroom.

Luxury Accommodations [50 SP] (Free: Phantom)

Upgraded accommodations, making everything about living on board more comfortable. The beds are softer, the furniture finer, bare metal walls covered by cozy facades, and that recycled-air smell is gone forever. Adds a set of **Luxurious Quarters** and two sets of **Comfortable Quarters** without cutting into the space the ship normally has available. The kitchen is fit for a luxury liner, and there's even bar in the dining area now, as well.

Made Like They Used To [50 SP]

This perk is explicit insurance of your purchase and a little more besides. If destroyed, you'll have another ship ready 'off screen' at most once every 90 days, rather than being forced to wait for the next Jump; when the ship is ready, you will receive a single-use remote which will summon the new ship to your current location via autopilot as described by the **Beckon Call** upgrade. Replacement ships will now also retain all aftermarket upgrades and other modifications. Lastly, you no longer have to worry about the logistical inconveniences of space travel: the ship no longer needs maintenance or fuel, never breaks down, will repair itself slowly over time if damaged by outside forces, and Restocks its stores of ammo, food, water, oxygen, and other such 'simple' resources whenever you come into port.



Weapons

Basic Weapons [Free]

All ships come with a set of standard weapons. **Basic Laser Turrets** are suitable for repelling small attack craft, but unlikely to crack the shields of larger targets. **Homing Missiles** are designed to track and destroy small fighter craft, are capable of stripping hard-points off larger ships in a pinch, and the rack can target and launch up to 4 missiles at different targets simultaneously. A **Torpedo Tube** launches a large, slow, shield-breaching missile capable of dealing heavy damage to even the toughest ships in the setting with a shot to a vulnerable area. Both the Rack of Homing Missiles and Torpedo Tube have an internal magazine that will never run dry, though the Torpedo Tube takes a while to ready another shot.

Heavy Laser Battery [50 SP]

Replaces the **Basic Laser Turrets** with larger versions that fire faster and hit harder, allowing them to slice through even heavily shielded small craft and pose a threat to vulnerable areas of capital ships.

If you really want to be a capital-ship killer, you can upgrade the lasers to **Turbolaser Batteries** for another **[150 SP]**. It should be impossible to fit Turbolasers on a ship the size of a small yacht, but there they are.

Defenses

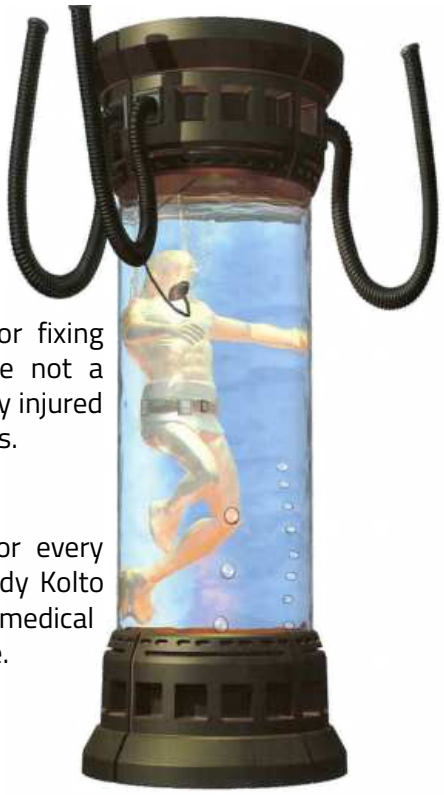
Reinforced Hull [50 SP] (Free: Thunderclap, D5-Mantis)

Thicker armor stops more firepower before it can reach critical systems, while additional reinforcements to the hull allow the ship to keep flying even if half of it has been stripped to the bone. This doesn't just make your ship tough, it guarantees full functionality down to the very last hit point. Also includes heavy emergency bulkheads to protect the crew who aren't on fire.

Supercharged Shield Generator [50 SP] (Free: Defender and Fury)

This upgrade doubles the amount of punishment your shields will take before failing, with an equal improvement to their recharge rate. Simple, straight-forward, and damned effective.

Medical



First-Aid Station [Free]

A room dedicated to treating simple injuries, such as burns, cuts, scrapes, and sprains. Also provides limited options for treating more serious injuries such as blaster wounds and broken bones.

Medical Center [50 SP] (Free: Defender, Fury)

Replaces the simple First-Aid Station with a Medical Center fit for fixing broken bones, reattaching fingers, and regrowing lost skin. While not a panacea, it is at a minimum capable of keeping even the most critically injured patients alive long enough to be transferred to more advanced facilities.

Advanced Medical Facility [100 SP] (Requires Medical Center)

Further upgrades the Medical Center with the right equipment for every treatable disease, illness, or injury imaginable. Features two full-body Kolto tanks, organ cloning vats, a full surgical theater, and two integrated medical droids capable of performing any known procedure without assistance.

Cargo

Additional Internal Space [25 SP]

250 m^3 of extra space, which may be partitioned for cargo and sleeping quarters as described in **Standard Accommodations**. This option may be purchased up to 6 times.

Opaque Hull [50 SP] (Free: XS Stock, Phantom)

Replaces the internal plating of the ship with materials that are significantly harder for sensors to penetrate, masking the identity of your passengers and the nature of your cargo from the scanners of passing ships and customs agencies. More scrupulous ports may insist on manual inspection, but that opens the door for bribing, charming, or intimidating the inspectors. Or you could simply hide your illegal goods (or guests) where they won't be found.

Hidden Compartments [25 SP per 10 m^3] (Free: XS Stock)

These well-hidden compartments blend seamlessly into the walls, floors, or ceilings your vessel. They can be used for hiding fugitives just as easily as smuggling contraband and dodging tariffs, and are guaranteed to remain undiscovered unless you choose to reveal them. The **XS Stock** comes standard with 20 m^3 of hidden compartments.

Advanced Cargo Handling [50 SP] (Free: XS Stock)

Upgrades the ship's Cargo Hold(s) with independent environmental controls, ceiling mounted tractor mechanisms, and wide, motorized exterior elevators and ramps for better handling of delicate and/or bulky goods.

Utility

Communications Suite [Free/50 SP]

A full communications suite for secure, long-range chatter. While the **Free** version is already encrypted to the best standards the setting's tech can offer, the **50 SP** version is perfectly secure, immune to all forms of jamming, and can never be intercepted, traced, or otherwise compromised.

Priority Docking Authorization [50 SP] (Free: Defender, Fury)

A ship identification pass that marks the owner of the ship as someone important. Even in crowded ports, you'll find yourself ushered to the front of the line, and red tape will fall away like confetti. It may even let you get through customs with no questions asked, depending on the polity in question.



Beckon Call [50 SP]

This remote control allows you to summon or dismiss your ship from a nebulous 'off screen' orbit around whatever planet, moon, station, or starship you are on. Even if you should somehow find yourself halfway across the galaxy, your ship will be waiting nearby. If you have a shuttle or starfighter docked to your ship, the same device will also have buttons to summon that, instead. A full autopilot suite will direct the ship or vehicle to a location of your choice within line of sight.

You will always have the device on you; it cannot be lost or stolen. The ship is vulnerable during its automated flight, but you will be warned by your device if summoning or dismissing the ship would put it in danger. Once safely 'stowed', your ship is perfectly protected and will never be found. How long it takes to arrive depends on how far away it would reasonably have to be to remain undetected by troublesome parties.

Advanced Navigation System [50 SP]

A computer system that contains perfect charts for navigation, no matter where you are. You'll always be able to find your way, and will never have to worry about accidents during FTL maneuvers, as long as you don't manually override the system. The system is also able to perform maneuvers that most pilots would consider ludicrously risky, such as jumping near gravity wells or into or out of other navigational hazards, with the same 100% success rate.

Low-Profile Hull [50 SP] (Free: Phantom)

Specially contoured metal-ceramic alloys massively reduce the sensor profile of your ship, shrinking its apparent size on sensors and greatly lowering the range at which active scanning will detect you. Only the most advanced active sensors will be able to detect you beyond visual range, although passive sensors will still be able to see you. Also interferes with guided weapons, making it easier to shake off homing missiles and lowering the accuracy of computer-controlled enemy turrets.

Fabricators [100 SP] (Free: Thunderclap, D5-Mantis)

A miniature ship-based foundry that can easily print solid metal or polymer parts needed for maintaining and repairing your gear, and can even (slowly) produce more complicated items like electronics, power cells, explosives, and medical supplies, given the proper raw resources. It also makes your ship a valid 'resupply' point for all Restocking personal equipment, meaning you won't have to spend any fabricator time or resources replacing your CP-bought ammo or explosives, even light-years away from home.

Thermal Reservoir [50 SP]

This large heat-storage element allows your ship to 'go dark' for a time by capturing all heat the ship would normally emit, causing it to vanish from passive scanners. This doesn't affect active sensors or stop someone from seeing you through a window, but you won't be detected by anyone who's not running their own (loud) active scanners, and with a **Low-Profile Hull** you'll be functionally invisible even to them.

How long you can stay stealthy depends on how much heat your ship is generating: on minimum power with no occupants, the reservoir can store 72 hours of heat. The body heat and life support requirements of a single passenger will cut that time by a full third, and active maneuvering will fill the reservoir within an hour. Weapons and shields generate too much heat to capture. Venting stored heat takes up to 90 seconds for a full reservoir and makes your ship glow so brightly to infrared sensors that other captains would be forgiven for worrying that you're about to explode.

Cloaking Device [100 SP]

This rare and extremely valuable device generates a field around a ship that renders it transparent to all incoming energy as well as absorbing any emissions, making it completely invisible to all known sensors and the naked eye. Firing weapons or using active scanners will reveal the cloaked ship.

Cloaking puts considerable strain on the Adegan crystal at the heart of the device. In peak condition, the cloak can run for 15 minutes every hour without harm. Exceeding this limit damages the crystal, which fails entirely after an additional 15 minutes of use. Damaged crystals have a linearly lower safe operating time; at 50% integrity, the device would only have a 7½ minute operating time before beginning to damage the crystal further. As a **CP** purchase, a damaged crystal 'heals' over time; it takes 12 hours for the crystal to fully recover after being reduced to 0% integrity.

A ship with **Low-Profile Hull** will put less strain on the device, as its reduced reflectivity lowers the amount of energy the field needs to divert; such a ship will be capable of remaining cloaked for twice as long as a ship without the hull modification. If the ship has a **Thermal Reservoir**, the time it can remain cloaked is doubled again, but using the two in conjunction will fill the Reservoir. The device always requires 45 minutes of 'rest' per 100% of its nominal duration to prevent damage to the crystal.

Companions

There is no charge for recruiting new companions you meet in the setting, but you must do so on your own merits, without any supernatural compulsions or charm. Non-coercive aspects of social Perks will still apply. If you wish, you may pay **[50 CP]** per canon character to arrive in a version of the universe where the character(s) are highly amenable to recruitment, though you can still flub it if you really mess up. If you have open import slots, you may grant them to your newly recruited companion(s), and they will be able to spend the points at the end of the Jump as though importing as the class which best reflects their identity.

Partner [100 CP]

A single companion who will accompany you on your adventure. This may be a new individual loyal to you, or a companion you choose to import. They receive **800 CP**, **500 IP**, and share both the effects and **CP** reward of any Drawbacks you take, overriding all other restrictions. In other words, your Partner must take all Drawbacks you take and may not take Drawbacks you do not take, and uses your limits and rules as their limits and rules. Your Partner starts alongside you at your chosen starting location. You may only have a single Partner.

Team [100/150 CP]

Up to 3 companions for your adventure, either new individuals loyal to you, or companions you've recruited previously. They receive **600/800 CP, 200/300 IP**, and **₮50 000**, as well as a **Ship** and **0/100 SP**.

Full Lineup [200/300 CP]

Up to 8 imported companions, with the same resources as given by the **Team** option.

Call it a Guild [300/450 CP]

Up to 20 imported companions, with the same resources as given by the **Team** option.

Guest Passes [0-200 CP]

An unlimited number of spots for preexisting companions to import. By default, such companions start with **₮50 000** at no charge to you, and may take Drawbacks to earn **CP**. Every **50 CP** you spend on this option, or **150 CP** spent on any other companion option(s), grants these companions **150 CP** and **50 IP**, up to a maximum of **600 CP** and **200 IP** after 4 upgrades. Does not grant **ships** or **SP**.

ⓘ You may forgo all **Guest Passes** options and awarded upgrades (including the basic **0 CP** option) if you really want to keep your companions from importing into the setting for some reason.

Astromech Droid [50 CP OR 1 Non-Guest-Pass Import Slot]

A fully-functional astromech droid, an essential companion for any starfarer. Your droid may be a new individual, or you may import a willing companion, or you may import a robot, AI, or magic spirit with a similar role to upgrade it to a full companion. You may waive the base cost by assigning the droid a purchased, non-Guest-Pass slot. In addition to the Free Astromech perks (following page), the companion receives **600 CP**; you may spend **50 CP** once to grant them an addition **400 IP**. Astromech Droid companions have no class and may not take Drawbacks (except **Binds on Pickup**, pg 38), but will still receive **CP** from group Drawbacks, and may spend their **CP** without restrictions.

Companions may not purchase other companions; however, you may purchase multiple Astromech Droids and divide your team as you see fit, or your companions may purchase the **Item** version of the Astromech Droid (pg 26). Note that you (or another non-droid companion of your choice) will be considered the Droid's owner for the duration of the Jump, which may affect the 'willing' qualifier when importing companions you already have. Droids start with their owner at that person's starting location.

Binary Cant [+0]

As an astromech droid, you lack the hardware and programming to speak in anything but bleeps and whistles. Most people who interact with droids on a regular basis are able to understand you, but you may find yourself needing a protocol droid to translate for the less worldly. On the flip side, your programming includes the ability to understand every extant language in the Galaxy, and even includes information on many languages of purely archaeological interest.

Mostly Armless [0]

Astromech droids lack what most species would consider arms, but make up for this with a variety of specialized manipulators, including equivalents for most tools, such as screwdrivers, wrenches, pliers, wire-cutters, bolt-cutters, plasma-cutters, tweezers, arc-welders, hand-drills, and soldiering irons. In droid form, you have access to these tools at all times and can use any number of them simultaneously, provided that use doesn't cause them to physically obstruct each other. You also have a universal data-jack, 'Jumper-grade' communicator (pg 25), and hologram projector built in to your chassis.

When not in droid form, you may summon equivalent tools to hand at-will.

Machine Expertise [0]

Your intended role grants you Expertise in the following areas:

- You can repair weapons, armor, vehicles, and equipment—yourself included—to good-as-new condition with the right resources, and can kludge together 'good enough' fixes out of inferior parts.
- You can co-pilot any vehicle with a compatible socket, such as starfighters and some speeders, and can jack-in to larger vessels like starships to control various subsystems.
- You're loaded with a software suite for slicing, and can use slicer spikes to enhance your slicing ability.

Slapstick Sidekick [0]

Droids are fully capable of detecting damage to themselves, but do not experience pain the way organics do. This is good news, since you're more likely to take the brunt of any unfortunate mishaps your party encounters, such as being hit by arcs of electricity or falling rocks that would otherwise have harmed your allies. You'll never suffer lasting harm from these incidents, although you'll likely let out a comedic squeal or two along the way. It's funny when it happens to robots, right?

This perk attracts misfortune that would have otherwise hit the bearer's allies, but does not make the bearer more likely to suffer otherwise. The effects of any misfortune it does attract are guaranteed to be more light-hearted than normal, as well. Can be toggled on and off at will post-Jump.



Custom Loadout [0]

In droid form, you may equip any CP-bought active-use items (i.e. not clothes or armor) fit for a human, and they will adapt to your unique form. This includes weapons, as long as they could be used by a 'normal person' of the item's origin setting. If you have armor-boosting perks, they apply to your chassis' plating. You also gain one of the following weapons as an integrated item:

- **Holdout Pistol (30s Recharge per 8 shots)**
- **Ion Blaster (30s Recharge per 2 shots)**
- **Rockets (2x Fragmentation, Restocking)**

When not in droid form, you may summon this weapon to hand at any time in the form of a small pistol. It functions the same as it does in droid form.

Drawbacks

You may earn up to **1200 CP** from Drawbacks; Companions may earn up to **600 CP**. You may take 1 Drawback that normally awards **CP** for **IP**, and 1 for **SP**, at **150%** of their values; such Drawbacks count against your Drawback CP Limit at their new **Point** value. Drawbacks expire at the end of the Jump.

It's Up To You [+0 CP]

This toggle allows you to step into the shoes of once of the canonical class heroes and follow their footsteps through the treacherous years of Cold (and Not-So-Cold) War between the Republic and Empire. You aren't required to follow the rails, but just not doing something may not be enough to avert it, because the leaders will try to find someone else if you faff off. While inaction won't avert events, you can actively screw with the plot as much as you want. The toggle exists in case you want to be one of the canon player characters, it won't interfere with your free will.

Only one person may take this toggle for each of the 8 canon player characters. Your class, background, and starting location are determined by the character, but you may spend points without limitations. You may not take drawbacks that conflict with the plot (such as **Disreputable Background** for the Knight), or that are redundant with said plot (such as **Back to School** for the Inquisitor). You may not take **Expanded Universe**'s Full Divergence. All other Drawbacks are fair game.

Expanded Universe [+0 CP] [Jumper Only]

If you have already visited the Star Wars universe at an earlier time, you may have the consequences of your actions in that time carry over into the current Era. Choose one of the following options:

Only Background Details

The setting will give lip service to what you did before, but nothing that affects the main plotline will have changed.

Convergent History

Somehow, events between your previous adventure and now have managed to arrive at approximately the same situation, even if the path to reach that point was wildly different. If necessary, the in-universe time gap between that Jump and this one may have changed, but the same characters will appear.

Full Divergence

History will have continued to diverge from the point of your interference, and may well create a Galaxy that is wildly different from the one in which *The Old Republic* takes place. The Galaxy will still be recognizable, but the actual plot may not be. Incompatible with **It's Up To You**.

Hollow-cron Hoarder [+100 CP] [Jumper Only]

What's a bit of game mechanics between friends? With this Drawback, the Holocrons from the MMO become a real phenomenon, scattered across the galaxy waiting for you to find them all. Don't worry, they're guaranteed to remain undisturbed until you track them down, and are easily distinguishable from real Holocrons by the fact they're made of High-Quality Collector's Edition cheap plastic. Not impressed? Too bad. You're not leaving until you find all 50 'hollow-crons', and your Drawbacks won't expire until you do. Extend your stay by 5 years or use the optional rules→



Optional Rules

- Every year of your stay, roll 1d6. You find that many hollow-crons that year.
- For every week you spend specifically seeking out hollow-crons, roll 1d6. On a 5 or 6, you find another hollow-cron.
- Finding all 50 hollow-crons will not allow you to leave early.

Gone Native [+100]

Your out of jump memories are weakened to the point that they barely feel like your own, and don't affect you anywhere near as much as those of your current Jump self. While you still remember everything you would normally, you are far more 'immersed' in this Jump's personality than normal, and your 'First Reaction's—your gut feelings, knee-jerk reactions, emotional responses, and general attitude—match the values and experiences of your new identity. This won't radically shift your alignment or even necessarily change how you act at all, because you can always stop and moderate your actual actions. Nevertheless, you'll be far more disquieted by thoughts and actions your new self would find abhorrent, and far less bothered by things they'd accept, no matter how far from your normal values that may be.

If you're a **Drop-In**, you have no new identity to interfere with you, but instead will be dealing with the intense existential horror of amnesia for the duration of the Jump, because even though all your memories are still there, they won't feel like yours. It may not have the sort of 'active effects' it would with a Jump Identity, but that's not a free pass; instead, you'll simply be miserably uncomfortable with your existence.

Force Anomaly [+100 CP]

Something about you stands out to Force Adepts near enough to sense you. Maybe it's a result of your Jumper soul, a consequence of being foreign to the world, or just the effect mandated by this Drawback, but your weird Force presence will produce 'Huh, that's odd...' reactions in any Adepts you meet. How close they'd have to be to notice you depends on the Force Adept in question: a typical Adept would need to be within 50 meters or so, but stronger Adepts would notice sooner, and someone looking for you specifically would be able to 'see' you from further away. Without a technique to hide your presence, Vitiate could spot you the moment you entered orbit if he knew to look.

Force Adepts who investigate further will learn that you have great potential to bring about change, which will make you an attractive pawn for mid-level plotters, schemers, and other 'forward thinkers' of both factions. Power players like Vitiate and his Dark Council and the Jedi High Council may be curious, but have too many other concerns to trouble themselves with you unless you start making waves, so you won't be drawing a huge amount of heat right off the bat. How you deal with the attention you do get is up to you.

Perpetual Poverty [+200 CP]

Your wallet is a treadmill you can never beat. No matter what sort of windfall you may find, something will come along to make sure your bank account comes crashing back down. Any bit of good fortune will be eclipsed by equally bad luck, and repairs and fines will eat up the lion's share of every reward, leaving you barely enough to put food on the table and fuel in the tank. If you're stuck dealing with other Drawbacks that put a pinch on your funds, you may not even have that much. Forget about upgrading your stuff and focus on keeping it running as long as you can; replacing it is going to be a nightmare. May the Force help you if you fall into debt.

If you are part of an organization that normally wouldn't require you to pay for your stuff, such as a Trooper serving on a normal deployment, you will instead be cursed with horrible luck when it comes to actually receiving equipment. This only ever affects you, but if the quartermaster is one short of anything they issue to the troops, you will be the one who loses out, and they will invariably be one short of something. Your sources will almost never have anything you attempt to requisition directly, either, forcing you to buy your own gear and bringing you back to the central problem this Drawback introduces.

Back to school [+200 CP]

You Jumped in a little early, didn't you? Rather than landing in the role of an action-ready hero, you're still learning the ropes, up to 10 years before the nominal start of your Jump at your Benefactor's discretion. Your age is reduced to that of a young adult of your chosen race, and your chosen starting location is where your training will end, rather than where it begins. The Jump clock doesn't start until you 'graduate', either, so don't think you're shaving time off your stay in a safer setting. Because this adds time to the beginning of your Jump, scenario timers are also delayed.

You even managed to Jump in too early for all your new perks and items, except for one freebie of your choice. Not so for Drawbacks, unfortunately; **Bounty Hunted** is postponed, but all others will kick in immediately. Don't worry, you're guaranteed to get the rest of your purchases over the course of your training, and it is safer; this is the tutorial, and if this is your first Jump, you are Fiat Guaranteed to survive the full learning experience and will be capable and conscious when the Jump clock starts. How good your position is once its over is still your responsibility; see the 'SAFETY GUARANTEE' sidebar (right) for details on how badly you can mess up despite the Guarantee's protection.

For half value, you may apply the Guarantee even if this is not your first Jump. This is likely most tempting for Sith Jumpers, who are bound for a wonderful stay at the Korriban Academy of Everything-Trying-To-Kill-You.

SAFETY GUARANTEE

You can still be injured enough to require significant cybernetics, and the guarantee will only ensure you get something good enough to get you up and moving again. Darth Vader is lively enough to kill countless Jedi during the Jedi Purge even though his health situation is unenviable, to say the least.

You could also end up in situations that create a more long-term threat to your life: for example, a Smuggler could end up in debt, a Trooper assigned to a penal legion, an Agent suspected of treason, or a Sith serving a master who considers them expendable (more than usual, anyway).

Heroic Expectations [+300 CP]

Why is this a drawback? Because being a Hero (or simply a Champion, if you're not the charitable sort) means being the person the powerful go to when something is wrong. Forget a nice, quiet life; whenever there's a crisis, people will turn to you to solve it, even if you're hiding on an island in the ass end of the Galaxy. What's worse is that you'll feel the need to head bravely into danger to solve it; exactly why depends on who you are as a person, but it is Fiat Guaranteed to be something that will get you off your ass and into trouble. Don't expect much more than a token gesture of thanks and more work for your efforts, either; someone like you wouldn't need more than that, right? If you choose the boosted **Disreputable Background** Drawback as well, expect a lot of awkwardness at the inevitable award ceremony; then raid the buffet, because there's not a chance in hell you're getting paid for your trouble.

Got A Bad Feeling About This [+400 CP]

Your instincts, precognitive powers, and other danger senses work fine, but always too late to actually help when it comes to avoiding a fight. You will never recognize a trap until you're too committed to abort, leaving you no choice but to power through the unfolding disaster. This doesn't prevent you from using precognitive tricks in combat, but it will mess with your ability to recognize even obvious bait until you're in too deep to back out. Normal people would learn after a few times, but thanks to Drawback Fiat, you never will. Hey, at least you bought something good with this, right?

The Drawback negates all long-term prognostication powers, as well as danger senses, meta-knowledge, genre-savviness, basic instincts, and a good bit of common sense, but only when it comes to determining whether or not you're walking into a trap or other perilous encounter. The key words are 'into an encounter'; in other words, it won't make you stupid in everyday life or hinder you while you're getting out of a sticky situation, but it will lead you into trouble in the first place.

Bounty Hunted [+400 CP]

There's a bounty on your head, and it's a big one. Regardless of whether you're an anonymous dirt farmer on Mudball XII, a renowned soldier of your chosen faction, or a crime lord surrounded by your strongest enforces, someone is going to think they can cash in. To make things worse, it's not just the standard bounty hunters who'll be after you; the money on offer assures a varied and diverse set of potential assassins. The hunters themselves won't scale beyond the setting like a traditional Scaling Enemy Drawback, but the bounty on your head will, and there will be hunter teams dangerous, competent, and kitted enough to go after even ridiculously large amounts of money. You'll suffer about two dozen serious attempts on your life across the whole Jump, each of which will be a legitimate threat, and there's no pattern to when and where they'll occur. Spread them out across your stay or use the optional rules if you want a truly random experience. Stay sharp, Jumper.



OPTIONAL RULES

- ⓘ Every year, roll 2d4 and take the average (round down); you are attacked that many times that year.
- ⓘ Roll a d12 for each attack to determine the month it takes place.
- ⓘ You may suffer more or less than the stated two dozen attacks.

Disreputable Background [+100-200 CP]

For **[+100 CP]**, you were a slave, criminal, beggar, or refugee, and it sticks to you like a bad smell; change your **Background** to the corresponding **Disreputable** sub-type (pg 5). While this only affects your starting point, it will be an uphill battle to rise above the stigma of your past in the eyes of the movers and shakers of the galaxy. You're also more likely than normal to run into people who have a problem with this, such as being stopped by a particularly bigoted cop or dealing with obnoxiously judgmental clerks. This does not change the setting or people; it merely nudges the assholes already present into your way.

For **[+200 CP]**, you start as above, and you will always find yourself scorned by the elite fools too proud, snobby, or self-important to respect their 'lessors' until you've proven yourself to them specifically. Somehow, they'll always know your past, and word of mouth won't be enough to change their minds; you have to impress every person you want to respect you individually, by doing something they have a direct, personal interest in. The grudging respect you earn won't be nearly as good as proper appreciation, either, since even if the self-important jerks acknowledge your effectiveness, they'll likely resent you for proving them wrong about 'your sort'.

The boosted version doesn't actively mess with people's heads or change their character, but it does apply some minor passive perception filters to people who are already biased against your background by ensuring they recognize you as being Disreputable in the first place, strengthening their initial (negative) impression of you, and encouraging them to ignore second-hand information that would raise their opinion of you. People who wouldn't be mean to you in the first place aren't affected, but pompous elites will be dismissive assholes until you manage to prove yourself to them specifically. All inconveniences are also turned way up, to the point that you will have trouble arranging an audience or collecting your bills. Good luck getting the more stuck up jerks to pay you for your work.

Binds on Pickup [+200 IP]

You get **200 IP**! However, all items you buy with **CP** this Jump cannot be shared, and items purchased with those **200 IP** in whole or part retain this effect even after the Jump ends. This won't stop enemies who manage to steal your gear from using it themselves, but you can't willingly loan it out, and attempting to game your way around this restriction will cause the item to break completely. May be taken by **Astromech Droid** companions.

You may not use the **IP** from **Binds on Pickup** to purchase **Resources**.

Massively Singleplayer [+200-300 CP] [Restricted CP] [Jumper Only]

You're going in alone, at least for the short term. For the first few years of the Jump, your imported or purchased companions will be hidden from you, and you them. Events will conspire to make sure you don't run into each other naturally, and any attempts you make to track them, or they you, will be Fiat blocked. If you take this Drawback with a **Partner**, they are not affected but gain no **CP** from it. **Astromech Droid** companions will find their way to you when the Drawback ends; **Astromech Droid** items are unaffected.

You gain **[+200 CP]** for two years, or **[+300 CP]** for four years, to be spent on companions only. You may not spend this **CP** on a **Partner**. You may not take this Drawback for alternate **Point** awards.

Far, Far Away [+200-800 CP] [Group Drawback] [Limit Breaker]

The Galaxy is a distant place, somewhere far away in space and time, and not everything you have made the trip with you...

Far [+200 CP]

You lose access to the Warehouse and everything in it for the duration of the Jump. You may take items with you at the start of the Jump, but only those which can be reasonably carried on your person, and items will not be restored until the end of the Jump (if applicable). Imported items cannot assume alternate forms, but retain their properties. Your companions may come and go from the Warehouse but may not remove items from it. Companions gain **[+100 CP]**.

Away [+400 CP]

You and your companions lose all out-of-Jump powers, with the exception of your Body Mod and at most one self-revive/extra life/1-up per person of that person's choice. You retain your skills and knowledge, but all special abilities are locked out. You may still use human and near-human alt-forms, but they will provide no abilities your form this Jump doesn't have, and their capabilities are capped by that form or your Body Mod, whichever is higher. Companions gain **[+200 CP]**. Can be taken with **Far**.

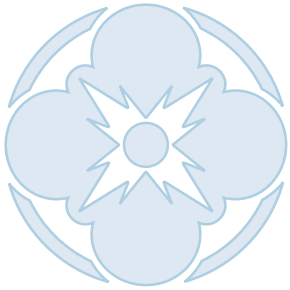
Far, Far Away [+800 CP]

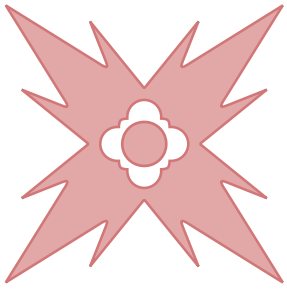
You get to bring nothing with you into the Galaxy. You are reduced down to your Body Mod, your imported items now lack all import properties, your Warehouse is sealed, your alt-forms are locked, your previously collected perks absent, your Fiat-granted skills rusty and half-forgotten, and you don't even get to bring a revive anymore, either. What's more, you and your companions lose all meta-knowledge of the setting; you're still aware of everything a normal citizen of the Galaxy would be, including recent history and current events, but you know nothing of the future, any details that aren't public knowledge or readily available to your background, or any plans you may have made going into the Jump. Includes and overrides **Far** and **Away**. Companions gain **[+400 CP]**. It shouldn't be impossible, since you probably took this to pay for some pretty awesome perks, but you'll be vulnerable and without a plan. Good luck.

The permutations for this Drawback are referred to as 'Far', 'Away', 'Far and Away', and 'Far, Far Away'.

Scenarios

Jumpers willing to do more work receive more rewards. Only the Jumper may attempt scenarios, and they must declare their intention to do so before insertion. Failing a scenario has no consequences on the rest of your Chain. Consolation prizes require at least a good-faith effort at completing the challenge; selecting a scenario and then ignoring it is not rewarded. All scenario rewards (and consolation prizes) are Fiat-backed.





Scenarios are watermarked with either the Light side symbol (left), the Dark side symbol (right), or a blend of the two, depending on whether the scenario goals are (generally speaking) 'good', 'evil', or up to your discretion. This is a suggestion only; you may choose to attempt any scenario(s) you wish, regardless of your faction, Force alignment, or moral compass.

There are three additional rules applied to scenarios this Jump:

Boilerplate Rule

If a Supplement applied to the Jump or the effect of the **Expanded Universe** Drawback (pg 35) trivializes the goals or invalidates the basic assumptions of a scenario, you may not attempt that scenario. You may still go through the motions if you wish, but you will not gain either the Reward or the Consolation Prize.

Emergency Exit Rule

If the scenario adds time to your stay, your companions may choose to either remain in the setting for the duration of your attempt or 'skip to the end', in which case they will be moved forward in time to after you have either succeeded or failed the challenge. Those that remain are free to assist as much as they can unless the scenario states otherwise.

You may exit the Jump normally at any time after your nominal Jump duration (including any time added by Drawbacks) is over, although if the scenario is not complete, doing so is considered a forfeit. Extra time added by scenarios will not endanger your Chain. If you die after your Jump would have otherwise ended, you will simply be forced to leave at that time.

It Takes Effort Rule

Fiat effects that flat-out dictate "You succeed at/accomplish X" will not apply to scenario goals. Perks that boost your effectiveness, efficiency, and so on apply as normal, but perks that declare you successful will not allow you to bypass the challenges you will face. The goals are called 'challenges' because you're expected to work for it.

This is not a hard-and-fast rule, and such effects can be used to bring about victory, but only if they are at least a step or two removed from the challenge itself. Attempting to apply such Fiat-backed success effects directly to a scenario goal won't work, but using them on sub-goals of your own devising will.

Pax Jumperia

The Treaty of Coruscant was not a peace; it was an armistice for nine years. Or it would be, if you weren't around. Insert the day the Treaty was signed, in 3653 BBY. Whichever version of this challenge you choose to attempt, you're going to need all the time you can get; to that end, extend your visit from 10 years to 100.

The Challenge (Light-side)

This is a test of diplomacy intended to push you to your limit.

Your goal: prevent another large-scale Galactic War. This doesn't just mean preventing the next War, because short term peace is not enough. You must bring the relationship between the Republic and Empire to the point at which they are, if not allies, at least no worse than disagreeable neighbors, because your goal is a peace that will last unto the Prequel Era in over 3000 years.

Border skirmishes will not fail the scenario if the conflict doesn't escalate into a full-scale war. Engaging in a war of conquest against either polity yourself constitutes a failure.

The Challenge (Dark-side)

You do not reason with squabbling children, you bring them to heel.

Your goal: control the entirety of the territories claimed by the Republic and Empire at the start of your Jump. You may do so by political trickery or conquest, but you must be the undisputed ruler of the Galaxy. You must then secure your Dominion from all threats that would fracture or conquer it, including any rebellions your rule may bring, and ensure it will last through the Prequel Era; over 3000 years, at a minimum.

You must remain head of state until you complete the scenario. Should you be deposed or your Dominion fracture, the scenario is a failure.

This is the most free-form of the Scenarios: there are few goals and no specific means to achieve them. That is not to say either will be easy, as the challenge requires you leave behind an order that will last for thousands of years in your absence.

You must declare either Light side or Dark side as your goal when you select the scenario; this determines what Reward and Consolation prize you are eligible for. You must complete the scenario within 100 years from the moment you import, even if other rules would extend your time in the setting beyond that. You do not need to stay the full century; the scenario is declared complete as soon as you manage to get the Galaxy into a state in which it will successfully pass the requirements, at which point you may leave as soon as you wish.

Good luck with that.

If You Succeed [Scenario Reward]

You gain the entire tech base of the present Galaxy, including the jealously guarded advances of the most secretive corporations and military researchers in the setting. You also gain the following reward(s) based on your methods:

If you brought peace to the Galaxy through diplomacy without further conflict, you gain the **A Universe of Possibilities** feature (following page).

If you managed to appoint yourself the ruler of the Galaxy and established a new order that would span millennia, you gain the **To the Victor Go the Spoils** feature (following page).

If You Fail [Consolation Prize]

A mug with "Galaxy's #1 Diplomat" printed on it. The mug is chipped and cannot be repaired.

A mug with "Galaxy's #1 Warlord" printed on it. The mug is chipped and cannot be repaired.

A Universe of Possibilities

Your prize is a pocket dimension attached to your Warehouse, with your choice of any metaphysics (magic) system you know of, or any combination of such systems.

To start with, the new universe contains a single planetary system and its star. The world may be anything from a barren rock to a lush garden world already filled with life of your choice (or design). You may include native sentient life, and may invite others to colonize or emigrate to your new world. As civilization on the world expands, your pocket universe will seamlessly expand its frontiers to match.

You may interfere with your new sandbox as much or as little as you like, may adjust its timescale between 1 and 400x Jump time, and are capable of influencing the details of its expansion in a manner similar to 'world generation settings'. In future Jumps, you may use the universe or any valid sub-section of it as a setting-only Supplement.

To the Victor Go the Spoils

You may take the Galaxy, now almost completely under your control, with you on your journeys in a pocket dimension attached to your Warehouse.

While completing the scenario ensures that your Dominion itself will last more than 3000 years without input, it would be wise to make sure you're still in charge from time to time. Your rule is not Fiat backed, so you may have to put down the occasional upstart.

While your throne may not be safe, the Galaxy is; no setting-wide disasters will threaten your new territory. Abeloth remains contained indefinitely, and extra-galactic threats cannot to make their way into the pocket dimension at all. The only possible existential threat to the population of your Galaxy is you yourself, should you wish to terrorize them for some reason.

In future Jumps, you may import your Dominion as a polity scaled to the setting with you at its head, or in its full size as a pan-Galactic nation.

Notes

A 'combination' of magic systems may simply be all of those systems at the same time, a single 'hybrid' system with elements from the source systems, or multiple hybrid and/or non-hybrid systems.

Your pocket dimension (of either type) behaves as its own universe that just happens to be permanently connected to your Warehouse. If people emigrate, they will remain there across all future Jumps unless you remove them or they have another source of multiversal travel.

To complete the Light side option, the Republic and Empire must either continue to exist, or transition smoothly to any future successor state(s) without severe political or social upheaval. Even a benevolent uplift hews closer to the Dark side option if it involves cultural conquest. Dark side doesn't always mean 'evil' or 'immoral'; in this case, it may simply mean 'quick', 'easy', or 'convenient'. 'Tempting', in other words.

The scenario completion requirement for the Dark side option would not require you to rule for the entire time span; it only requires that your Dominion remain sovereign and united. However, after conquering the Republic and Empire but before fulfilling the requirement of stability, you fail the scenario if you are deposed or your new polity fragments.

It is hypothetically possible to fulfill both Light-side and Dark-side goals, if you somehow manage to become the head of a unified Republic-Empire state without starting a war, but you must 'call your shot', and failing either challenge fails the entire scenario. Your consolation prize is in that case is a mug with "Galaxy's #1 Overachiever" printed on it. The mug is chipped and cannot be repaired.

Mentor Syndrome

You will die. Yes, you read that right. Don't worry, it won't end your Chain; call it a 'scripted death'. It'll be really dramatic, too, something to remember for the rest of your… uh… nevermind.

The Challenge

Rather than leaving the Jump when your time here is over, you must find yourself an apprentice. This must be someone from the setting (not a Companion) of the same 'class' you imported as, who would otherwise have no notable accomplishments to their name. You will have a short time to train them before dying in a suitably dramatic fashion. How long you have with your apprentice depends on how fast you can train them; you will have at least enough time to give them a few month's worth of normal instruction before the Plot Reaper comes calling. As a 'cutscene' death, it will ignore all protections and revive effects—you need to die to attempt the scenario at all!

After your death, your apprentice must go on to carry out a 'Great Accomplishment' that would put them into the same category as other eminently recognizable characters in the setting. Whether they survive the Accomplishment or not won't affect you; as long as your training helps them perform a feat worthy of legend, enough to secure their name in the Lore (not necessarily History) of the Expanded Universe, you have successfully completed the scenario.

You will be able to appear as a Force Ghost to guide them, regardless of your class, but doing so exhausts a slowly-replenishing resource, and the cost of reaching them is affected by their mental state. If they are soul-searching or hoping for guidance, a full-body manifestation for conversation will be possible, even easy; but if you wish to offer advice in the heat of battle, you will be restricted to only a few words.

It takes 1 week to recharge enough for 1 minute of calm conversation; a phantom manifestation in these conditions takes no additional effort. In a life-or-death situation, each word costs 2 weeks of charge. Factors such as the target soul-searching or seeking guidance, having a trinket or similar item of yours in their possession, and being in a place of significance to your relationship each halve the cost of communication. (This list is not exhaustive.) You start with 1 month of charge and can bank up to a full year's worth. Other perks cannot affect this resource in any way.

There is no time limit to this goal beyond your apprentice's lifespan; you may choose to give up and move on at any time, but doing so forfeits the scenario. If you succeed, you may exit the Jump immediately, or linger for a few days to congratulate your apprentice on their achievement before departing. You may even attempt to recruit your apprentice as a companion before you leave, if you wish. Regardless of whether you succeed or fail, you are revived none the worse for wear upon leaving the Galaxy.

If you later choose to Return to *The Old Republic*, you may either adopt a new **Drop-In** identity, or simply resume your old life as though you never died. How (or if) you choose to explain your recovery is up to you.

If You Succeed [Scenario Reward]

You gain the **Death, Yet The Force** special feature (following page). Treat this as a nontransferable freebie perk applied to all forms you possess.

If You Fail [Consolation Prize]

You gain your Force Ghost form as an alt-form. It is identical to your normal form this Jump in all ways except its appearance, which is tinted the color of your alignment and slightly transparent.

Death, Yet The Force

Should you suffer an otherwise Chain-ending death, you are able to persist as a Force Ghost in the current setting. You may attach yourself to any non-companion character you have had a peer or mentor-student relationship with prior to your death (for the latter, you must have been the mentor); if they survive the remaining Jump time, you are revived at the end of the Jump with no penalties.

You immediately know the location and current status of all valid targets, and have up to 24 hours to select one. Should you fail to choose within that time, or have no valid targets left, the chance is lost and your death takes effect as normal. While dead, your ability to directly affect the world beyond your target is reduced to nearly nothing. When not manifesting, you are still able to monitor your chosen target, or you may release your mind to the Force until such time as you wish to return to consciousness, triggered by any condition you wish to set before your 'slumber' as would be judged by you were you still aware.

The requirements and rules for communicating with your target are the same as during the normal scenario. Those sensitive to ghosts, spirits, or other analogous beings that exist in the current setting may be able to sense your presence while you are 'active', and may even be able to see or hear you when you choose to communicate with your target, but you are impossible to detect while not 'awake' and are immune to banishment, containment, or other forms of interference.

Additionally, even friends and allies unaware of your undying nature are never overly traumatized by your death(s). That is not to say they don't care, but they are able to swiftly move past it and draw strength and motivation from the tragedy, rather than giving in to grief. While certainly good for their future mental state, the most immediate effect is that candidates in your presence at the time of your death are more likely to rally to victory, or at least survival, in the moments you are least able to assist them.

Notes

Companions who remain in the setting may offer assistance, but if their contributions overshadow either your training or the apprentice themselves, the Accomplishment will not fulfill the scenario requirement. It must be your training and guidance, specifically, that pushes the apprentice to greatness. Similarly, providing your apprentice with extra-normal equipment (that is, items that do not exist within the setting and/or have supernatural features from being CP-bought) risks having that equipment be more important than their character arc.

The Accomplishment does not necessarily have to be traditionally heroic or villainous in nature, as long as it is sufficiently impressive. A ridiculous feat that would grant a character an out-of-universe Memetic Skill God status would count, such as a Smuggler managing to steal the Imperial flagship and accompanying escort, or an undercover Agent managing to seduce Satele Shan herself.

If you took **Hollow-cron Hoarder**, you must find all 50 hollow-crons before the scenario will start. If you're not keeping track, your Benefactor will be sure to remind you when you are ready to begin.

If you decide you really don't want to die for some reason, you may forfeit the scenario early. Doing so will prevent you from gaining even the alt-form consolation prize, as you never became a Force Ghost to begin with. If you die after the normal end of the Jump but before choosing an apprentice, you immediately fail the scenario, but still receive your Ghost form and may continue as normal. Dying before the normal end of your Jump is treated as a normal death in every way.

Revan's Redemption

Revan got a really rough break. Losing his faith during the Mandalorian Wars, being corrupted by Vitiate and sent back to destroy the Republic, regaining his connection to the Light side of the force, then being captured again and tortured into insanity… he may be the strangest Woobie of the Old Republic Era. If you want to offer him a happier ending, read on.

The Challenge

If you want to try to fit the broken pieces of one of the Galaxy's most reviled heroes and revered villains back together, you have your work cut out for you. You cannot prevent Revan's release, his capture of the Foundry, or his subsequent defeat, because you will be inserting in 3642 BBY, after Revan's Dark side half flees the Foundry and takes control of the Revanite cult.

The **It Takes Effort** rule is in full effect here: when it comes to all aspects of this challenge, Fiat perks that mandate a successful result will not apply. If you are to succeed, it will be through great effort. It may take years even for a veteran Jumper to successfully heal Revan; if you need more time, you may extend your Jump so long as Revan lives, but effects that normally end at the end of the Jump will continue through the extra time.

First, you must capture and contain Revan. Capturing him will be difficult, as he is well hidden within the shadow cast by the Dark side of the Force, already surrounded by fanatics devoted to him, soon to begin production of the Infinite Army, and an incredible power in his own right. Containing him will require a cell capable of holding one of the most powerful Dark Jedi of the Era. You have until his final defeat at Yavin 4 to spirit him away from the Republic and Imperial forces who seek to stop the threat he poses once and for all.

Once you have captured Revan, you must piece together his fragmented mind. His death in the Foundry splintered him: the part of him aligned with the Light side of the Force sought to become with the Force, while the part of him aligned with the Dark Side clung stubbornly to life and began to puppet his fallen body. You must enter Revan's mind and repair the damage the split has done, which will draw his Light half back into his body in the process. If you do not have other abilities fit for this process, the spirit of Meetra Surik will be able to aid you with a form of Force Melding that will give you the tools, if not the skills, to attempt the task.

Lastly, once his sanity is restored, comes the healing of the spirit. From the crimes he committed as a soldier of the Republic, to the horrors of the Jedi Civil War, to the madness and devastation his reborn self would have brought to the galaxy, Revan's soul is heavy with guilt and the lingering traces of the madness his torture inflicted on him. If you cannot help him come to terms with his actions and convince him that he deserves the redemption you offer, he will die of his own despair.

If You Succeed [Scenario Reward]

You may take Revan himself and his loyal friend, the revived Meetra Surik, as companions (see following page). Both are capable teachers and leaders, and possess knowledge of all Force techniques between them. If you have previously recruited Revan and/or Meetra Surik from another Jump, the parallel-universe clones may choose to remain separate, or merge as through a Jump identity import. The two versions must agree, and it is up to the Jumper to mediate if they don't.

If You Fail [Consolation Prize]

A pair of Revan and Meetra Surik bobble-head figures.

Revan

Human Male – Dark Jedi

Perks:	Cost	pg
Peerless Force User	400	8
Basic Force Training	0	9
Basic Saber Training	50	9
A Moment's Reprieve (Light)	100	9
Master-Apprentice Affinity	150	10
Advanced Force Training	700	10
Advanced Saber Training	200	10
Command and Control	200	11
Inspiring Presence	300	12
Crossing Lines	400	7
Elite	400	12

Items:	Cost	pg
Aftermarket Warranty	100	16
Lightsaber	0	18
Synthplate Armor	100	24
Communicator (Upgraded)	50	24
Speederbike	0	27
Need for Speed	0	27
Jumper Warranty	50	27
Bobble-heads*	N/A	46

Skills:

	Familiarity	Proficiency	Expertise	Mastery	pg
Lightsaber Forms					53
Form I	▪	▪	▪		
Form II	▪	▪	▪		
Form III	▪	▪			
Form IV	▪	▪	▪		
Form V	▪	▪	▪		
Form V	▪	▪			
Form VI	▪	▪	▪		
Form VII	▪	▪	▪		
Force Disciplines					51
Combat	+×	×	×	×	
Control	+×	×	×	×	
Mind	+×	×	×	×	
Mystery	+×	×	×	×	

Meetra Surik

Human Female – Jedi

Perks:	Cost	pg
Force User	200	8
Basic Force Training	0	9
Basic Saber Training	50	9
Mental Mastery (Light)	50	9
A Moment's Reprieve (Light)	100	9
Master-Apprentice Affinity	150	10
Advanced Force Training	600	10
Advanced Saber Training	400	10
Command and Control	200	11
Inspiring Presence	300	12
That Weird Light Around You	600	12

Items:	Cost	pg
Lightsaber Crystals	25	16
Aftermarket Warranty	100	16
Lightsaber	0	18
Synthweave Armor	75	24
Communicator (Upgraded)	50	25
Speederbike	0	27
Need for Speed	0	27
Jumper Warranty	50	27

Skills:

	Familiarity	Proficiency	Expertise	Mastery	pg
Lightsaber Forms					**53**
Form I	▪	▪	▪	▪	
Form II	▪	▪	▪	▪	
Form III	▪	▪	▪	▪	
Form IV	▪	▪	▪	▪	
Form V	▪	▪	▪	▪	
Form V	▪	▪	▪	▪	
Form VI	▪	▪	▪	▪	
Form VII	▪	▪	▪	▪	
Force Disciplines					**51**
Combat	+	+	+	+	
Control	+	+	+	+	
Mind	+	+	+	+	
Mystery	+	+	+	+	

* Your benefactor seems to have packed the bobble-head consolation prizes in Revan's luggage by mistake. Or maybe it was intentional? Either way, Revan will probably give them to you if you ask.

The Face of Evil

What would you do for power? Lie? Cheat? Steal? Eat every sapient being in the Galaxy? If you answered 'Yes' to the last one, this is the scenario for you.

You monster.

The Challenge

Vitiate planned to conduct a horrific ritual that would strip the Force from the Galaxy to grant him God-like power, killing everything within in the process, but he will fail. You're going to show him how it's done by co-opting and completing the ritual yourself. Normally, this would count as Apotheosis and disqualify you from continuing your Chain, but doing so through this scenario will allow you to continue regardless. You have only the normal 10 years to accomplish this goal.

First, in order to have a hope of actually performing the Sith Emperor's Ritual, you will need to learn everything there is to know about the Ritual itself. Ripping it out of Vitiate's mind is the most direct method, although not 'easy' by any stretch. Other records exist, in enough detail for Darth Bane to modify the ritual into the Thought Bomb that would end the Brotherhood of the Sith in 1000 BBY, but finding them and piecing them together will be a challenge.

Second, the stepping stone. You need not be a Force Adept yourself to absorb the power, but the Ritual's execution requires the aid of thousands of Dark-side Adepts working together towards their own destruction to bring about the beneficiary's first step towards apotheosis. Vitiate required 8000 mind-controlled Dark Lords of the Sith working in concert for 10 days to consume all Force power from a single planet, including each and every one of those Lords. You will need to do the same just to have the power to enact the full Galactic Ritual. Even if you had no Force power to speak of before, completing this step will catapult you to the level of an Unparalleled Force User. Be warned: your 'test run' will doubtless cause a disturbance in the Force strong enough to be felt throughout the entire Galaxy.

Third, you must use your new power to enact the Emperor's final goal: draining the entire Galaxy dry of the Force. You will need an order of magnitude more minions, both for the Ritual itself and for its defense. Just starting the Ritual requires the deaths of thousands to fuel the building Sith magic, and you will have to defend your chosen ritual site from everyone else in the setting for several days. Yes, <u>everyone</u>.

Unlike the Emperor, your failure is not predestined; as a result, the unprecedented threat you pose to the very existence of life in the Galaxy will draw a reaction from the Force itself. The moment you begin, every single Force Adept in the setting will know where you are, what you are doing, and the consequences of your success, and <u>everyone</u> will be coming to stop you. They'll come separately if they are truly unable to cooperate, but you'll be facing the entire Galaxy all the same. If the Ritual is disrupted, you fail the scenario —and potentially your Chain as well, if the backlash is strong enough to kill you through whatever protections you may have. If it succeeds, everything in the Galaxy except you dies forever.

If You Succeed [Scenario Reward]

You… you *did* manage to get all the power from the Ritual, right? What? You seriously want more? Fine. Your reward is that you and your remaining companions get to *leave*. Unlike everyone else in the Galaxy.

Who are all dead.

Because you *ate their souls*.

If You Fail [Consolation Prize]

The Sith word for 'second place' is the same as the Sith word for 'loser'.

The Ritual's Power

Should you succeed, God-like power is the very minimum of what you can expect to receive. Having consumed all of the Force in the Galaxy, you now 'are' the Force, and thus bring its metaphysics with you wherever you go, causing Force sensitives to appear naturally in your wake. You gain strength from the negative emotions users feel while wielding your Force, and are able to grant Force sensitivity to others directly. You are immortal, your body merely an avatar, and you cannot be killed for good without destroying your Force itself. You may grant and rescind this immortality to others as you see fit without any of the alchemical processes the Emperor required, but it will still have great costs for the recipient.

The actual metaphysics of your new Force differ from the Force as it existed previously: there is no Light side to be found. Due to the horrific scale of the death that fueled your ascension, your Dark Force is antithetical to living beings and inherently corrupting to all who wield it. Those who use it without your 'blessing' of immortality age more quickly as the Dark energy erodes their life force and transfers it to you, and even those who do have such a blessing suffer the effects of Dark side corruption more rapidly and severely than anyone who merely used the Dark side of the unadulterated Force. With effort, you are able to partially reverse the corruption of your favored servants. You, of course, are immune to these effects.

Notes

If you do not be the Ritual within your normal 10 year Jump duration, you fail the scenario, even if you have additional time from other rules. Completing the Ritual after a scenario failure counts as a normal, setting-binding Apotheosis. You Benefactor will alert you should the scenario window close.

Success renders all other scenarios impossible and forfeits their rewards and consolation prizes. The Ritual will 'kill' even beings that are not 'alive', per se, such as Droids. It also leaves the area affected so barren of the Force that life will never be able to return. The result of the Galactic Ritual is the end of the Force, and thus life, in the Galaxy for all time. Nothing but ash will remain.

You must evacuate all companions you do not wish to kill before you begin the Ritual; your Warehouse locks at that time for the safety of those within. Companions who are still in the Jump during the Ritual will be caught in the effect, killing them permanently with no possibility of resurrection, along with everything else. You gain all powers and perks held by the companions the Ritual consumes, but you won't benefit from multiple copies of the same perk unless the perk contains explicit rules for multiple purchases. Don't be surprised if stranded companions who aren't willing to suffer a True Death for your benefit turn against you and aid your enemies in stopping your mad plan.

Canonical details on the Sith Emperor's Ritual itself are sparse; in fact, 'Sith Emperor's Ritual' is the only name by which it is known. To quote the starwars.fandom wiki:

> During the time of the Great Hyperspace War, the Sith Lord Vitiate developed a ritual of Sith magic that granted him immortality and immense strength in the Force. Using the strength of eight thousand Sith Lords to power the Sith magic, Vitiate was able to strip the Force itself from the planet Nathema at the expense of every living thing on the world, and as the Sith Emperor of the reconstituted Sith Empire, he later developed an artificial version of the ritual by combining it with Sith alchemy and cybernetics. With the Sith magic, the Emperor was able to grant immortality to his favored servants, and he intended to use the ritual on a galactic scale in order to consume all life in the galaxy and thereby ensure that he would never be defeated.

Consult the Wookieepedia article itself for what few additional details exist, and prepare to fanwank the rest. The one thing you can be absolutely sure of is that this is by far the hardest challenge on offer.

The End

Well, your stay in the Galaxy has come to a close. What will you do now?

Stay:
Thousands of years of history have yet to be made. What better way to see the results of your meddling that observing them firsthand? Time to see what your Legacy will be.

Go Home:
Really? Had enough? You're not the first, and you won't be the last, but you are the... fifth, I think? Very well. Thanks for playing.

Continue:
More adventures await you in other universes. Onwards, to wherever you may go.

Whatever you choose, may the Force be with you…



Appendix A: Terminology

Free Perks, Items, and Ships are still considered 'purchases' for all purposes.

Ship Points and **Item Points** are sub-types of **Choice Points**. Anything bought with **IP** or **SP** can be said to have been 'bought with **CP**' or be 'CP-bought'. Anything you can buy with **IP** or **SP** may be bought with **CP**, or with any combination of **CP** and the associated sub-type.

Skill Levels:

Knowledge of something is the bare minimum of awareness; you know of it, and may even know a few things about it, but have never practiced it.

Familiarity is the next step up; you're a novice, someone with experience, but not a lot of it.

Proficiency at something means you have trained to a level at which a teacher has declared you competent, but you are still a journeyman.

Expertise is next; a level of experience at which you would be considered a good instructor for others.

Mastery of something means that you have risen to or surpassed the best of the best, and are among the top authorities on that thing; a level of skill that might make others actively seek you out to train under you, if you advertise it.

To raise a skill by one or more 'levels', progress through Familiarity→Proficiency→Expertise→Mastery. If you do not have any skill yet, an increase of one level takes you straight to Familiarity. You may assume any purchased skill is at the high end of the time/experience range.

A rough estimate of how long and hard a normal person in the setting might work for these levels of skill (and reactions):

Knowledge:	<1 year	"I read a book about this."	"He's barely got a clue."
Familiarity:	1-2 years	"I practiced this."	"She's doing okay."
Proficiency:	4-8 years	"I studied this."	"He knows what he's doing."
Expertise:	10-20 years	"I am an old hand at this."	"She's really good!"
Mastery:	40+ years	"I devoted my life to this."	"I've never seen anyone that good!"

Appendix B: Force Powers

Disciplines

Combat

The art of using the Force to augment your movements, read your enemies' intent, and sense and respond to danger. You can move faster and jump farther, deflect blaster bolts and dodge bullets, react to threats before they appear, and avoid deadly blows. You're able to throw your lightsaber and guide its path with the Force, including bringing it right back to your hand. A Master of both Saber and Force Combat is likely to be the deadliest warrior on any battlefield, provided reach isn't a concern.

Control

Control is art of asserting your will on the world around you. Whatever your creed, you know exactly how to best use your power to move mountains, knock machines out of (or into) commission, and otherwise move and shake whatever's around you. You can do the opposite as well, absorbing energy that should be harmful or deadly with no ill effects, allowing you to catch blaster bolts or parry a lightsaber barehanded and walk away unharmed. Or you could just make some rocks float, if it suits you.

Mind

The Force connects all living creatures, and that connection can be used to reach into the minds of those around you. The simplest skill is that of empathy, allowing users to sense the emotions of those around them, including sensing deceit and intent to harm. More advanced uses include Force Persuasion, the art of the infamous Jedi Mind trick as well as illusion-casting; Battle Meditation, strengthening the will of your allies while weakening that of your enemies; and Force Cloak, which erases your presence from the thoughts of others even as you walk amongst them.

Mystery

What is the Force? Where does it come from, and how can—and should—it be used? To the Jedi, it is a celebration of life, an affirmation of purpose and will. To the Sith, it is a tool, one that can be wielded as carefully as a scalpel or as crudely as a bludgeon. You have gained a deeper understanding of the Force and how to use it to more arcane ends. With care and effort, you can manipulate living beings to heal or harm, look through the sands of time, or even gaze beyond the veil of death.

Q & A

Q: Why 4 'Disciplines' rather than the 3 'Aspects'?

A: (Watsonian)

Aspects are a classification of abilities, but do not reflect what abilities are taught and used together.

A: (Doylist)

Disciplines are bundled based on what Force Powers canonical characters tend to display together. It also gives more flexibility to fanwank whether or not any given purchase teaches a specific ability; every canon ability belongs to at least one of these Disciplines, and there may be overlap.

Q: How much does it cost to learn every Force ability through Perks?

A: 1900 CP Undiscounted (900 for Adepts)

Basic Force Training	+	Advanced Force Training ×12	+	A Foot in Each Well	=	Total
100 (0)	+	100 (50)×12	+	600 (300)	=	1900 (900)

Specific Force Powers:

Different Force Powers require different levels of skill. Powers marked with a + are Light side powers, while those marked with a × are Dark side. **Jedi** and **Sith** receive Light and Dark side powers, respectively; other classes (and **Drop-In** Adepts) may choose to be either when learning Force powers, and may choose differently for each Discipline. You may learn the other side's techniques through perks by purchasing the Skill Level again in the opposite alignment for half price. Whether learning from perk purchases or another source, such as an instructor or holocron, one can learn abilities of the other alignment provided they have the proper level of Skill in that Discipline; a Dark side Master of Control wouldn't need to study the entire Light side Discipline to learn Sever Force+. However, **Legendary Force Abilities** require full Masteries in their alignment.

The table below is a guideline and not exhaustive or ironclad. Adepts may learn some skills earlier or later in their training than indicated. Some abilities may be taught in different Disciplines at different levels. Not all abilities are listed; how the missing abilities fit into these categories is open for interpretation. Higher levels also improve lower leveled skills, including unlocking more powerful variants like Force Chain Lightning× and Force Stasis Field+. The most powerful abilities, such as Force Enlightenment+ and Force Storm×, require Mastery in multiple categories—see **Legendary Force Abilities** (below).

	Familiarity	Proficiency	Expertise	Mastery
Combat	Force Jump Combat Sense	Force Speed Push /Pull Danger Sense	Force Body *Crucitorn* (Ignore Pain) Throw Saber	Battlemind Telekinetic Saber Combat Force Valor+ Force Rage×
Control	Telekinesis Push / Pull Force Weapon Levitation	Force Throw Force Wave Throw Saber Combustion	*Mechu-deru* Force Barrier Force Burst+ Force Lightning×	*Tutaminis* (Force Absorb) Force Repulse Sever Force+ Force Drain×
Mind	Force Empathy Animal Friendship Telepathy	*Crucitorn* (Ignore Pain) Force Persuasion Force Stun+ Force Fear×	Force Cloak Force Illusion Force Stasis+ Drain Knowledge×	Battle Meditation Battlemind Cleanse Mind+ Dominate Mind×
Mystery	Psychometry Philosophy+×	Farsight Revitalize+ Sith Alchemy×	Force Vision Force Healing+ Sith Sorcery×	Force Projection Legendary Force Abilities+×

Legendary Force Abilities

In addition to the abilities above, achieving full Mastery in both Mystery and any other discipline (including Mystery of the opposing alignment) unlocks an exceptionally rare and powerful ability, regardless of whether the skill was bought through perks or learned through training. With the exception of Mystery, the two Masteries must be of the same Alignment.

	Combat	Control	Mind	Mystery (Opposite)
Light side	Shatterpoint (Force Breach)	Force Enlightenment+	Force Meld+	Dark Transfer (Force Resurrection)
Dark side		Force Storm (wormhole)×	Transfer Essence×	

Further reading: Wookieepedia has an article on Force Powers, which lists every canon power.

Appendix C: Lightsaber Forms

There are Seven Forms of Lightsaber combat, each with its own strengths and weaknesses. With the exception of **Form VII**'s Vaapad variant, which would not be invented until the closing days of the Republic more than three thousand years later (c. **50 BBY**), all seven forms were known and taught in the Galactic War era. This won't stop you from learning Vaapad through Jump Fiat if you insist, but there will likely be some questions about your style when people see you use it; particularly pointed questions, if you're a Jedi.

For skill level purposes, treat variant Forms as separate skills. There are thus 9 separate Form skills for purchase with 4 levels in each, for a total of 36 ranks. Factoring in the 10 ranks included in **Basic Saber Training** and the extra cost of Vaapad, it would take 27 'Skill Points' (9 purchases of **Advanced Saber Training**) to Master every Form before setting foot in the Jump.

You are able to learn any Forms (except Vaapad) you do not purchase now during the Jump, but achieving a level of skill beyond Proficiency will take quite some time.

The strengths and weaknesses of the various forms are listed in the table below. Much of the information is taken directly from this article on ComicVine, supplemented with information from Wookieepediea.

Further Reading: Wookieepedia has an article on lightsaber combat, including pages on each individual form.

Notes on specific Form match-ups:

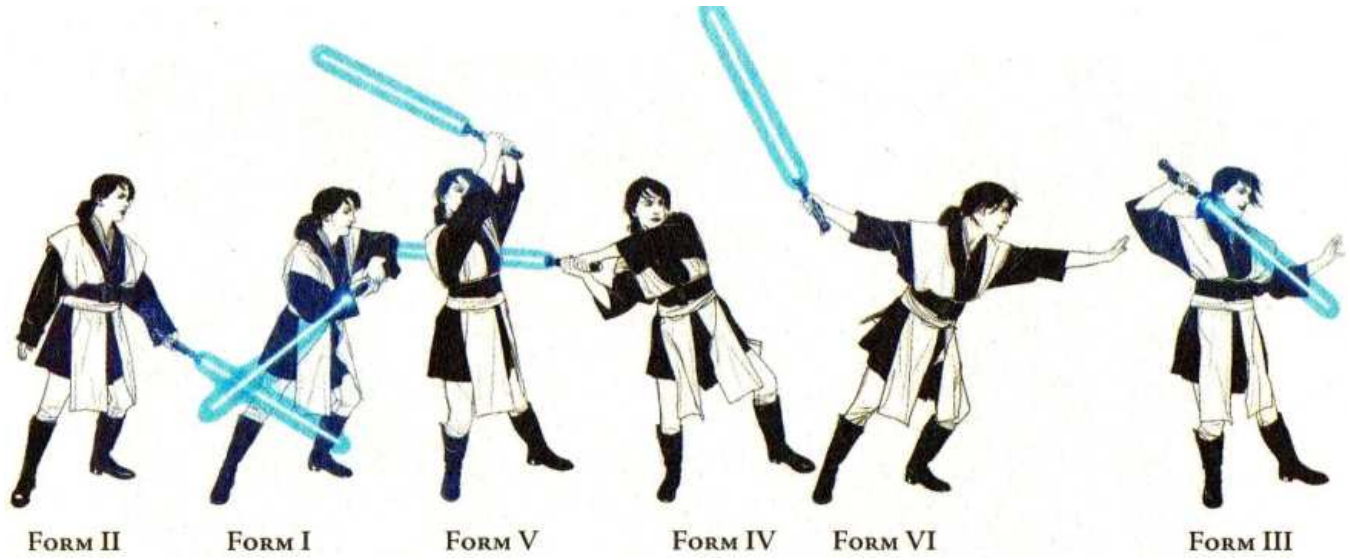
Form II was largely developed to counter **Form I**, and does so effectively.

Form III's defensive focus leaves **Form V** no openings to exploit or aggression to counter.

Form V's Djem So variant effective against **Form II** because it allows a user to bring their physical strength to bear against **Form II**'s over-reliance on finesse over force.

Form VI's generalist approach is beaten by **Form II**'s focus on dueling.

Jedi and Sith often switched between Forms mid-combat, either proactively or reactively. The more Forms you learn, the better you'll be able to respond to changing circumstances and your opponent's chosen Forms.



Form	Strengths	Weaknesses
Form I: Shii-Cho Way of the Sarlacc Determination Form	+ Multiple opponents + Targeting weak spots + Controlling angles + Disarming without killing	- Single opponents - **Form II**
Form II: Makashi Way of the Ysalamiri Contention Form	+ Single opponents + Avoiding disarmament + Force based attacks + Conserving stamina + Counters **Form I**	- Multiple opponents - Blaster fire - **Form V** (Djem So variant) - Does not utilize a user's physical strength
Form III: Soresu Way of the Mynock Resilience Form	+ Defense (all types) + Counters **Form V**	- Poor offense
Form IV: Ataru Way of the Hawk-Bat Aggression Form	+ Single opponents + Armor penetration + Mobility + Combat while airborne or on unstable footing	- Multiple opponents - Confined spaces - Blaster fire - Fatigue
Form V: Shien Way of the Krayt Dragon Perseverance Form	+ Blaster fire + Multiple opponents	- Single opponents - **Form III**
Form V: Djem So (Variant)	+ Lightsaber dueling (particularly against **Form II**) + Counterattacks + Utilizing a user's physical strength advantage	- Mobility - **Form III**
Form VI: Niman Way of the Rancor Moderation Form	+ Force attacks + Few major weaknesses	- **Form II** - Few major strengths
Form VII: Juyo Way of the Vornskr Ferocity Form	+ Single opponents + Unpredictability + Offense + Breaking through guards	- Counter attacks - Force attacks - Multiple opponents - Fatigue - Associated with (but not connected to) the Dark Side
Form VII: Vaapad (Variant—anachronistic)	+ Strengths of Juyo + Vicious, unrelenting offense + Physically powerful	- Weaknesses of Juyo - Constant use of Force Power - Requires a state of mind close to the Dark Side of the Force

Appendix D: Weapon Stat Blocks

Reading the Stat Blocks

For melee weapons, **Length** refers to the blade only. For total length, add 8-10 cm for vibroknives, 12-18 cm for one-handed vibroblades, and 20-40 cm for two-handed vibroswords and double vibroblades.

Lightsaber hilts are larger, at 24-30 cm for a typical single saber and 40-60 cm for a saberstaff. Shoto saber hilts go down to 10-15 cm for the shortest variants. Greatsaber hilts may be as small as a normal saber hilt but are usually larger, either because they are made to be used by larger species or simply for better control of the weapon. Long-handled sabers can have hilts up to a meter long, often with a proportionate reduction in blade length to keep the weapon manageable in close quarters.

As for the blades: a typical saber blade is between 110 and 145 cm long; changing this by more than 10 cm in either direction will likely be considered either a shoto or greatsaber. Shoto saber blades may be as short as 50 cm, while greatsaber blades can reach up to 3 meters. Dual-phase sabers have one setting typical of a normal saber, with their alternate setting anywhere between a shoto and greatsaber.

Melee weapon stats are relative; while rated ★★★☆☆ compared to a lightsaber, a vibroblade is quite capable of severing a limb in a single strike if there is enough force behind the blow.

Ranged weapons' stats are based on the following rough benchmarks:

	Range	**Weight**	**Accuracy**
	Effective out to	A typical human finds it	Comparable to a
★★★★★	~1200 meters	Negligible	Laser pointer
★★★★☆	~600 meters	Noticeable	Marksman's rifle
★★★☆☆	~500 meters	Inconvenient	Automatic rifle
★★☆☆☆	~400 meters	Burdensome	Submachine gun
★☆☆☆☆	~200 meters	Strenuous	Machine pistol
☆☆☆☆☆	<100 meters	Extremely strenuous	Video game shotgun

	Fire Rate	**Damage**	**Armor Penetration**
	Comparable to a	Creates wounds like a	Will penetrate up to
★★★★★	Gatling gun	30 mm cannon	Medium vehicle armor
★★★★☆	Machine gun	50 caliber rifle	Heavy infantry armor
★★★☆☆	Automatic rifle	Rifle	Medium infantry armor
★★☆☆☆	Automatic, slow	Medium caliber handgun	Light infantry armor
★☆☆☆☆	Semi-automatic	Low caliber handgun	Common clothes/skin
☆☆☆☆☆	Manual action	BB gun	Nothing (superficial burns only)

You may choose to disregard any or all of these stats if they get in the way of fun, responsible fanwank.



Vibroknife 50 IP

Length	12-18 cm	Weight	★★★★★
Damage	★★☆☆☆	Arm. Pen	★★★☆☆



Vibroblade **100 IP**

Length	50-90 cm	Weight	★★★★☆
Damage	★★★☆☆	Arm. Pen	★★★☆☆



Double Vibroblade **150 IP**

Length	40-80 cm x2	Weight	★★★☆☆
Damage	★★★☆☆	Arm. Pen	★★★☆☆



Vibrosword **150 IP**

Length	1.1-1.6 m	Weight	★★☆☆☆
Damage	★★★★☆	Arm. Pen	★★★★☆



Lightsabers **200+ IP**

Length	Varies (See previous page)	Weight	★★★★☆
Damage	★★★★★	Arm. Pen	★★★★★



Custom Blaster Pistol **50 IP**

Range	★★★☆☆	Weight	★★★★★
Accuracy	★★★☆☆	Fire Rate	★☆☆☆☆
Damage	★★☆☆☆	Arm. Pen.	★☆☆☆☆
Features	1.2x or 2x scope, attachment point		



Masterwork Heavy Blaster Pistol **100 IP**

Range	★★★★☆	Weight	★★★★★
Accuracy	★★★☆☆	Fire Rate	★☆☆☆☆
Damage	★★★☆☆	Arm. Pen.	★★☆☆☆
Features	1.2x or 2x scope, attachment point		



Ion Pistol **100 IP**

Range	★★★☆☆	Weight	★★★★★
Accuracy	★★★☆☆	Fire Rate	★☆☆☆☆
Damage	★★★★★	Armor Pen.	★★★★☆
Notes	★ against vehicles/droids only		



Holdout Pistol **50 IP**

Range	☆☆☆☆☆	Weight	★★★★★
Accuracy	★☆☆☆☆	Fire Rate	★☆☆☆☆
Damage	★☆☆☆☆	Arm. Pen.	★☆☆☆☆
Features	Extremely concealable		



Flechette Carbine **100 IP**

Range	★★☆☆☆	Weight	★★★★☆
Accuracy	★★☆☆☆	Fire Rate	★★★☆☆
Damage	★★★☆☆	Arm. Pen.	★★★☆☆
Features	Reflex sight, suppressor		



Blaster Rifle with Grenade Launcher — **100 IP**

Range	★★★★☆	Weight	★★★☆☆
Accuracy	★★★★☆	Fire Rate	★★☆☆☆
Damage	★★★☆☆	Arm. Pen.	★★☆☆☆
Features	2x or 4x scope, grenade launcher		



Bowcaster — **50 IP**

Range	☆☆☆☆☆	Weight	★★★☆☆
Accuracy	★★★☆☆	Fire Rate	★☆☆☆☆
Damage	★★★★☆	Arm. Pen.	★★★★★



Light Repeater — **100 IP**

Range	★★★★☆	Weight	★★☆☆☆
Accuracy	★★★☆☆	Fire Rate	★★★★☆
Damage	★★★☆☆	Arm. Pen.	★★★☆☆



Heavy Repeater — **200 IP**

Range	★★★☆☆	Weight	☆☆☆☆☆
Accuracy	★★☆☆☆	Fire Rate	★★★★★
Damage	★★★☆☆	Arm. Pen.	★★★☆☆
Notes	Intended for use on a tripod		



Flamethrower — **100 IP**

Range	☆☆☆☆☆	Weight	★★★☆☆
Accuracy	☆☆☆☆☆	Fire Rate	Spray
Damage	★★★★☆	Arm. Pen.	Thermal



Prototype Sniper Rifle — **100 IP**

Range	★★★★★	Weight	★★☆☆☆
Accuracy	★★★★★	Fire Rate	☆☆☆☆☆
Damage	★★★☆☆	Arm. Pen.	★★★★★
Features	Optics, carrying case, bipod		



Scatterblaster — **100 IP**

Range	☆☆☆☆☆	Weight	★★★★☆
Accuracy	☆☆☆☆☆	Fire Rate	★★☆☆☆
Damage	★★★☆☆	Arm. Pen.	★★☆☆☆



Medium Repeater — **150 IP**

Range	★★★★☆	Weight	★☆☆☆☆
Accuracy	★★★☆☆	Fire Rate	★★★☆☆
Damage	★★★★☆	Arm. Pen.	★★★☆☆



Blaster Cannon — **100 IP**

Range	★★☆☆☆	Weight	☆☆☆☆☆
Accuracy	★★☆☆☆	Fire Rate	★☆☆☆☆
Damage	★★★★★	Arm. Pen.	★★★★★
Features	Combine with any repeater		



Grenade Launcher — **150 IP**

Range	★★★☆☆	Weight	★★☆☆☆
Accuracy	★☆☆☆☆	Fire Rate	★☆☆☆☆
Damage	Variable	Arm. Pen.	Variable

Appendix E: Notes and Details

...on Perks

Force Power

The differences between a mere Force Sensitive, a Force User, and a Gifted Force User are substantial, but beyond that, the utility of each tier decreases rapidly. The additional power is unlikely to matter unless it puts you over or under a hostile Force Adept; the only thing a Peerless Force User can do that a Gifted one can't is manhandle another Gifted in a battle of strength.

Unparalleled won't give you any of the esoteric abilities Vitiate has, like immortality, but you'll have enough raw strength to match him in a metaphysical arm-wrestling match, and even barely manage a win. Abeloth could still kick your ass; you aren't that far past the mortal limit.

Basic Saber Training

Normal sword skills do not transfer well to lightsabers because of their unique nature. The blade of a lit saber is nearly weightless, but the energy cycling through the containment field produces a gyroscopic effect that resists movement despite its weightlessness. One's attunement to the force crystal in the hilt helps offset this effect: a Force Adept will be able to use another's lightsaber without issues, but will feel most comfortable with their own saber, while non-Adepts may struggle to control the blade, especially if they assume it will feel and behave like a normal sword.

The crafting knowledge given by this perk is enough for you to work out the construction of stranger light-weapons, such as the light-whip, with only a bit of effort.

Master-Apprentice Affinity

The perk also applies to physical and metaphysical training, such as fitness and the **Unlimited Potential** perk, so long as the master is stronger than the apprentice. The master must possess the skills or abilities the apprentice is learning. If both master and apprentice have this perk, the effects stack additively.

Due to the cumulative nature of the bonus and the learning itself, you receive 9 years' worth of training in only 2 years, 30 years' worth after 4 years, and more than 100 years' worth after 8 years. After t years:

$$\text{Total Value}\,(t) = \frac{3}{2}(t^2 + t)$$

A Foot in Each Well

The perk grants you all benefits awarded by purchases that are normally determined by alignment, such as both versions of **Mental Mastery** and **A Moment's Reprieve**, as well as all Force Powers, including both alignments' **Legendary Force Abilities** if you have the required Masteries.

Examples of 'mutually exclusive' powers include opposite energies in settings where they tend to mutually annihilate (Divine/Demonic, *Magicka* elements that cancel out, et cetera), opposing forces like Free Magic and Charter Magic, and so on. The corruption protection would help against the ill effects of Black Magic in *Dresden Files* but not those of Psykery in *Warhammer 40k*, because the Warp's corruption is not associated with any specific techniques. It does not offer any protection against consequences that are part and parcel of a technique, such as turning yourself into a Weird Force Lich the way Darth Nihilus did, or against mundane issues like letting your power go to your head in an entirely natural fashion.

This perk does not allow you to take both sets of **1000 Choice Points** at the beginning of the Document.

My Kit Don't Quit

Mechanically, this perk makes your items run on cooldowns rather than actual supplies by granting a free use of any given consumable item X every Y seconds, where Y is based on X's awesomeness. For a general ballpark, a setting-standard grenade takes about 30 seconds. You know how long Y is for any valid item in your possession. Items which can't reasonably be used individually like caltrops or loose revolver cartridges replenish by 'use', be it a handful, single full reload, or other quantity appropriate for that item.

If you brought 5 of X, you can use all 5 in quick succession and still get another one when it 'cools down', on the other hand, if you use X less often than Y's interval, you'll still have the full set of 5 X when you go to check your gear. The perk explicitly protects from you using your last copy of something, so you'll never lose access to anything you bring unless you give it away or leave it behind. Y counts down from the consumption of items even if you've given them away, as well, so once someone uses the thermal detonator you loaned them, you'll have another one ready to go soon.

The perk only affects items you pack (from a 'Restock-valid' area); anything you find in the field won't be affected. It is also only for non-beneficial items. Smoke grenades and lockpicks are affected, but healing, buffing, and other purely helpful items are not; that's what **Veteran Field Medic** is for.

That Weird Light Around You

The perk directly enforces the narrative convention of plot armor, meaning that attacks are less likely to hit, and those that do are less likely to be lethal. On the one hand, any effort you put into keeping yourself alive and unharmed has greatly magnified effects; on the other, you're more likely to pull off stupendously risky stunts without injury. The sneak attack protection prevents sudden, out-of-the-blue one-shots and turns them into an actual contest. Willful ignorance does not trigger this protection.

Enemies can overcome your narrative defense with effort; the more 'important' an enemy is to the narrative, the more effectively they can push through this defense. Yes, narrative logic means that an enemy who announces their name and grievance is more dangerous to you, but the same logic means that large groups matter less. Your supply of 'plot-contrived luck' can run out, but it will recover over time, and you have an instinctive sense of how much you have left and what you can get away with.

The fail-safe trigger tends towards a generous (that is, Jumper-favorable) interpretation of its effects: if an attack would deplete all your defense, knock you unconsciousness, and leave you open for a coup de grâce, it would trigger to block the primary attack, rather than merely making your foe execute you twice. However, it can only trigger once for any given target: if three people with the perk are protecting a VIP, only one trigger can protect that VIP across the 10-year period of the feature's 'cooldown'. If more than one person with the perk is in range, the closest one to the target in question expends the ability. The innate knowledge of the ability lets you know if a target has the feature locked out, and for roughly how long, just by looking at it.

Upon starting a Jump, you may choose to extend the triggered protection to scenario failure events, Jump failure events (default), or only Chain-ending events (if different from Jump-failure events). In Jumps where death is not a Chain or Jump failure, you also choose whether it would prevent your (first) death or only trigger for the selected failure conditions. You cannot change your mind once the Jump begins, even if the perk has not triggered yet. The trigger specifically reacts to and nullifies attacks; the definition of "attack" is broad, but if something cannot be conceptualized as an attack in some way, the perk will not trigger.

Silver Tongue

You get a fiat guarantee of 1 attempt at diplomacy against any target, no matter how unreasonable, unusual, unfriendly, or unknowable they are. Of course it would take truly ludicrous social-fu to talk down something like a Tyranid Hive Fleet, but you'll at least have your shot at it before it eats you.

...on Items

By default, neither your ship nor your Warehouse are valid 'staging points' for Restocking items, as they are not 'fixed' or 'in-Jump', respectively. The **Fabricators** upgrade for your ship specifically permits you to Restock there, but your Warehouse cannot become a valid Restock point.

The following chart shows the recommended guidelines for what items can be imported into what:

Item	pg	Accepts imports from	Item	pg	Accepts imports from
Vibroknife	18	1h melee or thrown	Repeater	21	ranged (rifle or larger)
Vibroblade	18	melee weapon	Blaster Cannon	21	ranged (rifle or larger)
Lightsaber	18	melee weapon	Flamethrower	22	sprayers
Blaster Pistol	19	ranged (rifle or smaller)	Grenade Launcher	22	explosive launcher
Ion Blaster	19	ranged (rifle or smaller)	Rocket mount	22	explosive launcher
Holdout Pistol	19	sidearm only	Armor	24	clothing or armor
Blaster Rifle	20	ranged weapon (any)	Speeder	27	light ground vehicle
Bowcaster	20	ranged weapon (any)	Shuttle	27	personal flying vehicle
Scatterblaster	20	ranged (rifle or smaller)	Starfighter	27	personal flying vehicle

What constitutes a 'similar item' for the purpose of importing is ultimately up to your Benefactor; they may or may not accept your interpretation, and they are the final authority on the matter.

Esoteric properties include just about every 'special feature' of an item. A sword made of an ultra-light metal that never loses its edge will impart its light weight and sharpness to your new melee weapon, even though its technically a 'physical property'. Blessings, enchantments, and Jump Fiat effects are all 'esoteric'.

If you wish, you may have the new form be influenced by the import item's form; this won't provide any functional bonuses, but it could apply an aesthetic to your armor or a paint-job to a landspeeder.

Common Material Cache

The basic blueprints include items that are both mass-produced and easy to acquire, including standard weapons and armor used by the Republic and Empire. You need to learn how to make rarer or higher-quality equipment yourself, either by acquiring their blueprints or reverse-engineering those items. For the 'bonus' blueprints: weapons, armor, equipment, and vehicles are items, but ships are not.

Sidequest Board

The actual item is the list of jobs; the data-slate is merely an included interface. If you have another quest-tracking item or ability, it can access all the information included with this item. For examples of different forms the interface might take, it could manifest as a collection of paper fliers in a low-tech setting or an online mailing list on your smartphone in a modern one. While it may be slightly less convenient to physically turn pages, you are always able to quickly browse the available information, and new quests and events since your last viewing are marked as such. You can always just force it to be a data-slate if you're not worried about people asking questions.

The normal Board does not change the setting in any way, but the upgraded Board provides Fiat influence towards an MMORPG-like experience by making it more likely that the people who needs your help will have, find, or figure out suitable quest rewards. It does not create or intensify problems.

'Nearby' means anywhere you can easily get while the information is still relevant.

Lightsaber

Your lightsaber's blade may be any color, including white, but it must be bright and highly visible. You may choose any appropriate sound effects for its activation, hum, and so forth, as well as visual effects that do not affect the saber's performance, such as the jagged, crackling energy of unstable lightsabers.

Lightsaber variants that do not require additional purchases include the curved-hilt saber, shoto, guard shoto, long-handled lightsaber, sabre pike, and greatsaber.

You may stack lightsaber upgrades, allowing for a pair of dual-phase crossguard saberstaffs if you're willing to pay for the privilege. You only need to buy one upgrade for a pair of sabers, and may apply it to one or both. Your off-hand saber may be a different variant (length, hilt, etc) to the main-hand saber; shoto sabers are common off-hand weapons.

Field Repair Kit

The Kit can provide any small, mundane material necessary for repair, but the effect is targeted. If the job needs a specific type of screw, the Kit will provide it, but it cannot conjure up arbitrary parts without a machine to fix. It cannot provide materials that are exceptionally rare or difficult to aquire within the context of their origin setting.

Holocron Crafting Station

The Holocrons have the effect of all your teaching perks, including those that allow you to teach normally unteachable skills. General teaching perks apply to both the creation and use; if you have a total of a 10x teaching bonus, each 8 hours of meditation will store 10 years of training, rather than 1; an 'update' will take 6 minutes, instead of 60; and the end user will learn 10 times faster when they study from the holocron. Teaching perks with specific limitations on their targets (such as **Master-Apprentice Affinity**) do not speed up holocron creation, but do apply their benefits if used by a valid student.

Vehicles

If your Warehouse cannot accommodate the replacement vehicle, you may have it delivered directly to your ship instead. If your Warehouse can't accommodate your replacement vehicle and your ship has been destroyed, you may have the new vehicle appear in a suitable space you own, such as a rented hangar. If you're in a situation where you cannot rent such a space… what the hell have you been doing?

Blueprints award by **Common Material Cache** reflect purchased upgrades, but only to a point. For example, you would receive a blueprint for an exceptionally fast vehicle if the vehicle had the **Need for Speed** upgrade, but the final product would not have the fantastic Fiat-backed performance of the purchased version. **Team Van** and **Militarized** vehicles only rely on Fiat-backed effects to ignore the small amount of additional weight. **Vertical Freedom** gives you an airspeeder blueprint. **Jumper Warranty** is not reflected on the blueprints at all.

Starfighter

Heavy Fighters have additional missile hardpoints and up-sized blasters. **Fighter-Bombers** gain a Torpedo Tube (pg 30). Both types have upgraded shields and armor compared to the Light Fighter, but the trade-off for their durability and armaments is lower speed, acceleration, and maneuverability. **Need for Speed** more than offsets this penalty, resulting in a heavy strike craft with the performance of an Interceptor.

...on Ships

The 'comparably-sized' qualifier on ship imports, like on items, is up to the discretion of the Benefactor. It mostly exists to prevent a Jumper from importing a Titan into a ship sized for only a dozen people.

Luxurious and **Comfortable Quarters** are suitable for couples who wish to bunk together. You may interpolate between the listed Room sizes; for example, you could define **Modest Quarters** as being between **Cramped** and **Comfortable** at 45 m^3. Furniture appropriate for the size and comfort of the space is included; for **Military Bunks**, that means only a footlocker per person, while larger **Quarters** gain steadily nicer beds, wardrobes, and dressers, plus a desk and chair if room permits. **Luxurious Quarters** include a full-featured, if slightly cramped, master bathroom, and you may add even more space if you wish.

If you want to take advantage of the **Luxury Accommodations**' improved kitchen and bar without doing any work yourself, droids that will cook or tend bar for you are available for purchase in-universe during the Jump. As long as the droids are employed on the ship, they are considered Aftermarket Upgrades for the purposes of **Made Like They Used To**. If you have both **Luxury Accommodations** and **Made Like They Used To**, the ship Restocks finer food and keeps the Bar fully supplied with high-quality liquor and cocktail mixers.

Turbolasers are sized for capital ships to engage other capital ships or bombard targets from orbit. Sticking them on a corvette-sized vessel is akin to putting a 16 inch gun on an inflatable dingy. The **[200 SP]** investment buys you the ability to freely ignore the question of how your ship manages to power them, dissipate the heat, and other practical concerns; your ship has Turbolasers and they work, period.

...on Companions

The **Partner** option doesn't include a ship because it's intended to be used for a sidekick who will accompany you wherever you go. This isn't enforced, but you'll have to either purchase another ship or arrange transportation for them separately. They get more **IP** than other companion options, instead.

Your **Partner** gets the **CP** from **Hollow-cron Hoarder**, but is otherwise unaffected. You still have to personally track down all 50 hollow-crons before you and your companions can leave.

If you and a **Partner** have **Back to School**, you will each go through your own training. Rather than starting together, you are guaranteed to end up in the same place when you're done.

If you and a **Partner** have **Bounty Hunted**, there is one bounty on both of your heads for twice the normal amount. You'll face the same encounters, but they will be suitably scaled up, as the payday is larger and they have to kill both of you to collect. Don't split the party.

If you and a **Partner** have **Binds on Pickup**, neither of you can share items with the other or anyone else.

Paying for an **Astromech Droid** with a companion import slot does not award the Droid any additional **CP**, even if the slot in question would grant more. **Astromech Droid** companions may purchase **Astromech Droid** items if they really want to.

If you grant a newly recruited companion an import slot to allow them to make purchases, they still receive the **CP** from any group-wide Drawbacks present this Jump, either from this Document or from supplements. They may not take individual Drawbacks, as the Jump is already over.

...on Drawbacks

You may take both 1 Drawback for **Item Points** and 1 Drawback for **Ship Points**. You may not apply this effect partially; the entire value of the chosen Drawback will be converted to the chosen type. Extra points awarded by alternate point rewards count against your Drawback CP Limit. You may exceed the Limit, but will receive no points for doing so.

It's Up To You

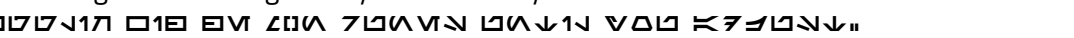
If you're interested in meeting (and possibly recruiting) *The Old Republic*'s canon follower characters, this is the way to do it. Anyone who takes a player-character role is guaranteed to meet the canon supporting cast unless they annihilate the plot rails beyond any hope of recovery.

Heroic Expectations

Taking this Drawback with **It's Up To You** will bind you to the plot much more tightly than you would be otherwise. Take care combining this with **Back to School**, since it will kick in before you get your full set of perks and items even if that doesn't make much sense. You will inevitably be picked for the most dangerous tasks, and even the survival guarantee won't offer absolute protection; you don't need all your bits to live. See the sidebar for **Back to School**.

Back to School

This is all about inconvenience. It forces the Jumper or companion who takes it to go live through (some) experiences required for a normal person to earn the perks and items they bought this Jump, but shouldn't be particularly dangerous unless other drawbacks conspire to make it so, even without the Guarantee. The Sith Academy is unlikely to kill experienced Jumpers, because while not 'safe' by any stretch, it's 'only' intended to kill the 7 weakest applicants out of 8. The higher level of **Disreputable Background** makes Korriban significantly worse, though, since the overseers will be actively working to kill you so you don't take the spot away from someone 'deserving', and they will be better at it than the canon Inquisitor's.

You get either a free perk or a free item to start with, not one of each. If you do not take **Adventure Ready** as your starting freebie, you will still start with enough Galactic Standard to get by, but may or may not be literate depending on your background; **Drop-ins** and some **Disreputable** sorts will need to learn to read aurebesh during their training if they don't already know it from other *Star Wars* visits. 

If you purchased a rank of **Force Power**, your potential will be clear to those who can sense such things, but you will only be able to use the Force at the **[100 CP]** level to start with. You will grow into your full power over a few years.

Unlike **Hollow-cron Hoarder**, this Drawback adds time to the beginning of your Jump, so scenario clocks will not start until after you graduate.

The tutorial is unskippable.

Binds on Pickup

The Drawback prohibits anyone you would approve of using your CP-bought items from doing so, even if you're not aware that they're helping themselves to your things. Items will fail to work for others, but they will not outright break unless you're caught trying to get around the restriction. Items broken by the no-cheating clause can still be replaced, but will just break again if you keep trying.

'Using' means being the person operating the item in question. You can still use items on other people, such as using the Field Kits to heal someone or fix their stuff, but they can't remove things from the kit themselves. Similarly, you are able to carry people with your Shuttle, but they aren't able to pilot it. Think of it in the same way you can shoot people with blasters, but can't let others do the shooting: 'Use item on person' is always valid; 'Let person use item' is not.

Astromech Droid items with this property stubbornly and obnoxiously refuse to cooperate with anyone but their owner.

Far, Far Away

As a Limit Breaker, the Drawback CP Limit for both you and your companions ignores **CP** from **Far, Far Away** regardless of which option(s) you take. Subsections of **Far, Far Away** are treated as separate Drawbacks for the purpose of alternate point rewards. Extra points awarded by alternate point rewards still count against your CP Limit; thus, taking **Away** (normally **400**) for **SP** (now **600**) would eat up **200** points of your Limit. Maxing out the Limit Breakers, you can earn up to **[+2000 CP]** in total, while normal companions can earn **[+1000]**. Of course, this is extremely dangerous, if not outright deadly.

Appendix F: Acknowledgments

LucasArts and Bioware

Without which there would be no Old Republic to Jump at all.

Help With the Jump Itself

@Amrynel, for proofreading, feedback on Drawbacks, suggesting numerous improvements to the **Vehicle** and **Ship** sections of the document including upgrade options, proofreading, providing canon weapon descriptions and statistics, and more.

@sunspark, for assistance with the **Vehicles** section.

@Daemonflayer, for insight on making **Backline Support** upgradeable, as well as questions and suggestions.

@Bluesnowman, for the conversation that lead to **A Foot in Each Well**.

@Songless, because the Homeworld Jump reminded me that I should include a continuity toggle.

@Neuron, for granting permission to model the **Pax Jumperia** Dark-side scenario reward off his similar *Force Unleashed* scenario reward.

/u/Shinnieshin, for pointing out an unforgivable lack of proper **Backgrounds**.

Everyone on SpaceBattles.com and Reddit who caught spelling and formatting errors, or asked questions about unclear parts of the document. Apologies if your name doesn't appear here specifically!

Research and Images

Much of the information in **Appendix B** is taken from this article on ComicVine, supplemented with information from the Star Wars Fandom.com Wiki (Wookieepediea).

Images sourced from The Old Republic gamepedia Wiki, promotional materials (including trailers), Wookieepediea, and (in one case) the credits to *Episode IV*.

and You

Feel free to tag **@Tempestuous** on SpaceBattles.com's General Jumpchain thread or send a PM directly with any questions or corrections. The author is also available on Reddit as **/u/tempestuousity**.

Appendix G: Changelog

v0.9.7b

Changed spelling and grammar errors.
Fixed math error in **Appendix B**.
Fixed incorrect page reference under **General→Backline Support**.

v0.9.7a

Changed spelling and grammar errors.
Reformatted **Backgrounds**.

v0.9.7

Changed spelling and grammar errors.
Changed several instances of future tense in items and item notes to present tense.
Disabled Compatibility Mode on PDF exports to correct unselectable text. Message the author if this creates problems.
Adjusted page number position.
Numerous text edits for text flow purposes.
Character Creation:
Added **Backgrounds**.
Added **Drop-In/Refugee**.
Added **Free Spirit/Beggar**.
Added **Diminished Noble/Black Sheep**.
Added **Emigrated Tribal/Freed Slave**.
Renamed **Origins** to **Classes**.
Perks:
Reorganized **General** perks.
Reduced **Jedi & Sith→Master-Apprentice Affinity** bonus significantly to better suit its price. The bonus is now linear, and no longer requires a calculator to compute. Calculating the total amount you learn in any given timespan is still complex, but that's math for you.
Adjusted **Trooper & Bounty Hunter→That Weird Light Around You** wording. Added "Sneak attacks against you will never be instantly lethal without 'foreshadowing'" feature. Added notes about how 'plot armor' works and how well it protects you. Added notes handling edge cases, such as situations where death does not end a Jump.
Swapped the skills granted by **Smuggler & Agent→Habitual Intruder** and **Cloak and Dagger.**
Habitual Intruder now makes one a Proficient liar, mechanic, and saboteur.
Items:
Reorganized Item rules. Moved most rules from **Appendices** to main Items section.
Added images to fill space for improved text flow.
Added a bunch of Import rule clarifications. For example, Armor can now explicitly accept Clothes as import items.
Added Import Table to **Notes**.
Standardized formatting for Item Sub-options.
Changed **Custom Blaster** to **Custom Blaster Pistol** and **Masterwork Heavy Blaster** to **Masterwork Heavy Blaster Pistol** in **Appendix D** in accordance with the above change.
Renamed **Common Materials Cache** to **Common Material Cache**.
Renamed **Rare Mineral Cache** to **Rare Material Cache**. The Cache now contains rare materials that are not, strictly speaking, minerals.
Corrected 'data-pad' to 'data-slate'. It's *Star Wars* for tablet.
The **Blaster Rifles→Armory** option can now also include separately-purchased **Bowcasters**, **Scatterblasters**, and **Light Repeaters**.
Reorganized Explosive Weapons.
Changed **Rockets** from "slightly less powerful" than **Grenades** to "slightly heavier".
Added **Micro-Missile** option to **Rockets**.
Added details to **Astromech Droid** item to further distinguish it from the companion option.
Added feature and fluff to **Force Focus**.

Adjusted **Holocron Crafting Station** rules. Previous rules contradicted perks that allow you to teach things that shouldn't logically be teachable. New rules work with such perks.

Ships:

Added rules details to **Cloaking Device**.

Companions:

Added **50 CP** Companion Recruitment booster.

Increased the points granted to **Astromech Droid** companions (**300/600→600/600+400**).

Drawbacks:

Reordered **Drawbacks**.

Added new rules to **Perpetual Poverty** to inconvenience Jumpers who hope to rely on requisitioned goods.

Moved many **Notes** from **Appendices** to the main **Drawback** entries.

Text flow edits to **Scenarios**.

Skill Levels: Increased the estimated training time for Expertise from 10-15 to 10-20 years, and Mastery from 20 to 40 years. This is mostly a fluff change, but high-end skill purchases are 50-100% cooler now.

Corrected incorrect price for **Bowcaster** in **Appendix D**.

Moved as many **Notes** as reasonable to the main entries.

Uncropped **The End** image.

v0.9.6a

Changed spelling and grammar errors.

Minor wording/tense adjustments.

An inability to stop tweaking numbers.

Boilerplate **Acknowledgments and Thanks** entry.

v0.9.6

Changed spelling and grammar errors.

Perks:

Adjusted **Unparalleled Force User** to be more explicit about how strong it makes the taker. The described power level is lower than previous versions.

Added mandatory Drawback to **Unparalleled Force User**.

Added feature to **Scrounger**. Now grants improved salvage in addition to other effects.

Added **Unlimited Potential**.

Added **Jedi & Sith→Master-Apprentice Affinity**.

Added Notes to **Force Power**.

Added Notes to **Jedi & Sith→A Foot in Each Well**.

Items:

Added **Common Materials Cache**.

Added missing import options for **Bowcaster** and **Scatterblaster**.

Drawbacks:

Reworked **Expanded Universe**.

Tweaked **Disreputable Background**'s lower tier, making it slightly worse.

Reworked Subject of Prophecy into **Force Anomaly**.

Moved **Mentor Syndrome** to **Scenarios**.

Scenarios:

Added **Scenarios**.

Added **Pax Jumperia**.

Added **Mentor Syndrome**.

Added **Revan's Redemption**.

Added **The Face of Evil**.

Numerous other wording and text flow adjustments.

v0.9.5

Changed spelling and grammar errors.

Items:

Rearranged **Equipment**.

Field Medical Kit buffed. Now significantly smaller than it should be for the supplies it offers.

Emergency Medical Probe cost reduced (**150→100**). Now includes a mundane medical kit instead of a **Field Medical Kit**.

Drawbacks:

Added **Expanded Universe** continuity toggle.

Added notes to **Bind on Pickup**.

v0.9.4f

Fixed spelling and grammar errors.

Items:

Lightsabers are now even more customizable, at least as far as aesthetics go.

Adjusted **Blaster Pistol** paired pistol options to fix the fact that buying a pair of custom pistols was more expensive for Smugglers and Agents than buying two separate custom pistols.

Removed **Armor** replacement restriction. It now uses the normal restriction (**1 week →1 day**).

Reduced cost of armor at all tiers (**100/200/300→50/100/200**).

Changed **Rebreather** to offer 1 Rebreather for 25 CP rather than 2 for 50 CP.

Corrected **Holdout Pistol** range rating (**1→0**).

Companions:

Changed **Partner IP** amount to match change in 0.9.4d (**600→500**).

Ships:

Changed **Phantom** free upgrade from **Priority Docking Pass** to **Luxury Accommodations**.

Additional Interior Space and **Hidden Compartments** can now be bought in half their previous increments.

Added notes to the following items: **A Foot in Each Well**, **Sidequest Board**, **Lightsaber**, **Field Repair Kit**, **Holocron Crafting Station**, **Vehicles**, **Luxury Accommodations, Turbolasers**, **Heroic Expectations**, **Back to School**, and **Far, Far Away**.

Rearranged **Appendices**.

Moved **Acknowledgments** to **Appendices**.

v0.9.4e

Aftermarket Warranty now includes equipment.

Wording tweaks to **Advanced Force Training** and **Advanced Saber Training**.

v0.9.4d

Further corrections.

Item Names are now larger (**11→12**).

Perks:

Slightly eased the requirements for mixing and matching alignments of **Jedi & Sith→Advanced Force Training**.

Items:

Stipend Reduced (**600→500**).

Changed item Discount rules.

Adjusted prices or discounts for the following items: **Credits**, **Lightsaber Crystals**, **Bowcaster**, **Grenade Launcher**, **Rockets**, **Additional Ammo**, **Mines**, **Remote Charges**, Free **Armors**, **Vac-trooper Armor**'s **Infinite Tank**, **Grappling Hook**, **Jetpack**, **Force Focus**, **Force Training Holocrons**, **Holocron Crafting Station**.

Added **Aftermarket Warranty**.

Added **Scatterblaster**.

Added **Flamethrower**.

Sidequest Board can now remain a data-pad. Quest rewards are no longer restricted to lame items.

Added **Synthplate Armor**.

Added **Stealth Field Generator**.

Scout Armor now augments a **Stealth Field Generator**.

Ships:

Added **Cloaking Device**.

Drawbacks:

Alternate Point awards now count as their new value for **CP Limit** purposes (instead of base value).

Subject of Prophecy severity clarified (downward).

Back to School price scheme adjusted.

Binds on Pickup no longer has strange **CP Limit** behavior.

Fiddly adjustments to **Force Powers** Skill Advancements and 'Super Ability' tables.

Renamed **Advanced Force Lore** to **Legendary Force Abilities**.
Added stat blocks for **Scatterblaster** and **Flamethrower**. Made room for new items by compressing **Lightsaber** stat blocks down to 1 item (as only the blade length changed between versions).

v0.9.4c
Yet more corrections and clarifications.
Thickened Table Borders.
Added clear rules for lightsaber variants. (The rules are "go nuts.")
Adjusted **Ship** free space and **Quarters** sizes.
Reorganized and reworked **Force Powers** section.
Rearranged **Lightsaber Forms** section.
Rearranged **Weapon Stat Blocks** tables.
Fire Rate scale adjusted slightly.
Added explicit stats for Shoto and Greatsaber blade lengths.
Most melee weapons are now heavier.
Changed **Virboknife** Armor Penetration (2→3).
Medium Repeater Fire Rate corrected (3→4).
Tweaked notes on **Prototype Beam Rifle** and **Dual-phase Saber**.

v0.9.4b
Added **Notes** on **Basic Saber Training**.
Lightsaber Crystals are now **50 IP** for all origins.
Added **Dual-Phase Lightsaber** option.
Corrected point amount listed for the Drawbacks **Disreputable Background** and **Massively Singleplayer**.
Corrected wording on **Massively Singleplayer**.
Added new **Appendix: Weapon Stat Blocks**.

v0.9.4
More fixes and general edits.
Changed cross-reference style to more compact, readable format.
Perks:
Delayed Gratification now grants a discount to **Holocron Crafting Station** and **Force Focus**.
Reworked **Jedi & Sith→Advanced Saber Training** (again). Maximum investment is now **900 CP** (from **3200(!)**).
Added **Jedi & Sith→A Foot in Each Well**. Heavily reformatted the Jedi & Sith section to accommodate the new Capstone. Added new image work. Moved descriptions of Force Disciplines to **Appendices**.
Trooper & Bounty Hunter→Command and Control and **Inspiring Presence** reworded slightly to apply some bonuses even when you aren't actually leading.
Trooper & Bounty Hunter→Strolling Through the Chaos renamed to **That Weird Light Around You**. Description adjusted to be more clear on actual effects.
Trooper & Bounty Hunter→Elite and **Smuggler & Agent→Crack Shot** now note that your Mastery extends to "all [weapon] analogues you may encounter from other settings".
Items:
Item Point stipend increased (**400→600**).
Added **Sidequest Board**.
Added **Force Focus**.
Added **Holocron Crafting Station**.
Blaster Pistols have received minor adjustments to wording, including more specific descriptions of certain features.
Blaster Rifles have received several quality-of-life improvements.
Grenades: Added **Flash Bomb**.
Grenades: Incendiary Grenades renamed to **Flame Grenades** (canonical name).
Grenades has received minor wording and spacing adjustments.
Landspeeder, **Shuttle**, and **Starfighter** cost decreased by **50 CP**. **Speederbike** now includes a free Upgrade (**50 CP** value).
Added **Team Van** upgrade.
Vertical Freedom cost lowered (**100→50**).
Need for Speed can now apply to **Shuttles** and **Starfighters**.

Starfighters can now be **Militarized**.

Ships:

Adjusted wording of **Standard Accommodations**.

Luxury Accommodations now grants less free space.

Renamed **Additional Cargo Hold** to **Additional Internal Space**. Adjusted wording.

Companions:

Item Point stipend increased for Partner (**400→600**).

Item Point stipend increased for Team and derived options (**100/200→200/300**).

You may now waive the **[50 CP]** cost of an **Astromech Droid** companion by assigning them a slot you purchased from one of the import packages (**Guest Passes** don't count).

Default droid **CP** lowered (**600→300**); you may upgrade the droid to the old value for **50 CP**.

Added a note on droid ownership.

Tweaked description for **Slapstick Sidekick**.

Added rules clarifications for the effect of several **Astromech Droid** perks while the bearer is not a droid.

Drawbacks:

CP Limit increased (**+800→+1200**).

Holocron Hoarder is now [Jumper Only] due to affecting Jump duration.

Holocron Hoarder no longer tries to trick you by referring to itself as a perk.

Disreputable Background reworked to be less invasive and more annoying.

Added **Gone Native**, **Subject of Prophecy**, **Massively Singleplayer**, **Binds on Pickup**, and the extremely risky **Mentor Syndrome**. Added **Notes and Details** on the same.

Far, Far Away reformatted.

Reordered some **Items**, **Drawbacks**, and **Appendices**. Moved some rules between **Notes** and the main section(s).

v0.9.3

Spelling and grammar fixes

Replaced **Astromech Droid** image with cleaner version from Wookieepedia.

Perks:

Delayed Gratification is now exclusive with all **Force Powers**.

Removed **Jedi/Sith** Only restriction on higher levels of **Force Powers**.

Jedi&Sith→Mental Mastery cost lowered (**200→100**). Now specifies that the perk provides skills for managing your emotions in addition to the fiat protection, which will remain through effects that remove non-skill perks and can be taught to others. It is possible to learn this power.

Items:

Added explicit 'CP insurance' for non-vehicle Items.

Field Medical Kit can now Restock in setting-equivalent goods in future Jumps.

Emergency Medical Probe now specifies a skill level ("experienced"→Expert).

Added **Field Repair Kit**.

Security Spike count reduced (**5→3**).

Moved **Astromech Droid** to **Companions**.

Blaster Pistols now include a holster of your choice. Added details on ammo packs.

Reverted undocumented change to **Remote Charges**.

Ships:

Added **Standard Accommodations** to list all the various things all ships have by default.

Moved the benefit given by **Basic Cargo Hold** into **Standard Accommodations**.

Made Like They Used To now insures all further modifications to your ship. Respawn rate lowered (**30 days→90 days**).

Added customization options for living quarters.

Added **Luxury Accommodations** option.

Combined **Basic Lasers**, **Missile Racks**, and **Torpedo Tube** into **Basic Weapons**. **Torpedo Tube** is now free.

Hidden Compartments size per **50 SP** increased (**10 m^3→20 m^3**).

Added **Advanced Cargo Handling**.

The **XS Stock** now receives **Advanced Cargo Handling** free instead of an **Additional Cargo Hold**.

Reduced cost of **Medical Center** (**100→50**). Total cost of **Advanced Medical Facility** reduced (**200→150**).

Defender and **Fury** now receive **Supercharged Shield Generator** free due to decreased cost of **Medical Center**.

Added **Communications Suite**.

Added **Advanced Navigation System**.

Reduced cost of **Low-Profile Hull** and **Beckon Call** (**100→50**).
Phantom now receives **Priority Docking Pass** free due to decreased cost of **Low-Profile Hull**.
Heavily reformatted the various sections and adjusted images for spacing purposes.

Companions:

Further tweaks to **Guest Passes**. Free import no longer offers **CP** or **IP**. Cost of **Guest Passes** upgrade reduced (**100→50**). Threshold for **Guest Passes** awarded upgrades reduced (**300→150**).
Astromech Droid reworked into a Companion option.
Minor upgrade to **Slapstick Sidekick** (can now be enabled and disabled at will post-Jump).

Drawbacks:

Reworked **Far, Far Away**. Tweaked effects at all tiers. Middle tier value decreased (**+500→+400**). First two tiers are now separate and can be taken together. High Tier memory effect reduced to only meta-knowledge.
Heroic Expectations value increased (**+200→+300**).

Errata→[Topic] Errata renamed to **Notes and Details→...on [Topic]**.
Added **Acknowledgments** for many of the previously listed changes.

v0.9.2

Grammar and wording adjustments and corrections.
Reformatted Opening Scrawl.
Reordered some items.

Perks:

Moved **Delayed Gratification** from **Force** to **General** for formatting purposes.
Force Power costs rescaled. No longer offers discounts to Force Adept classes.
Reformatted **Force Power**. No longer a subsection within **Perks→Force**. **Force Power** options are now items instead of sub-items.
Adjusted wording on **Force Power→Force Sensitive** and **Peerless Force User**.
Added **Unparalleled Force User**.
Deleted **Not What I Meant To Say**. Boring conversation perk, anyway.
Jedi & Sith→Basic Training split into **Basic Force Training** and **Basic Saber Training**.
Clarified that **Basic Saber Training** only teaches current saber forms (i.e. not Vaapad).
Jedi & Sith→Mental Mastery returned to **[200 CP]**.
Jedi & Sith→Advanced Saber Training no longer requires lower level training.
Adjusted skill level changes from **Jedi & Sith→Advanced Saber Training**. Now interacts directly with Skill Levels.
Heavily reworked **Jedi & Sith→Advanced Force Training**. Training now comes in smaller increments. No longer requires lower level training, but benefits greatly from it.

Items:

Purchasing additional free items now gives more items, to make up for paying their full price.
Added **Ion Grenades**.
Additional Ammo now gives twice as much ammo.

Companions:

Companion options are no longer mutual exclusive.
High-tier companion options now always cost 50% more than the lower tier.
Team cost reduced (**100/200→100/150**).
Full Lineup cost unchanged (**200/300**).
Call It a Guild cost reduced (**300/500→300/450**).
Low-tier companion options now award reduced **IP** and **SP**.
IP reduced (**200→100/200**).
SP reduced (**100→0/100**).
Full Lineup and **Call It a Guild** now simply reference the **Team** values, rather than relisting the same numbers.

Drawbacks:

Far, Far Away no longer takes away item import properties at the **[+500 CP]** tier, but does lock them into their current-Jump form. Import properties are still removed at the **[+800 CP]** tier.

Restructured **Notes** section into **Appendices**:
New category: **Terminology**.
Moved definitions for various terms, such as skill levels and Restocking, into **Terminology** in **Appendices**.
Added **Lightsaber Forms** table and further reading to **Appendices**.
Added **Force Power** table and further reading to **Appendices**.
Moved **Errata** into **Appendices**. Moved specific Partner/Drawback interactions to **Companion Errata**.

Moved **Changelog** to **Appendices**.
Moved **Acknowledgments** to its own section prior to the Appendices.

v0.9.1
Public Release—Posted to Drive.
Perks:
Clarifications to **Adventure Ready** and its derivatives.
Trooper & Bounty Hunter→Inspiring Presence cost lowered (**400→300**).
Smuggler & Agent→Covert Connections cost lowered (**400→300**).
Swapped **Disposable Identities** and **Cloak and Dagger** prices (**100↔200**). Moved item skills to **Cloak and Dagger**.
Items:
Moved **Errata** to main **Item** section.
Rearranged subsections. Now goes **Weapons**, **Armor**, **Equipment**, **Vehicles**.
Capitalized all instances of the word "Restock" in regards to the specific Restock rules.
Clarified rules on free items from options with multiple price points.
Added **Equipment→Communicator**.
Emergency Medical Probe is now capable of using non-*Star Wars* medical supplies (e.g. magical items).
Adjusted wording and formatting for **Astromech Droid**s. Added **Slapstick Sidekick**.
Adjusted ammo values for some weapons.
Clarified that you don't need to reload a **Holdout Pistol** manually if you can Restock the power pack.
Blaster Rifles→Armory cost increased (**200→300**). It now costs the same as purchasing the three items separately; the main advantage is the combination feature.
Separated **Blaster Cannon** from **Heavy Blasters**.
Heavy Blasters renamed to **Repeaters**.
Additional Ammo now gives grenades, but does not allow you to choose new types.
Vehicles→Skyway renamed to **Vertical Freedom**.
Vehicles→Militarized can now be applied to Shuttles.
Ships:
Now allows any 'comparably-sized' vessel to be used for an import.
Reworded **Beckon Call** device. Page format changed slightly.
Added **Errata** for what are and are not valid imports.
Companions:
Partner now explicitly limited to 1.
Removed explicit exclusion on purchasing multiple companion options.
Moved some **Errata** to main **Companion** section.
The lower tier of **Team** now offers more **CP** (**400→600**).
Call It a Guild lowest tier removed and highest tier cost increased (**200/300/400→––/300/500**).
Guest Passes heavily reworked. No longer imposes weird limits on companion Drawback **CP**. Maximum investment increased (**200→300**). Maximum **CP** awarded proportionally increased (**400→600**). Spending **CP** on other companion options upgrades **Guest Passes**.
Added an explicit rule for recruiting new companions from the setting: it's free, but not guaranteed.
Drawbacks:
Added **Errata** to **It's Up to You** noting that following the plot will get you the canon character's supporting cast.
Back to School is no longer forbidden to Drop-Ins. It may be uncomfortable, though.
Added **Errata** on free items being 'purchases'.
Added **Errata** on different types of **Points**.
Removed redundant language from other places in the document in regards to the previous two **Errata** additions.
Removed first person language (except under **The End**).
Humor adjusted.

v0.9:
Minor change to opening 'scrawl'.
Item CP are now **Item Points (IP)**. **Ship CP** are now **Ship Points (SP)**. No change to functionality.
Perks:
Classes now grant 1 free **100 CP** perk and discount the other. Some perks repriced to **100 CP**.
General→Drop-In reworded slightly (again).
General→Ace cost and effects tweaked.

General→Crossing Lines now specifies that it doesn't grant friendship with factions that are hostile under all circumstances.
Force→Prodigy Force User renamed to **Peerless Force User**.
Jedi & Sith→Mental Mastery cost lowered (**200→100**).
Trooper & Bounty Hunter→Veteran Field Medic cost lowered (**200→100**). Now specifies that it grants Mastery.
Removed redundant text from **Trooper & Bounty Hunter→Elite**.
Smuggler & Agent→Disposable Identities cost lowered (**200→100**). Added Proficiencies to make **Habitual Intruder** non-essential.
Smuggler & Agent: Some perks reworded to fit page lengths.
Class perks that grant equipment Proficiency, Expertise, et cetera now specify that they apply to equipment of that class, rather than 'your class'.

Items:
Reworded the limited invulnerability property on some weapons to better match the actual failure case of an enemy destroying your weapon (rather than 'sabotage', which is insufficiently general).
All weapons now have the "will never break, malfunction, or fail, except by enemy action" property. Property moved to **Weapon** category heading.
Changed wording on **Smoke Grenades** from "you may select the color" to "you may select the colors".
Astromech droids' Machine Expertise feature now specifies that their ability to repair equipment includes themselves. Now specifically grants Expertise.
Astromech droids' Custom Loadout feature now specifies that 'normal person' is judged by the standards of the setting the item originates from, rather than the *Star Wars* setting.
Removed references to Warehouse Hangar and Garage, as they are not part of the standard Warehouse supplement.

Ships:
Removed references to Warehouse Hangar, as it is not part of the standard Warehouse supplement.
Replacement ships are now delivered via one-time remote autopilot.
Added **Beckon Call** Upgrade, which grants a reusable remote autopilot.
Weapons→Heavy Laser Batteries cost lowered (**100→50**). **Turbolaser** upgrade cost increased (**100→150**) to keep total price the same (**200→200**).

Companions:
Follower renamed to **Partner**.
Moved some text from **Errata→Partner** to the main **Partner** item. Compressed text and removed redundancies. Functionality unchanged.
Partner is no longer mutually exclusive with **Team**, **Full Lineup**, and **Call it a Guild**.
Companion **SP** lowered (**200→100**).
Guest Passes reworked. Maximum cost lowered (**300→200**). No longer includes Ships.

Drawbacks:
Back to School wording adjusted slightly. Changed how it interacts with your chosen **Starting Location**.
Far, Far Away now gives partial points to companions (**0→100/200/400**).

Added "Expertise" to **Notes**, since the word is used in some places. Changed title of subsection. Adjusted wording in several perks to use specific skill levels rather than more general language.
Corrected numerous typos and formatting errors.
Changelog reformatted.

v0.8.2:

Perks:
Clarified that **General→Drop-In** does not allow you to use discounts of the other faction's origin. It is now explicitly a non-perk toggle, and its value has been changed to show this (**0→+0**).
General→Ace now clarifies that it also applies to **Ships**, and that it applies to all forms the vehicles have from import options going backwards and forwards.
General→Backline Support now includes more experts, and some experts may be sorted into hierarchies the jumper is involved in, offering further utility.
Jedi & Sith→Subtle Manipulator reworked. New price→**200**
Jedi & Sith→Advanced Force Training price lowered (**600→500**). Now discounts Holocrons of that Discipline to **100**.
Trooper & Bounty Hunter→My Kit Don't Quit price reduced (**300→200**). Added an example to its Errata.
Smuggler & Agent→Disposable Identities price reduced (**300→200**).

Smuggler & Agent→Crack Shot expanded slightly.
Smuggler & Agent→Silver Tongue is now more about general schmoozing, rather than lying.
General wording adjustments to fit page length.

Items:

Cortosis Cache wording adjusted slightly (no functional change).
Restored landspeeders to previous replacement rates (7 days uninsured/1 day insured). Space vehicles remain at 30/7 days.
Added an image to the **Grenades** entry.
Remote Charges: Now specify that they are variable yield, for when you only want to *kinda* destroy something.

Ships:

Import option now specifies that only sub-capital ships are valid for import.

Companions:

Astromech droid companions no longer start with money.

Drawbacks:

It's Up to You heavily reworded. Now only removes canon class heroes that have actually been replaced. Now specifies that your origin and class are fixed, and you cannot take Drop-In.
Back to School higher values lowered (**200→150**, **300→200**).
Further adjustments to **Got a Bad Feeling About This** to focus on its effect on planning.
Further clarifications and adjustments to **Bounty Hunted** and its Errata.

Higher quality images for Chance Cubes (pg 7) and Lightsaber Specialty Icons (pg 8).
Moved or adjusted some images.
Added missing punctuation to some changelog items.

v0.8.1:

Perks:

Now specifies that **100 CP** perks are free for matching Origins, just in case.
General→Drop-In now specifies that it affects the current jump only.
Clarifications to the power level given by **Force→Prodigy Force User**.
Trooper & Bounty Hunter→Elite now specifies that its protections apply to all weapons you use, regardless of how you got them. Wording changed to match similar rules from the Item section.

Items:

Uninsured Speeders replace less often (every 7 days → every 30 days).
Insured Speeders replace less often (every day → every 7 days).

Companions:

All companion options now specify a starting wealth of ₹50 000.
Astromech droid companions (Items→Equipment→**Astromech Droid**) do not receive a Ship, but may spend **Ship CP** as general **CP** to (partially) offset the disadvantage of lacking an origin. The droid is also discounted.
Clarified that companions with **Guest Passes** receive a **Ship**, rather than only **100 Ship CP**, which would be entirely spent on buying a non-free Ship.

Drawbacks:

Adjustments to **Bounty Hunted**. Value lowered (**600→400**). Danger slightly lowered.
Adjustments to **Errata→Bounty Hunted** to match above changes.
Clarifications to **Errata→Got A Bad Feeling About This** on what the drawback does and does not effect.

Other minor spelling, phrasing, and formatting fixes.

v0.8:

Preliminary release.