

Star Wars: Ascendancy

v. 1.0

By: Bucky314

"For a thousand years it has been an island of calm within the Chaos. A center of power, a model of stability, and a beacon of integrity. The Nine Ruling Families guard it from within, the Expansionary Defense Fleet guards it from without. The Chiss Ascendancy."

Welcome to the Chaos, or as you likely better know it the Unknown Regions. It is 19 BBY, approaching the end of the Clone Wars in what the locals of the Unknown Regions call Lesser Space. Fortunately the ravages of the Clone Wars cannot extend into the Unknown Regions thanks in part to the complicated hyperlane situation. At some point in the distant past, chained supernovae throughout the Unknown Region changed the region such that hyperlanes became an ever-shifting web, severely dampening travel options. Jump by jump is a slow process of making small hyperdrive jumps to cross vast distances, and can take months to get just about anywhere. Due to this, much of the Chaos is isolated, with few options existing for extensive travel. Any number of threats can exist within this Region, and for the Chiss Ascendancy one has turned its eyes towards them.

You receive **+1000 CP** to spend on this jump. Will you aid Senior Captain Thrawn in his campaign to defeat the Grysk and safeguard the Ascendancy? Will you seek to ally with one of the many threats of the region? Will you simply explore these new worlds and seek adventure? The option is, ultimately, yours.

Origin:

While any of the origins can be treated as a Drop-In option, you will likely still have to align with one of the groups already in-world to deal with the coming days. Otherwise you can choose to be aligned with any polity located within the Unknown Regions. With this, you can also choose to be a member of any species you wish, so long as it is reasonably close to a base humanoid.

Naval Officer

You are a warrior of your chosen polity, or perhaps an independent mercenary. You are at home within the armored hull of warships, and the stresses of battle hardly seem to touch you.

Pathfinder

There are neither Jedi or Sith Orders to codify the various Force users of the Unknown Regions, but there are other more commercial organizations who make use of their powers for an express purpose: transport of starships through hyperspace through the maze of gravity-wells which make up the Chaos. Many of these groups operate through the Navigator's Guild, just like you will now be able to.

Politician

Your warzone is a debate hall, your weapons are votes. You are the wheeler and dealer of your chosen faction, or simply an independent commentator with aspirational dreams. Your expertise is focused on defeating bureaucracy and intransigent representatives.

Menace

But perhaps you yearn for greater things. The Unknown Regions and their labyrinthian hyperlanes mean that around any corner an entire warring empire could await, but you see it a different way. Around every corner there is another world to pillage and burn, every ship is a potential for plunder. Your aims could even point to a greater goal… the Chiss believe themselves secure, but you will show them otherwise.

Location:

Roll 1d8 or Pay 50CP to choose.

1 - Guild Concourse 447, Independent A hub for the Navigator's Guild within the Chaos, and homebase for the Navigator Quilori
2 - Csilla, Chiss Ascendancy Homeworld of the Chiss, as well as the center of the Aristocra
3 - Naporar, Chiss Ascendancy Headquarters to the Chiss Expansionary Defense Fleet and home to the Expansionary Fleet complex where Sky-walkers are trained.
4 - Sposia, Chiss Ascendancy Home of the Universal Analysis Group.
5 - Primea, Vak Combine The homeworld of the Vac Combine, Primea is currently in the early stages of a subtle political takeover by Yiv the Benevolent.
6 - Rapacc, Disputed The homeworld of the Paccosh, and currently under blockade by the Nikardun Destiny after taking in some refugees from the planet Sunrise.
7 - Sunrise, Disputed A world rich in Nyix Deposits and currently undergoing both a Civil War and an Invasion, though the latter is currently unnoticed.
8 - Free choice

Perks:

General Perks

(Free/100) Trade Languages

For the duration of the jump, you will know various trade languages used in the Unknown Regions, such as Sy Bisti, Meese Caulf, and Minnisiat, along with Cheunh and Basic. To keep your knowledge of these languages Post-Jump, pay 100 CP.

Naval Officer

(100) Crewman

You have the skillset to perform all of the mundane roles aboard a starship: a maintenance tech, an analysis group member, or even the simple janitor. Your skills hardly make you the best at your task, but you can certainly manage what is required of you in the most average ways.

(200) Bridge Officer

Your skillset now includes those specialized tasks performed by the crew who reside on the bridge: weapons officers, helmsman, first and second officer, Commanding officer, Caregiver, etc…

(400) Ship-to-Ship Tactics

It's one thing to be a competent Commander, and entirely another to be a true tactician. Your skills in the realm of tactics, especially in Capital ship combat, is now on par with some of the best to ever live. On a battlefield you can sit comfortably at two-to-one odds given your opposite is of average tactical skill, though mind you that you cannot guarantee any given opponent does not match your skill.

(600) You Must Learn to Appreciate Art

You are observant, able to piece together even complicated battle strategy and species-wide mental handicaps from a number of things. Nothing is as useful for this to you, however, as compared to a species' art. Given a selection of a species' artworks, you could develop crushing strategies that would see their greatest war fleets rendered helpless against a small taskforce. Given the opposing commander's personal artwork? You could manage five to one odds while being held captive aboard the enemy flagship and forced to prepare a precise battle plan well ahead of the battle, and never lose composure as you do it.

Pathfinder

(100) Third Sight

The singular most important ability of Force-wielders within the Chaos is the ability to navigate the complicated paths between worlds. This is accomplished by seeing just far enough into the future to foresee complications and avoid them through subtle adjustment of a ship's controls while in hyperspace. Most users do not expand their abilities beyond this, but were you to try to you would be able to extend this ability to other pursuits, including combat. Among the Chiss this ability is known as Third Sight, and among the Jedi and Sith this is known as Precognition. You begin the Jump trained in use of Third Sight to the level of a Chiss Skywalker, but with the potential to expand your skill to the level of Anakin Skywalker and possibly even beyond.

(200) Second Sight

A rarer ability among the Chiss, but more common in groups such as the Agbui, Second Sight is the ability to use the Force to affect the mind. This can take the form of reading

emotions, and with greater control even thoughts. Still greater control allows for manipulation of the target's mind. Naturally, this also gives a certain mastery of one's own emotions and mind. Transmission of thoughts is also a possibility with this idea, especially between two persons who share this ability.

(400) Telekinesis

Much rarer and less pronounced in the Unknown Regions, use of the Force to use and manipulate items with not but a thought is much more common for Jedi and Sith in Lesser Space. You are now capable of similar feats to a Youngling trained in the Jedi Temple, and can extend your abilities with further practice.

(600) Mastery

While any of the lesser perks can be upgraded with the simple application of time and practice, you as a Jumper may wish to skip all of that. If that is the case, you can pay to achieve mastery of all other purchased force powers, placing yourself on par with a Master Jedi or a Dark Lord of the Sith.

Politician

(100) Charismatic

Enough cannot be said about the value of people skills within the political sphere. While the institutions of government and the rules that govern them are an inevitable part of politics, ultimately a politician's job is to talk to the people that run that government and make those rules. And you are good at it. You're personable when you need to be, and menacing if you want to be. You know how to make someone believe your words, and can perfectly convey your own thoughts.

(200) Networking

And it's not just talking to the people, but knowing who it is you need to talk to. Decent politicians can rub shoulders with just about anyone, but you have a knack for finding those people who would be most useful at a moment's notice. What's more, you have a way of turning a casual acquaintance into a future ally who you could call upon for a tidbit of information or to speed up some bureaucratic process.

(400) Perceptive

It's not just the military minds who require a perceptive eye. You are the sort to see things most would miss, and understand the significance of such pieces of evidence. Were you tasked to run an investigation, it would take little time for you to complete your task thoroughly. But perception is only half of the perk: you also have an intuitive grasp of how to use your observations to the greatest political gain.

(600) Espionage

The dirty secret to politics is this: the one with the most information wins. Fortunately you are very good at gaining information: you are a master in setting up, maintaining, and utilizing spy networks and the like. Given a moderate amount of time you could be the most knowledgeable person in any room full of the most powerful people. This ability is especially pronounced in political settings such as the Aristocra.

Menace

(100) Consummate Liar

If you intend on taking down an Empire through subterfuge, the most basic thing you require is the ability to tell a convincing lie. Fortunately you are a master in that art, able to weave and maintain believable lies and tales that will keep your opponent off your trail and on their toes.

(200) Agbui's Art

You are a master manipulator, able to weave tales that will have your targets ready to kill each other while believing you are a simple primitive fool. With enough forethought and planning you could start civil wars which destroy entire worlds and bring Empires to their knees, and you have the patience to do it, too.

(400) Jumper the Benevolent

Like a certain Nikardun, you are not only an expert on the art of conquering other worlds, but you are also able to convince some of those same worlds to willingly serve you even to their own detriment. Perhaps you convince them that with you at their side they can finally strike at a long time enemy, or perhaps you can convince them that they are, in fact, the ones taking advantage of you. In any case, with the application of honeyed words alone you could take over entire worlds.

(600) Unique Application

One underrated skill of the Grysks is their ability to utilize new technologies and combine them with other technologies in a unique way. For example, Interdictor Technology, Cortosis-Weave, Hyperspace-tracking, and Cloaking technology are all fascinating and useful tactical tools on their own, but the Grysks made great use of them together in a single device. Like the Grysk, you have a knack for reverse-engineering and combining other technologies into single devices with devastating effect. Even mundane technologies see new possibilities in your mind when combined together.

Items:

General Items

(Free) Double Ring

This piece of jewelry is a pair of rings connected by a flexible mesh that is meant to be worn on two fingers. Depicted upon the ring is a symbol which if used as a personal sigil will grow in renown besides your own legend. This ring becomes a part of your Body Mod, as even stripping you of everything and anything you care about and banishing you to a deserted world wouldn't kill your legend. You can choose the symbol on the ring, but it defaults to a stylized image of a thematically appropriate mythological creature.

(100) Questis Data-Link Reader

Your standard Chiss-made touchscreen electronic tablet. It comes already loaded with various programs that could come in handy for an Expansionary Defense Fleet Officer, such as translation programs, data sifters, and ship readouts. In addition, there are also various leisure programs and even games.

Naval Officer

(100) Commission

Being skilled at a job is all well and good, but it's hardly useful if you have no way to prove it. Thankfully you have this: a commission into a military fleet structure of your choice in-setting. Alternatively, this can be a letter of marque signifying you as a trustworthy mercenary for the same fleet of your choice, and thus opening opportunities to work with even insular, xenophobic societies. In future Jumps this serves as membership in a military structure of your choice.

(200) Chiss Combat Uniform

This black uniform is the same one worn by Chiss Navy Officers when they expect combat situations will occur. The suit is designed to absorb and spread energy damage across the suit's surface. This means that should you be struck by an energy weapon such as a blaster bolt, the normally fatal blast is instead dispersed over a greater area of the suit. This makes a fatal blow into a painful lesson. The uniform has patches on the shoulder depicting either your family or some other identifying allegiance. The belt of the uniform has a handheld charric pistol and a combat stick.

(400) Nyix Deposit

The ships of the Unknown Regions are not as well shielded as those of Lesser Space, but they make up for it with Nyix-alloy hulls. Nyix alloy is made from the rare metal Nyix, which is itself exceedingly strong. For an idea of the rarity of a pure nyix mine, the entire Chiss Ascendancy only possesses three. Fortunately for you, you also possess a sizable Nyix deposit that, if mined, could be used for the construction of hundreds of ships. This deposit can either be located on a planet of your choice or added directly to your Warehouse.

(600) UAG Prototype

What you have here is an attempt by the UAG to reproduce one of the many pieces of technology locked within their Vaults. You can either choose one of the options that appear within the story itself or create your own, but are limited: no superweapons. This includes Starflash. Your prototype can be integrated into any vessel you purchase or import below.

(+400) For a modest bribe, the limit is lifted. Enjoy your Starflash (or some equivalent.)

Pathfinder

(100) Sensory Deprivation Helmet

This helmet was specially designed to mute your sense of sight, smell, and hearing to make tasks within the force much easier. It is also shockingly comfortable, so much so that you could wear it for long hours without the slightest hint of discomfort.

(200) Flight Simulator

Skywalkers guide starships through the void, but few ever learn to actual fly one. Fortunately your talent was picked up on by a Senior Captain. He couldn't get you any actual flight training while you are still a Skywalker, but fortunately he had the next best thing. This VR suite is designed to simulate any spacecraft you can imagine, and indeed many atmospheric craft as well, and will feel entirely real. The equipment can be used for training, or simply for enjoyment. If flying is not your thing, there are similar programs within that teach you how to man any position within a larger ship, though this is limited to multi-bridge crew ships.

(400) Guild Concourse

A space station designed for the pickup, dropoff, and housing of members of the Navigator's Guild. You receive the ownership of such a station, capable of docking up to twelve modestly sized ships and possessing facilities such as a tapcaf, motel, various small businesses, and a small repair facility. If put into service, the station will accrue a modest profit over time and serve as a decent home base from which to operate as a Navigator.

(600) Lightsaber

Let's just drop the pretenses and give you the tool of a Jedi Knight or Sith Lord. Whether a relic from a distant past, a trophy from a distant wanderer, or your own creation you have a single lightsaber of your chosen design.

Politician

(100) Traditional Robes

Whether it is within Lesser Space or the Chaos, robes are still a common choice for the wanderers, diplomats, and monks of the galaxy. Your robes can be as common or elaborate as you like, but defaults to a set of traditional Chiss formal robes.

(200) Skycar

Transport within atmosphere can take the form of public tube cars, but for someone of your position with such a busy schedule a skycar has been requisitioned. This vehicle is an enclosed model capable of maintaining its own atmosphere and is designed to match your political position aesthetically. It possesses a simple auto pilot and can reach speeds that would turn an around the world trip into a decent day's drive.

(400) Political Insertion

Being skilled in the realm of politics is useful, but you can't really call yourself a 'politician' without having some kind of position of power. You could form your own polity, but if you'd rather subvert or aid an existing one you can make this purchase. It gives you a position within a government of your choice. Within the Chiss Ascendancy, this position is approximately equal to a Syndic of one of the Forty Great Families, but you can choose a different nation-state within the Chaos.

(+200) If you seek more power, then you can pay for an upgrade. This increases your position to either the position of Syndic of one of the Nine Ruling Families or the Patriel of one of the Forty Great Families.

(+200) If this is still not enough, you can make one final upgrade to become the equivalent of the Patriel of one of the Nine.

(600) Family Homestead

Family Homesteads within the Chiss Ascendancy are massive headquarters for the family, and are designed to impress both the few non-family visitors and members of the family themselves. They generally range in size based on Family size and power. Yours is a match for the Mitth homestead, which itself contained multiple buildings, gardens, and even artificial lakes and entire mountains, all underground. It also contains all of the amenities necessary to run an organization such as the Mitth, including a communications triad. Outside of these, you also receive luxury apartments where your every want and desire can be met by the bevy of assistants assigned to you while you are within the homestead.

Menace

(100) Hooded Cloak

What you have here is a hooded cloak which hides your identity, and can even obscure identification of your species should you be a relative unknown to the viewer. In addition to the cloak, you also receive a small holdout blaster which the cloak will always perfectly conceal until it is needed, even if you are searched.

(200) Symbiont

These two fungaloids act as epaulets on your shoulders, and constantly test the air for toxins and poisons and warn you should any be present.

(400) Battle Droid

Droids and other such mechanical lifeforms are exceedingly rare in the Unknown Regions, and combat droids are all but unheard of. You now have in your possession a single battle droid from Lesser Space ‘borrowed’ from a CIS taskforce sent into the Unknown Regions. The droid follows your commands, and you will find it exceedingly easy to both upgrade and repair. If the droid does not naturally come with in-built weapons, it also possesses an E-5 blaster rifle.

(600) A Nation under your Thumb

You have taken command over an entire world and its species. You have achieved this by holding hostage something which the species hold dear, whether this be some kind of spiritual leader, precious resource, or even their children. Through this control you can command them to do practically anything to support your campaign, but be warned: if you somehow lose your bargaining chip, they will no longer serve you. Fortunately they will not communicate the threat they are under unless specifically queried about it. In subsequent Jumps you gain control over a new group and receive a new form of leverage.

Ships

Ships within the Unknown Regions are varied, having been developed by hundreds of different independent cultures and species. Largely, however, they fit within a few specific classifications, and have some similar technological roots. For example, ships in the Unknown Regions almost universally make use of Spectrum Lasers, Electrostatic Barriers, and Missiles in one form or another. These weapons and systems are generally weaker than those in Lesser Space, but can make up for it in other ways. For example, Chiss ships generally have more precise hyperdrive units capable of making in-system jumps far more accurately than the ships of Lesser Space. Below are some general classifications for ship types which you may purchase. These are the equivalents of the older model Chiss family warships as appeared in the novels: that is, equal to most Unknown Regions ships, but not quite on par with the newer vessels of the Expansionary Defense Fleet. If you would like to make an upgrade to the technological equivalent of the EDF, you will have to pay **+100 CP**. Your purchased ship comes with infinite fuel. Your armaments that require physical munitions of some form resupply every time you spend a week in drydock. You also receive an NPC crew of standard quality if your ship requires one to function.

Shuttle

(Free) Unarmed, with no hyperdrive and an unimpressive speed output. These types of ships are primarily reserved for travel either between ships or from a ship to a planet's surface.

(+50) Repeat Purchases

Fightercraft

(50) Less common among the Chiss, fightercraft are still used by some other species in the Unknown Regions. While yours does not have a hyperdrive, it is among the fastest and most maneuverable ships in the Unknown Regions, and possesses twin spectrum lasers. You also have a light electrostatic barrier, though more than a single hit would likely short it out.

Freighter

(50) Light freighters are, it can be said, the bread and butter of the Star Wars universe. Equivalent in size to a YT-1300, this freighter is equipped with a hyperdrive and a fast, powerful engine that makes it ideal for outrunning pirates. Of course, you can't always outrun them, which is why it is equipped with either a spectrum laser turret or four forward facing spectrum lasers. You also have a light electrostatic barrier, enough to tank a few hits.

(+50) But then, light freighters aren't terribly efficient when it comes to cargo transport. If you are willing, you can sacrifice the speed of your freighter in exchange for cargo space. This purchase upgrades your freighter into a bulk freighter, with enough cargo space to make a large profit. Unfortunately you will probably want to stick to well patrolled routes, since you're practically a sitting duck without some kind of escort.

Patrol Boat

(100) Approaching Capital-grade ships, we have the humble patrol boat. Predominantly meant to, as the name suggests, patrol, these ships range from heavy gunships to light

corvettes, and are heavily armed for their size. Possessing spectrum laser turrets, plasma sphere launchers, and a pair of missile hardpoints, your patrol boat is certainly sufficient to cause problems for a foe at the very least. Your electrostatic barrier is also powerful enough to weather quite a few blows.

Frigate

(200) A true capital ship, the frigate possesses similar armament to the Patrol Boat, but also possesses a stronger hull, stronger electrostatic barriers, and internal missile launchers. The frigate also has a small hangar for a single shuttle.

Cruiser

(300) At the cruiser level, you have more weapons, more armor, greater size, and importantly either an expansion to the hangar or a second small hangar, allowing room for either another shuttle or up to three strike craft.

Heavy Cruiser

(400) Heavy Cruisers, as opposed to standard cruisers, are more heavily armored and made to operate independently even deep into the Chaos. It is from the command chair of such a Heavy Cruiser that much of Thrawn's war with the Grysk was made. You can decide between either expanding the hangar to allow another shuttle or up to three more strike craft, or increasing your ship's armaments with near total spectrum laser coverage, an extra plasma sphere launcher, and extra breacher missiles.

Battle Dreadnought

(600) Uncommon among the Chiss, Battle Dreadnoughts are the midpoint between a Heavy Cruiser and a Man-of-War. Battle Dreadnoughts are also armed to the teeth, having weapons and defenses such that its odds against two Heavy Cruisers are better than fair. Often, the great threats of the Unknown Regions utilize Battle Dreadnoughts as their flagships.

Man-of-War

(800) The Chiss Man-of-War is meant to be the final answer in defense and offense: a massive warship, the Man-of-War has the firepower and defensive armor of an entire small fleet layered into it. The Man-of-War is equal in size to a Star Destroyer, and is considered the apex predator of the Unknown Regions.

Ship Modification

If your ship purchase isn't sufficient to your needs, you can always upgrade it. You receive **+300 CP** for this section only with every ship purchase.

Weapons

(50) Spectrum Laser

This purchase is for either a single spectrum laser turret or two forward facing spectrum lasers. Spectrum Lasers are the primary armament of the Unknown Regions, and are underpowered compared to turbolasers.

(50) Missile Hardpoint
You receive one extra mount from which you can launch a missile of some form. By default, it is a High Explosive missile.

(100) Plasma Sphere Launcher
You receive one extra plasma sphere launcher. Plasma spheres are slower moving then any other armament, but when they strike a target they release a wave of highly energized plasma which shorts out electronics. This can disable missile, fightercraft, or entire sections of ships.

(100) Breacher Missile Upgrade
This upgrades your missile stores to include, in part or in whole, breacher missiles. Breacher missiles, instead of containing explosives, instead contain acid. When these missiles impact they splash acid across the enemy hull and eat into the hull, destroying sensor equipment, electrostatic barrier emitters, and pitting the hull. This pitting increases the efficiency of spectrum laser strikes in the same area.

(200) Dibber Missile Upgrade
This upgrades your missile stores to include, in part or in whole, dibber missiles. These missiles are standard high-explosive missiles (or breachers if you bought that upgrade) with the addition of small autonomous drones which swarm around the missile when fired and protect it from counter fire.

(100) Crippler Net
This adds a launcher for a crippler net to your ship. Primarily effective against small vessels, crippler nets are wide electrified nets that, when fired, short out a target ship's systems. Against larger ships this may only be effective to disable small sections, but against smaller ships like light freighters this can be highly effective.

Defenses

(50) Electrostatic Barriers
If your ship didn't have them before, your ship now has an electrostatic barrier. This can be purchased up to twice in order to increase the strength of your ship's barriers to the level of a ship category above it. (I.E. Purchasing twice as a Freighter gives you the equivalent barrier strength to a Frigate.)

(200) Nyix-Hull Alloy (Free with Nyix Deposit Purchase)
This upgrades your hull to a nyix-alloy, an especially strong and light material which is commonly used by those factions who can get their hands on it.

Utilities

(50) Hyperdrive
Your ship, if it did not have one before, is now in possession of a hyperdrive unit.

(50) Luxurious Quarters
Where before your ship's quarters were stark, now they are upgraded to suit your standards of luxury, whatever they may be.

(100) Extra Hangar Space

This upgrade can either give you a small hangar sufficient to hold a shuttle or three fightercraft, or it expands an existing hangar to accommodate the same. (Note: three such expansions make the hangar large enough to contain up to a Patrol Boat.)

(100) Gallery
This upgrade gives your ship a room in which you can contain an entire art gallery, predominantly in holographic form. While within, you have an easier time coming to insights regarding said art and those that made them. This room can also serve as an extra command room, with the ability to holographically display battle data and the like.

(400) Pathfinder System
Beings would burn entire star systems to get their hands on this. This astronavigation computer has the ability to map and predict the chaos to 100% accuracy, meaning that you will not need to hire a Navigator ever again. This, in essence, allows you to travel anywhere in the Chaos with the same ease you would Lesser Space.

Crew

(Free) NPC Crew
They won't have much to say outside of what's needed to run the ship, but they are at least average in skill at their respective work stations. Optionally they can be droids.

(100) Veteran Crew
This upgrades your crew. Not only will they be more personable, downright human, but they will also be singularly excellent at their station. What's more, they will be at least capable of taking over on other stations should it be necessary.

(100) Warriors
This is a squad of heavily armed and armored soldiers who are specially trained to both defend your ship from boarders, and board enemy ships if that is what you require.

(100) Family Observer
This political ally will take up residence onboard your ship, and will serve the dual function as both an advisor and an advocate for you and your ship. If you make political waves, they will work tirelessly behind the scenes to smooth them out, and should your actions have a political fallback you have not considered they will raise it to your attention.

Companions:

Import (50) For 50 CP you can import any one companion into this world with any origin and 400 CP to outfit them.

Canon Companion (100) Have you gotten along particularly well with any of the locals? For 100 CP you can take them with you.

OC Companions (100) If you would instead prefer to create Companions, you can do so. A created companion receives a **600 CP** stipend and can choose an origin.

Drawbacks:

(Free) Continuity If this isn't your first excursion to this universe, you can have your previous exploits carry over.

(100) The Skywalker Conundrum You begin the Jump at age seven.

(+100) (Navigator Only) Your Force abilities are tied to your age, and you will lose them for the remainder of the jump when you reach age 14.

(+100) You also suffer from the same nightmares that all Skywalkers do, brought on by latent force sensitivity and building emotional pressure brought on by a high stress environment.

(100) Political Pressures Someone within your allied polity absolutely hates you. Unfortunately they won't be so kind as to just make an attempt on your life. No, they are a low-level bureaucrat with an abundance of time on their hands and a lot of connections with their fellow bureaucrats. As a ship's Commander, expect to be at the bottom of the list for repairs and resupplies. If a Navigator, expect to be given the worst and most annoying jobs. As a Politician, expect to receive poor aid and find every possible hurdle between you and your political goals.

(100) Agbui Companion On your arrival in the Unknown Regions you will encounter a single Agbui who requests passage aboard your vessel. Unfortunately for you, you cannot refuse him no matter how hard you try. He insists on touching your head in a 'greeting' and gives very poor advice. You can ignore his advice, but he has a way of just… always being there. What's more, he has a clear disgust for you and your species, but tries to hide it… poorly. He isn't a direct threat, just an annoyance that you cannot be rid of.

(+100) Did I say not a threat? Oh, he's a threat. Just to everyone around you. He will constantly try to convince them to conflict with each other, and eventually he will succeed. When the knives come out, he'll be on the sideline of it encouraging both sides with sadistic glee. Expect a stressful ten years.

(400) Pirates One of the many common threats in the Unknown Regions are pirates, something you will grow increasingly familiar with. It seems that every patch of empty space you stop in has a higher than average chance of hiding a nearby pirate base. Even if you stick to civilized worlds, you will find yourself unfortunate enough to arrive during a pirate raid.

(600) Grysk Attention The Grysk have a cultural tendency to deal with the enemy most immediate to them before moving on to other threats… and unfortunately they perceive you as the closest threat. Expect to be hunted by their allies, surrounded by their spies, and eventually to have to face their massive fleet. For you, they will set aside their campaign against the Chiss at least temporarily.

(600) Yuzhong Vong Invasion There are threats beyond the Chaos, threats which even the Chiss Ascendancy fears. Threats which prompted an alternate Thrawn to seek out Palpatine as an ally, and would in that same world bring the galaxy-wide New Republic and their fellow galactic neighbors to their knees. And now they're coming. On the first day of the fifth year of your Jump they will arrive into the Unknown Region. This an invasion of galactic proportions, and within a single year without your intervention they will reach Lesser Space. Within two years, they will have reached the Galactic Center, having broken every major faction in the galaxy in their war of conquest.

Scenarios

Grysk Schemes

The Grysk have plans regarding the destruction of the Chiss Ascendancy. Normally these would be prevented by the intervention of Senior Captain Mitth'raw'nuruodo, but unfortunately his campaign against the Vagaari pirates did not end well… that is to say, Thrawn is dead, and so will not be defeating Jixtus and his plans. The Nikarduun Destiny will surround the Chiss Ascendancy, the Agbui will sow a civil war, and the Grysk will mop up what is left. That is, unless you stop them. For this Scenario, you must somehow prevent Jixtus' plan and defeat the Grysk invasion to at least the same degree Thrawn did. This will not be easy, even with foreknowledge, since Jixtus is aware of you. He does not know about Jumps, but he recognizes you as an opponent and unfortunately has at least one ally who is a perfect opponent of you.

Reward: For his efforts in saving the Chiss Ascendancy, Thrawn was banished. Fortunately his banishment was, in part, orchestrated in order to recon the new Empire that had formed in Lesser Space. While within that Empire, Thrawn rose through the ranks to pass even his former rank within the Expansionary Defense Fleet. For your efforts, you too recieve a very nice white **Admiral's Uniform**, though it need not be specifically for the Empire. You also receive a single **Imperial Star Destroyer** with a paint scheme to match your double ring. You can modify it in the Ship Modification section.

The Vanto Route (Requires Non-Chiss)

Your jump begins well short of 19 BBY. Instead, you will begin your jump as a newly commissioned cadet in the Chiss Defense Fleet. Newly commissioned, and very controversial given your alien nature. You will have to face Chiss xenophobia, as well as politics, to reach the eventual rank of Commodore or above before the events of the novel.

Reward: As a Chiss Flag Officer, you are sufficiently high in rank to have command of your own starship, a **Nightdragon Man-of-War** to be specific. You can modify it in the Ship Modification section.

Outbound Flight

The Republic once sent a ship into the Unknown Regions with the intention of going beyond it. Crewed by, among others, 20 Jedi, the ship would be lost in events that directly proceed our current conflict. By taking this scenario, you arrive well before 19 BBY in time to get mixed up in the events of Outbound Flight. As a drop-in or independent, you will be in a freighter picked up by Thrawn's task force. As a member of the Chiss, you will be attached to Thrawn's task force in some way. As a menace, you will be attached to the Vagaari or to Sidious's own force. In any case, you will in some way come to a deciding role in the events of Outbound Flight.

Reward: Your reward will be dependent upon the fate of Outbound Flight.

If the ship is utterly destroyed leaving no survivors or the Vagaari successfully take it, you will receive a **Vagaari Pirate Cruiser**. While this ship has no electrostatic barrier, it does have living shields of sentient beings trapped in transparisteel-like plastic bubbles and mounted on the outside of the hull, making enemies unwilling to engage for risk of killing innocent beings. It also has an internal Interdiction field generator. It can be modified.

If the ship is able to move on with it's journey, you receive a **Dreadnought Heavy Cruiser**. Better defended and armed than Unknown Regions ships, this ship is manned by a crew of droids. It can be modified.

If the ship is disabled and falls into Chaf hands, you receive a **Chaf Family Warship** since they won't be needing it anymore. This warship is a Chiss Heavy Cruiser, equal to the *Springhawk*. It can be modified.
If the ship is disabled, but does not fall into Chaf hands, you receive a **Lucrehulk Command Ship**. This massive freighter-turned-warship contains hundreds of Vulture Droids controlled from the central sphere of the Lucrehulk, and is also armed to the teeth. It can be modified.
Finally if you take the ship yourself, you naturally get to keep the whole of **Outbound Flight**. A set of six Dreadnought Heavy Cruisers connected by a central core fuselage, this ship represents the possibility of a future beyond a Galaxy Far, Far Away, which is to say nothing of the military power it represents. It can be modified.
As a final bonus reward, should Mitth'ras'safis survive these events, Thrawn will scrounge up this **Delta-12 Skysprite**, a two-person unarmed variant of the Delta-7 Aethersprite starfighter used by the Jedi Order. Can be modified.

Notes:

UAG Prototype Limits: I broadly leave the definition of a ‘superweapon’ to you, but for an upper-limit to what I’d consider a ‘standard’ weapon as opposed to a ‘superweapon’ I would direct you to the primary weapon of the Onager-Class Star Destroyer.

Agbui Companion: If you want it, you can keep the Agbui as a Companion Post-Jump. He’ll finally give up on influencing you and your allies, and will instead turn his abilities to your benefit.