WEAPONIZED TACO FACTORY FANFICTION: THE KNIGHTS & THE SISTERS

By Asdas Sad

ORIGIN

Knights of the Old Republic: Hailing from the unknown space, the ancient order of the **Knights of the Old Republic** were once a crucial part of a long forgotten Intergalactic Republic, they like many other ended in Serack by chance while they were following the will of the **Light of Destruction**, the psionic semi-sentient well of energy that fuels their powers. The order, now reformed in the lands of Serack, seeks to impose order and control on all its neighbors with the help of their long lost precursor technology and wide psionic powers.

Your starting location will be **Eden**, the megacity that hosts the Orders Temple, on the floor 1977 at the steps of the Knights Temple.

Sisterhood of Blades: Fling from the unknown space after a galactic civil war broke the Intergalactic Republic in twain, the **Sisterhood of Blades** hid in Serack while trying to reconstruct their order and plot their revenge against the ancient enemy, the **Knights of the Old Republic**, who they blame for the destruction of their old homeworld. Unfortunately, earliest that they would like, the Sisterhood was warned by the **Gentle Darkness**, a psionic semi-sentient well of energy that fuels their abilities, that their ancient enemies were approaching, and was up to them to fight them back.

Your starting location will be **Eden**, the megacity that hosts both Orders Temple, on the floor 1313 at the steps of the Sisterhood Temple.

PERKS

KNIGHTS OF THE OLD REPUBLIC

The Light of Destruction (100/Free for Knights of the Old Republic): The manifestation of the light that pierces all existence is a powerful source of psionic energy that the **Knights Of The Old Republic** are linked to and helps fuel all their abilities. The Light of Destruction attuned to the concept of control, of oneself and of their environment, giving the Knights of the order great telekinetic and self-biokinesis potential, besides their normal psionic affinities.

From A More Civilized Age (200/Discounted for Knights of the Old Republic): You are old, with age comes experience, and with experience comes the wisdom to know that it is better to be proficient in the ten schools of psi-blade combat than master of only one. And you are of such a mindset, as you have reached the average knight level in all ten forms.

Precursor Technology (400/Discounted for Knights of the Old Republic): The secret that only the grandmaster knows, is that the great majority of the technology and techniques that the Knight Order uses propagate the effect of the Light of Destruction upon the galaxy, and now you have learned how to replicate it. You have now in your mind a repository of control based Clarke Tech that uses the Light of Destruction as a fuel source. As a bonus you also gain knowledge of technology and techniques needed to control, mitigate and eliminate the corruption created by entities or energy sources like the Light of Destruction.

Templar (600/Discounted for Knights of the Old Republic): Templar is a title granted to a subgroup of the Knights Order that have taken their mastery over the Light of Destruction to the greatest scale ever witnessed, those who achieve the power to move skyscrapers and the ability to freeze objects in time with their telekinesis. You have been granted this title, and gained its associated powers. As a bonus you also learned the secret art of Touki allowing you to wield your telekinetic might with your body as a medium.

Is said that a group of ten templars came together to move their ancient temple out of their homeworld into deep space.

Grandmaster (Requires Templar & Capstone Booster): Grandmaster, a title that only two people in history had achieved by their own merit alone. A grandmaster not only the leader of the Knight Order, but also someone that has mastered their telekinesis to such state that not only can rearrange the atoms of the whole Knight Temple into any shape and form they want, but

someone that also can pierce through space to create a corridor connecting them.

SISTERHOOD OF BLADES

The Gentle Darkness (100/Free for Sisterhood of Blades): The manifestation of the shadows that binds all existence together is the deep well of energy that the sisterhood of Blades uses to fuel their psionic abilities. The Gentle Darkness is naturally attuned to passion and the act of seeking freedom, giving the Sisterhood great affinity towards psi-concealment and psi-impulse, besides their normal psionic affinities.

Blade Dancer (200/Discounted for Sisterhood of Blades): You dance like no other, in your search for a blade dance style that perfectly matches you you have created a new one, fusing together another two of the original ten psi-blade styles to create a new hybrid form of which you are its first master. As a bonus you are a really good dancer, capable of learning any new style in a matter of days.

Witch Steps (400/Discounted for Sisterhood of Blades): Is relatively unknown by the Sisterhood of Blades, but a subsection of its founders were part of a group known as Sisters of the Night, a group of psi witches with great and mysterious magical powers that came from a red planet. You are a direct descendant from the matriarch of the group and have inherited their added potential and teachings, all stored in a magical tattoo in your body and soul. The tattoo has a design of your liking and is placed where you want it to be at any given time. The tattoo will slowly teach you in your dreams it's never ending knowledge until you master each and every part of it. As a bonus the tattoo also works as a secondary pool for your psi energy

Our Chains Are Broken (600/Discounted for Sisterhood of Blades): The Gentle darkness has set you free. As the underlying thread that holds together reality the Gentle Darkness has alway had the potential to free us of our destinies. And you have seen it through, you achieved the unthinkable and broke your chains, this has freed you from destiny and fate, making you a free blade in the dark. As a bonus you also learned the secret art of Darksaber, a technique to transform a psi-blade into an anti-psi-blade capable of shearing through energy and energy constructs. With enough training it's possible to fully use Darksaber without a psi-blade.

UNLIMITED POWER!! (Requires Our Chains Are Broken & Capstone Booster): As you would imagine, breaking your chains had a deeper repercussion other than freeing you from destiny and fate, it also has broken you innate racial limiters, allowing you to infinitely grow in power. But it seems that was not

everything, something more has awakened in your blood allowing you to more deeply perceive the world around you with more complex ***senses*** that tells you things that you should not know. Some type of Precursor heritage has awakened within your blood and only time will tell how it will develop.

ITEMS

KNIGHTS OF THE OLD REPUBLIC

A Knight's Blade (100/Free for Knights of the Old Republic): A simple weapon for a simple purpose. Consisting only of a hilt at first view this psi-blade weapon is the standard issue weapon of all Knights of the Order, once activated it will project a main blade and two minor ones that act as crossguard.

The psi blades protected by the Knights weapon are hyper hot to the touch, searing through almost all matter unless it is another psi-blade, energy shields or weapon; they also can bounce back energy projectiles. *Purchases beyond the first are discounted to half-price.*

Crystal Cube (200/Discounted for Knights of the Old Republic): An ancient Knight's holocron, in other words an holographic diary that keeps a psionic imprint of its master as librarian. This particular holocron contains the memories of a wise Templar that will be delighted to teach you his ways.

Ancient Vault of Stuff (400/Discounted for Knights of the Old Republic): The Knight Order is old... like, really, really old, and they all are a bit of kleptomaniacs, looting everything that their recently deceased enemy has, so the grandmaster of the time decided to choose a random room in their temple to toss everything inside and forget about it. That was almost five thousand years ago and it still seems like it accumulates new things each time you enter it. Now the vault has gained some sort of psionic sentience and has decided to follow you around.

Knights of the Old Republic Temple (600/Discounted for Knights of the Old Republic): It's a spaceship. No, really, that's it. The ancient Temple of the Knight Order, is in reality an ancient garden type spaceship with its own warp drive. In recent times the warp drive has broken down due to its age. Aniways, a part of its space capabilities, the Temple is capable of housing at least one hundred thousand sentients with room to spare, and due to its deep connection to the Light of Destruction any person that trains their psionic abilities while inside will have their results maximised by ten times.

SISTERHOOD OF BLADES

A Dancers Blade (100/First Free for Sisterhood of Blades): Unlike the Knights Order the Sisterhood places greater importance in individuality and encourages its sisters to fully customize their psi-blades. Even so, a great number of sisters choose to make a hidden psi-blade as a secondary weapon for their free hand, and it's not rare for them to further customise this hidden psi-blade by adding different addons, like a phantom blade, a pivot blade or a grappling hook.

All sisterhood psi-blades possess a nearly unstoppable cutting edge, and can only be stopped by another psi-blade, energy shields or weapon; they also can bounce back energy projectiles. *Purchases beyond the first are discounted to half-price.*

Crystal Sphere (200/Discounted for Sisterhood of Blades): Unlike the Crystal Cubes used by the Knights Order, the crystal sphere is an amalgamation of all sisters that ever completed the initial training of the Sisterhood, with the capability to adapt its teaching towards the person that it teaches, making it an excellent supplement of knowledge in your training.

A Workshop In The Shadow (400/Discounted for Sisterhood of Blades): While rare, some sisters delve in the mysteries left behind by the Sisters of the Night, to try and replicate their mystical abilities, but most of them end maimed in the attempt. Lucky you have an answer for this... well, is more like your shadow has it. Now your shadow houses an ever expanding precinct with delimited spaces for your many experiments, training grounds, storage, and housing. Currently it is empty.

Sisterhood of Blades Temple (600/Discounted for Sisterhood of Blades): Originally hidden in the shadow of the Knights Temple, the Sisterhoods Temple, come to be after the Sisters of the Night came together and solidify its existence, severing it form the Knight Temple, to create its physical presence. Being made of solidified shadows, the temple it's a living entity, capable of changing its inner layout to better accommodate the sisterhood at any given time, expanding and contracting to house any number of guests. Like its Sisters, the Sisterhood Temple possesses a deep connection to the Gentle Darkness and helps anyone that trains their psionic abilities while inside by a ten times multiplier.

COMPANIONS

Elise de Laserre (100/Knights of the Old Republic): One of the youngest Templars of the other, and all she wants is revenge. Her father was killed the same night that she was given the title and her childhood friend was shortly after falsely executed by the death of her father. Your arrival is a rare ray of light in her life consumed by shadows.

Kassandra (100/Discounted for Sisterhood of Blades): She is old and burdened with a greater purpose, Kassandra has spent the last two thousand years watching over a physical gate to the World Between Worlds, looking for a successor in her task or a way to destroy the gate, Kassandra has little hope remaining, that until you arrived.

NOTES

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PSI-BLADE FORMS

1. Shii-Cho
2. Makashi
3. Soretsu
4. Ataru
5. Shien / Djem-So
6. Niman
7. Yujo / Vaapad
8. Jar'Kai
9. Sokan
10. Tràkata

Yes, they are the Star Wars lightsaber forms, I'm not sorry at all.