Star Wars Sequel Trilogy Jumpchain V1.1



A long time ago in a galaxy far far away...

Calamity! Once again, light and dark war for control amidst a colorful and diverse galaxy! In the wake of the Galactic Empire's fall and the rise of the New Republic, fragments of the old powers scramble to solidify their positions.

The Imperial remnants are slowly coalescing into what will become the First Order, while the bureaucratic New Republic spawns a private military force, the Resistance, to circumvent political restrictions and fight the Imperials head-on. All the while, average citizens live their lives, independent contractors drift between jobs, and the few masters of the Force rebuild in the shadows.

But unbeknownst to all parties, a new figure has entered this story! A strange traveler from distant realms has come to this galaxy, and could single handedly shape the events to come...

Location - Roll 1d12 for your starting location, or pay 50cp to choose.

1. **Jakku** - A desert planet on the edge of the Inner Rim, Jakku is devoid of any green plants or major bodies of water. After the Battle of Jakku, one year after the second Death Star's destruction, the vast deserts of this planet were filled with the wrecks of Republic and Imperial ships alike. Now, scavengers hunt through the bones of these old beasts, making a living off of selling the parts. It's a hard life, but it's something.
2. **Castilon** - An ocean planet in the Outer Rim, Castilon has also seen its share of battles. Republic and Imperial wrecks lie scattered on the seafloor, but more interesting is the repurposed Imperial refueling station that now caters to civilians. The *Colossus* is home to a skilled band of starfighter racers. Perhapsyou can make a name for yourself here.
3. **D'Qar** - Far from any hyperspace lanes, this forested world is the current home of General Organa's Resistance. While it lacks any intelligent civilizations, the lush jungles of this world make for a great hiding spot. Just make sure you have a reason to be here, if you go talking to the local freedom fighters.
4. **Starkiller Base** - Once the ice planet of Ilum, the First Order has converted this world into a weapon capable of tunneling through Hyperspace and destroying any world in the galaxy. Starkiller Base is one of the First Order's crowning achievements, and they guard this treasure well. You better have a good reason for being here, as well as a quick way off should any Rebels come knocking.
5. **Nevarro** - Nevarro is a rocky and volcanic planet at the edge of civilized space. The settlements you'll find here are the rough-type, with bounty hunters and low-lifes aplenty. A strong Imperial faction also remains on the planet, despite numerous assaults by the New Republic. Rumor has it that there's even a Mandalorian Enclave here, if you're brave or foolish enough to seek it out.
6. **Pasaana** - While Pasanna is home to a significant native population, the rejection of most advanced technology has left this dustball quite primitive. The biggest attraction around is the Festival of the Ancestors, a celebration that occurs once every 42 years. There's also a crashed Sith ship here, but I'm sure there's nothing of value there.
7. **Ahch-To** - The vast oceans of this world are broken only by sparse rocky islands. Hidden in the unknown regions, this planet marks the birthplace of the Jedi Order. Now, the monks that maintain this ancient temple share their planet with a disgruntled old master.
8. **The *Supremacy*** - How did you get here! You're now on board Snoke's Mega-class Star Destroyer, the *Supremacy.* Serving as both the First

Order's capital and Snoke's seat of power, this vessel is more a mobile city than it is a warship. That said, everyone here is a warrior in some form or another, so don't expect a friendly welcome if you're not a member of the First Order.

9. **Crait** - A mineral rich planet in the Outer Rim, Crait's landscape and ecology has been shaped by the vast salt deposits across the world's crust. Once home to a Rebel Alliance outpost, this uninhabited planet now serves as a secret outpost for the Resistance. You'll find lots of caverns and tunnels here, but no cities or spaceports.
10. **Canto Bight** - Unlike most of the desert planets on this list, Cantonica makes for a wonderful vacation destination. The wealthy settlement of Canto Bight borders the largest artificial ocean in the galaxy. Every amenity for the mega-rich, from racetracks and casinos to lavish hotels and restaurants make this a very glitzy place to start your journey. Just try not to look *too* poor as you wander the streets.
11. **Exegol** - If starting on the *Supremacy* was dangerous, then this is suicidal. A dark planet hidden in the Unknown Region, Exegol hosts the Sith Eternal, a cult dedicated to resurrecting the Sith Order and Emperor Palpatine. Unknown to almost everyone in the galaxy, there's no place more secretive or dangerous than Exegol.
12. **Free Choice** - Fate smiles on you, Jumper. You may pick any planet from this list, or any other location in the Star Wars universe, to serve as your starting point.

Time

While you must role for your starting location, you have a little more freedom choosing your starting time. You may choose to start in **5 ABY** (Or After the Battle of Yavin), in the year immediately following the events of the Original Trilogy. You could start in **7 ABY,** amidst the adventures of a certain Mandalorian Bounty Hunter, or in **21 ABY**, when Rey is abandoned on Jakku. Starting in 28 ABY would let you see both the birth of Leia's Resistance and the fracturing of Luke Skywalker's new Jedi Order, while starting in **33 ABY** would let you observe the rapid growth of the First Order, like young Kazuda Xiono. Finally, you can choose to start during the events of the movies. Beginning in **34 ABY** will start you off during the events of Episode VII, as Finn and Poe escape the First Order and Rey leaves Jakku. Later in the year, the events of Episode VIII will come to pass, barring any large changes to the timeline. Finally, you may choose to start at the end of this story, in **35 ABY**. Doing so will place you in the galaxy for the events of Episode IX, meaning most of your stay here will push into the years following the canon events.

Finally, you may choose how long your stay in this galaxy will last. Normally, your journey would last the standard 10 years. If, however, you want to see this story through to the end, you may choose to extend your stay from your chosen starting point to **36 ABY**. If you want to stay for that final sunset, you may do so.

Age and Gender

You may choose your gender, as well as any age between 14 and 74. Alternatively, you can roll for your age and gender to **gain +50cp each**.

For age, roll 4d10+8. For gender, roll 1d4; 1-2 is male, 3-4 is female.

Race

[Free] Human: The galactic standard, so to speak. Humans have colonized the galaxy in places others wouldn't dream of, and have leveraged that adaptability to succeed. You're no better off than most others. Then again, you're no worse off either.

[Free] Twi'lek: Native to Ryloth, this race is most recognized for their chromatic skin and twin head-tails. Their natural beauty and grace means Twi'leks are both coveted as slaves and capable of rising to powerful positions. Wherever you end up, you'll be turning heads.

[Free] Galactic Fare: Your catch-all option. You may choose any established Star Wars race whose capabilities don't exceed the average human.

[200] Devaronian: The powerful, red-skinned beings of Devaron have many natural advantages. A host of biological adaptations have made them both physically strong and nearly immune to poisons and other toxins. Their skin naturally resists fire, and strong sexual dimorphism leads to stark differences between men and women. Male Devaronians are bald and grow large pairs of horns from their heads. Females grow full heads of dark hair, and have no horns.

[200] Wookiee: The tall, hairy, bear-like natives of Kashyyyk are an honorable race. Growing to more than two and a half meters, Wookiees are strong enough to tear arms out of sockets and throw other humanoids around like ragdolls. This strength made them prized slaves under the Empire, but the Emperor's death has freed many Wookiees from their shackles. They also have an impressive lifespan, and can live to be more than 400 years old.

[Variable] Droid: Some consider you a slave, others consider you a pet, and some may consider you an equal friend. You may build your chassis in the Droid Builder section, but cannot take force powers.

Background

Any background may be taken as a Drop-In origin. Jumpers will receive documentation and an appropriate history to smooth their transition if desired.

[Free] Nobody: Whether you spent your childhood scavenging scrap, or just prefer to be alone, you enter this galaxy with few friendly connections. However, the greatest heroes have often started small, and you may be destined for larger things.

[Free] Average Citizen: The galaxy isn't just populated with warriors, despite what the stories might lead you to believe. You're one of the average folk; the shopkeepers, merchants, pilots, and other workers that keep the galaxy spinning. You may not have any combat skills, but you know how to turn a profit!

[Free] Independent: As the forces of light and dark wage war, the people in between tend to be forgotten. Your life of gray may be hard, but your checkered past has taught you many desirable skills. Factions might pay a lot for your services, so long as you don't mind contract work.

[Free] Resistance: The rise of the New Republic might have ushered in a new era of peace, but there are still plenty of battles that need fighting. Founded by General Leia Organa and funded in secret by the Republic, the Resistance fights a cold war against Imperial splinter groups like the First Order. If you're looking to relive the glory days of the Rebel Alliance, look no further, Jumper.

[Free] Remnant: The Galactic Empire was so widespread and powerful that no single victory was going to destroy it. Even after Luke Skywalker defeated Palpatine, the Empire fractured into rival factions and warlords. Perhaps you're a former Imperial admiral lording over your own star system, or maybe you're a member of the technologically advanced First Order. You might even be a member of Palpatine's secret following, the cultish Sith Eternal. Whatever your choice, you refuse to let the galaxy ignore you.

[200] Bonus History - Force Sensitive: Throughout the galaxy, there exists a metaphysical energy field that permeates all things. A few select individuals, such as the Sith and Jedi of old, could tap into this connection and achieve amazing things. With this purchase, you are also in tune with this energy. You start out with the same raw power as the average Padawan, but you may hone your strength and skill with dedicated practice. This background may be added to any of the free backgrounds, but be warned that some factions may be more accepting of Force users than others.

Perks

Perks and Items that match your background may be purchased at half-price, though you may still pick from other backgrounds at full price.

General

[0] Basic Proficiency: It's a dangerous galaxy. Can't rightly send you out without this.You're no soldier, but you know how to use and maintain a blaster. You also know the *very* basics of piloting a starship, and can maintain any equipment you purchase in this jump.

[100] Melee Proficiency: You prefer the weapons of a more civilized age. You're an expert at employing melee weapons and unarmed fighting styles against your foes. You won't be able to out-duel a Jedi Master, but you'll be leagues above 99 percent of the galaxy.

[100] You Can Understand Him?: There's a lot of species in the galaxy, and not all of them have mouths persey. Droids speak in beeps, Wookiees talk in gargling roars, and those aren't even the strangest things. Thankfully, you don't have to worry about any of that. You naturally understand new languages as you encounter them, and can master speaking them at a blinding pace. Whether you're welcoming new friends or threatening new enemies, speak freely, Jumper.

[200] Stern Stuff: You are a paragon of physical and mental resolve. Take a Bowcaster bolt to the chest? Walk it off. Subjected to crushing psychic assaults? Must be Tuesday. Did your starfighter crash land in a scorching desert? You'll be back in the fight before long. You have the mental defenses and physical fortitude to push through near anything. If you purchase **Body of the Force,** this effect will stack with that ability.

[200] Space Battles Simplified: As it turns out, the third dimension makes outer space very different from any other battlefield. If you take this perk, however, you won't have to worry about such complexities. Have your dogfights in space. Your enemies won't come at you from above or below, your space fighters fly like planes, and your capital ships drive like boats. War never changes, Jumper.

[400] Kanata Lost and Found: Maz Kanata collects a lot of interesting artifacts from across the galaxy. Now she's willing to share them with you. Won't turn over much if you check every day, but come back occasionally and you'll find relics thought lost to time. Luke's lightsaber, Phasma's armor, maybe something even more valuable! Following this jump, she'll continue to collect interesting things in the worlds you visit and forward what she finds to your warehouse.

Nobody

[100] Scavenger: Where some see scrap, you see salvage. You can easily pick through wreckage and ruin and come out with any components that are still valuable. You also can tell how much something is worth with a simple visual inspection. With this perk, you can feed yourself and make sure you don't get scammed in the process.

[200] Storyfinder: You won't have to go far to find a fight. You'll be pulled into important events, encounter important people, and be present in important battles. You can choose to passively experience them, in which case things will more or less follow normal continuity, or you can pitch in and see what kind of future you can make for yourself. You may toggle this perk on and off.

[400] Teach Me: When you're playing with phenomenal powers, perks are no substitute for a true master. While most castaways lack the connections to find teachers, you don't have that problem. Whether you're training with a new power, navigating a new locale, or just trying to get a grasp on the situation, you'll never be far from someone who can show you the ropes.

[600] Bloodline of Power: Whether you're a Palpatine, a Skywalker, or are the start of your own dynasty, you have a deep reservoir of power at your disposal. Force Users will have the potential to one day challenge the Emperor himself, while pilots and soldiers would "merely" become legendary inspirations to their factions. Whatever your path, you will blaze a trail. You'll grow faster in strength and skill than even you could expect. Whatever you're good at, you're going to be the best. Soon you'll be a master yourself, combining powers and techniques you can only dream of.

Average Citizen

[100] Trade Skills: Whether you're a street sweeper or a senator, experience is what gets the job done. Unfortunately, you don't have time for that. You now have 15 years experience in a given job within the Star Wars universe. This job can't be overly powerful, like a planetary governor. Other than that, feel free to get creative.

[200] Playing Both Sides: You don't have time for these Rebel and Empire games, you've got a business to run. You know how to cozy up to Resistance and First Order types alike, selling to one, the other, or both! Wherever you operate, warring factions will leave you to do business so long as you don't directly contribute to one side in particular. If you can't make money during a war, you just flat-out can't make money.

[400] Droid Repair: You are a mechanical maestro, creating custom robotic creations and pushing existing droids far past their usual lifetime and capabilities. Whether you're creating cutting-edge assassins or prim and proper protocol droids, there are few, if any, who can match your skill.

[600] Shelter in Place: This is the ultimate say in conflict avoidance. Not everyone wants to wade into a warzone. Circumstances will keep you safe, depending on the situation. A singular crashing starfighter or stray blaster bolt might miss your shop, leaving you to go about your day uninterrupted. You won't be able to stay put if the planet itself is exploding, but fate will make sure to get you a ticket on the nearest evacuation shuttle.

Independent

[100] Pay's Not Great: But it's something. This perk makes it easy to find work with your skillset. The work may not be glamorous, and it won't pay for a luxurious lifestyle, but you'll always get fair wages, and you'll make enough to take care of ship and equipment maintenance, food and lodging for you and anyone you're taking care of, and still have enough to a bit to save for the future. This perk ensures that you'll still be compensated in some way, should your employer try to cheat you out of your earnings.

[200] This is the Way: Your morals are iron-clad, or perhaps beskar-clad. When you hold yourself to a code, nothing can force you to abandon them. Self doubt will slide off, and the actions of others will hold no sway. You can only lapse if you willingly choose to. As an added bonus, Karma smiles on you when you stick to your ideals. Both you and those who would try to tear you down get your just desserts in the end.

[400] My Charge: There are plenty of selfish reasons to fight. It's harder to find others worth fighting for. When you do find them, this perk will make you a force to be reckoned with. When protecting someone or fighting for another's cause, you fight at peak performance. Additionally, your actions have a much greater impact on the people around you, spurring change in the hearts of everyone you inspire.

[600] One Of Your Reputation: Whether you're a former Republic Drop Troop, ex-Death Trooper, or even a fully trained Mandalorian, you're a one-person army. You know how to fight, and have a storied past to match. You're easily the equal of a dozen untrained thugs, and with just a little time to prepare, you could take down a score of expert soldiers. With more like you? Who knows what you could accomplish. Those impossible missions, legendary heists, and daring rescues might not be so impossible after all.

Resistance

[100] Spark of Resistance: You have the courage to face down long odds, and the steadfast optimism to weather any downturn in fortune. Whatever comes your way, these tenants are the bedrock of your belief. Rebellions are built on hope, and you won't lose yours.

[200] One Hell of a Pilot: Lots of people fly ships, but you can make them dance. You're on a level with Poe Dameron and Chewbacca. You can fight against overwhelming numbers on your own, fly a freighter like an interceptor, and even pull off an in-atmosphere lightspeed landing. Sail the stars like no one else!

[400] Bespin Charm: Every rebellion needs two things; an inspiring speech and a fallback plan. With this purchase, you've got the former covered. A charismatic dog like you will have no trouble drumming up support for your cause or rallying your troops against long odds. This power will grow with your legend, matching your exploits and yielding greater returns. Who knows; topple an empire or two and you could lead a galactic fleet of civilians in a heroic charge.

[600] Crown of Organa: Some leaders are forged in conflict, and some are naturally gifted, but the best are both. You've got the political skill and strategic mind to be Leia's equal. A once-in-a-generation mind like yours could do a lot of things to shape the galaxy. Found a burgeoning government, balance the logistics of planetary kingdoms, and still have the political skill to run a covert resistance movement on the side.

Remnant

[100] No Rogue Stormtroopers: It doesn't matter how brilliant or powerful the Empire's leaders were. A galaxy-spanning superpower is only as strong as its weakest link. With this perk, your days of worrying are over. The loyalty of your troops now scales with your position. Squad leaders and captains could keep troops nice and dogmatic, starship captains could occupy a planet with a single Star Destroyer, and Supreme Leaders could lead thousands with cult-like devotion. As a rule, you must have legitimate power to increase this perk's effect. Good relationships are built on truth.

[200] Can't Be Crushed: You ever wonder how the First Order kept popping up after losing so many vital war assets? Maybe they had this perk. No matter how devastating a defeat you suffer, you'll always bounce back. Find supplies, recruit fresh troops, and fund that next superweapon. If your enemies want to wipe you out, they're going to have to hunt you to the last man.

[400] Snoke Protocol: Some people are too important to die. Now that someone is you. Once every 10 years, you can avert death. Regardless of your demise, your soul will be implanted in a clone grown by loyal followers. The new body will possess all of your memories and abilities, and will be guarded with zealous passion.

[600] Techno Enclave: The First Order didn't have the numbers or the ideology to rule the galaxy, so how'd they get everyone to listen? Simple. They held a gun to the head of the universe. The technical genius that made the First Order the threat that they are is now yours to claim. You can replicate their greatest accomplishments, from starfighters to superweapons. Everything from miniaturized Death Star tech to cloning research is well within your reach. The shining light of your intellect will illuminate the galaxy... or perhaps burn it to ash.

Droid Builder

Body:

[+200cp] Remote: Whether your body resembles the wheeled mouse droid, a floating probe droid, or the unicycle style of D-O, you've got a unique shape. These droids tend to be smaller and less durable, but who would expect a mouse droid to be running a galactic government?

[Free] Humanoid: Shaped like most beings in the galaxy, you have two arms and two legs. You may be a Protocol droid, an assassin droid, or something in between. You may even be able to wear clothing, depending on your size.

[100cp] Astromech: Usually compact and cylindrical, Astromech droids have assisted pilots and navigators for decades. Packed to the gills with tools and gadgets, Astromechs are compatible with most computer systems.

Utility Packages:

[Free/200cp] Optics: You may not be an organic, but you still need to see your environment. These sensors give you an understanding of your surroundings equivalent to human sight. This doesn't need to be based on visual data; you could instead navigate by echolocation, chemoreception, etc. For **200cp**, your sensor grid now gives you superb observational skills, granting you perfect perception in total darkness, at far distances, and in spectrums beyond the normal range of organics, such as x-ray and thermal vision.

[+100cp/0cp/100cp] Vocabulator: Every droid needs a way to communicate. You can choose to communicate only in the beeps and blurbs of Droid Binary and receive an extra **+100cp** for your trouble. For free, you may instead communicate in Galactic Basic. By paying an extra **100cp**, you now have an in-built translator, letting you speak any language you encounter.

[100cp] Magnetic Grip: Your hands and feet now contain powerful magnets, allowing you to secure your grip on metal surfaces. This could let you scale metal walls, cling to fleeing starships, or make yourself nearly immovable.

[200cp] Repair Suite: As miraculous a material as Bacta is, it doesn't work on robot bodies. With this set of tools built into your body, you can repair mechanical constructs like equipment, starships, and even droid bodies. Take your life into your own hands, Jumper.

[200cp] Rocket Boosters: Who said a metal man can't fly? With these powerful thrusters, you can now propel yourself at high speeds through the air. You can use this to cross chasms, slow a dangerous fall, or simply assault your enemies from an unexpected angle.

Defense Packages:

[100cp] Self Destruct: Your proprietary technology, Jumper. It would be a crime for your corpse to fall into opportunistic hands. Whether you're selfishly hoarding secrets or valiantly protecting your friends, this powerful explosive has the destructive potential to kill a squad of Stormtroopers or incinerate equipment within it's 10 meter range. Self-terminate with style.

[200cp] Up-Armored Chassis: You're made of tough stuff, literally. Thick armor protects your vital components, making you effectively immune to blaster pistols and weak rifles. Heavier weapons will eventually wear you down, but it will take several direct hits before the scorch marks show. Wade through fire, Jumper. Machines don't feel fear.

[200cp] Agility Upgrade: There are two schools of thought regarding defense; survive the hit, or don't get hit at all. With this upgrade, your agility and speed match that of the legendary commando droids, letting you sprint, leap, and roll through blaster fire better than any organic. Only those drawing on the Force will match your speed and acrobatics. Be the ninja robot you always wanted to be.

[300cp] Deflector Shield: There's no kill quite like *overkill.* When activated, this module creates a personal deflector shield around your body, making you immune to all energy attacks short of a starfighter's main cannon. Heck, even that will only knock you around a bit. The unit is quite power-hungry, limiting it's operating time to ten seconds. After this, the shield requires a thirty second recharge period before it can be used again. Laugh at blaster fire from behind your energy shield.

Offense Packages:

[50cp] Built-in Blaster: The best hold-out guns are the ones built into your very body. With this integrated blaster, you can never be disarmed. This weapon equals the strength of a high-end pistol or low-end rifle, and can be aimed as easily as you can move your limbs.

[50cp] Enhanced Strength: Training is for organics. Install more strength! You now have the power to lift all but the largest humanoid species above your head, and can easily pound in a blast door given enough time. Woe is the enemy who tries to fight you in melee.

[100cp] Flamethrower: No one expects the flamethrower...except maybe the Mandalorians. Integrated in one of your limbs, you have a close-range flamethrower perfect for antipersonnel work. Though the weapon only contains enough fuel for thirty seconds of continuous flames, new fuel is synthesized quickly within your body.

[200cp] Rocket Launcher: When the enemies get tougher, bring a bigger gun. This rocket launcher will destroy most unarmored vehicles and disable most small starships. Ammo is slow to replenish however, with new rockets being constructed over a week. No one expects the pocket rocket, Jumper. No one.

[400cp] IG Package: Assassin droids are among the deadliest fighters in the galaxy, and the IG-series from the Banking Clan are the finest amongst them. Their articulated limbs can reposition blasters in any direction, allowing for quick threat response. When coupled with their insane reaction and processing speeds, IG-series droids make quick work of brigands and soldiers with vastly greater numbers. With this purchase, you now operate on par with IG-11. You could clear thirty bandits from a captured village as easily as you might stroll down the street. Full spatial awareness makes you impossible to sneak up on. As a final bonus, you also have the programming of a nurse droid, offering you a set of social tools often neglected by other cold-coded killers. Be a force to be reckoned with, Jumper.

Force Powers

Only those with the **Force Sensitive** Bonus Background may purchase powers from this table. Everyone with the Bonus Background receives *Basic Package* and a 200cp stipend to spend on **this section only**. Barring perks or special circumstances, the powers you purchase here start at the level of a Padawan, growing in scale and finesse with practice and training. Even with space magic, there are no shortcuts, Jumper.

[Free] Basic Package: Though the force may manifest in many different ways, a few skills persist in every Force user's repertoire. You may move small objects at a distance, sense strong emotions present in those nearby, and occasionally receive premonitions of important events in the near future. These visions are often vague, so take care when basing your choices on these visions. As a final skill, you may suppress your own presence in the Force, masking yourself from any other Force users.

[100] Body of the Force: Tapping into the cosmic energy field carries some pretty awesome fringe benefits. Suffused with the power of the Force, your body can accomplish great feats of strength and speed. Your reaction time reflects your universal awareness, allowing you to dodge blaster fire and counter expert opponents. Your physical capabilities now edge slightly beyond the greatest potential of your species, making you truly supernatural. Even greater feats may be achieved when coupled with your other powers, such as using telekinesis to leap great heights.

[100] Blaster Manipulation: Who brings a sword to a gunfight? Someone who can ignore bullets. You may now use the Force to deflect or even halt blaster bolts in midair, nullifying the ranged weapons of your enemies. Once a bolt is frozen, it requires minimal concentration to keep suspended, though if you walk away it will continue on it's path. This power is less effective on kinetic projectiles and non-energy based weaponry, but dedicated practice may change that.

[200] Force Speak: By connecting all life, the Force can serve as a conduit for communication, regardless of distance. With this power, you now speak into the mind of someone you are familiar with. You must have met your target individual before to familiarize yourself with their Force presence, and the deeper your understanding of this individual, the farther you can reach with this power. A passing acquaintance could be reached from any point on the same planet, while a close friend or family member might be contacted from across the galaxy. Your target is guaranteed to understand you, even if you don't share a language, and you may communicate images and even real-time visions of yourself with practice.

[200] Mind Intrusion: A darker application of the Force's connection, wielders of this power may pierce the minds of those nearby to retrieve information, relive memories, or simply erode their mental faculties. This power requires you to be in the same room as your target, and will cause them significant pain if resisted. Those with strong wills may resist this effect, and might even reverse the connection, glancing into your mind instead. Better make sure they're not more powerful than you.

[400] Astral Projection: If you can send a message across great distances, what's stopping you from sending an object, or yourself? By putting your body into a meditative state, you may project the hyper-realistic image of yourself or other objects to places half a galaxy away. You may also transfer small physical objects between one point and another, though this must occur over drastically shorter ranges (roughly a mile), and the person receiving the object must also be attuned to the Force in some way.

[400] Force Lightning: The power made famous by the Emperor himself is now yours to take. You may draw on the energy of the Force to conjure bolts of lightning from your fingers. These surges are very powerful and deadly, capable of killing almost anyone in a few short seconds of agonizing pain. Only other masters of the Force or those with special defenses against energy attacks can withstand these attacks. Be warned that this power can be reflected by said opponents, and you have no special immunity to its destructive power. Even still, a fully realized master of this power could clear an average room in a few heartbeats. Your enemies underestimate you at their own peril.

[400] Force Sever: The Jedi, the Sith, and all those in between all rely on their connection to the Force to grant them their powers. Using this ability to disrupt that connection would sever their powers and leave them as mundane as someone not sensitive to the Force. This technique requires you to seal your target within a spiritual prison, meaning it is ineffective against opponents more powerful than you. Still, is it not the Jedi way to spare your opponent, in the hopes they might repent? See the **Notes** section for further details on this power.

[600] Essence Transfer: A product of the Sith's pursuit of immortality, this power allows you to dominate another lifeform and transfer your spirit into their body. This process is most easily accomplished when your target shares a connection to you, such as through a bloodline or powerful sympathetic emotion. The more similar your target is to you, or the greater your psychic domination, the fewer artifacts of their personality will appear in your transplanted mind. So long as you have a steady stream of hosts, you could live on forever.

[600] Force Heal: Where the Dark Side takes, the Light Side gives. Force users with this power may heal the injuries of other beings by granting them part of their life energy. The cost of each healing doesn't directly reflect the severity of each wound, allowing the user to heal serious injuries without incapacitating themselves in the process. However, fatal wounds are beyond this power's capabilities, unless the user was to give up their entire life force in exchange. In the name of balance, the Force will respect this ultimate sacrifice.

[600] Force Storm: Where others wield the lightning bolt, you wield the thunderstorm. This powerful display allows you to cast a wide field of disruptive electrical energy all around you. Even when wielded by a novice, this power would swallow small villages whole. If you were an ancient master fueled by vast reserves of power, you could disrupt entire fleets of warships. You are no longer a singular being, Jumper. Now, you are a force of nature.

[800] Empowering Spirit: The Force has always sought balance. That's why a 19 year old farm boy could challenge the greatest darkness the galaxy had ever known. Even now, with the Jedi nearly gone, the Light must rise to face the Dark. Using this power, you may now channel the spirits of former masters, granting you their wisdom and power. Your raw power will expand by orders of magnitude, and your skill will grow to reflect centuries of practice. Coupled with other skills and abilities, you may now draw on the traditions of old to rise to new challenges.

[800] Through Hatred I Gain Life: The Sith's greatest strength has always been their connection to emotions. Fueled by rage and passion, you may now draw on the Sith's tremendous strength, fighting through even the inevitable clutches of death. So long as your anger is unwavering, you may fight through any wound or bodily damage. Note that this power won't repair any destroyed organs or tissue, but the strength of your emotions will minimize any loss in functionality. Wavering in your anger will end this effect, potentially killing you if the damage is severe enough, but all that pain will make great fuel in the meantime.

[1000] Genesis: Have you ever heard the tragedy of Darth Plageius the Wise? He sought the ultimate power of the force; the mastery of life itself. This power can sustain the user indefinitely, healing deadly injuries and granting the bearer life eternal by drawing on the Force. Even the recent deaths of others may be subverted through the use of this power, though the bearer still must fear surprise attacks and fates too quick to react to. Finally, this power allows the user to create life where none previously existed. Just as Plageius did, you may cause another creature to bear a child without a partner. Such a child would be strong with the Force; perhaps even worthy of being your apprentice. This is ultimate control over the Force, Jumper. Use it responsibly, lest it destroy you.

Items

General

[0] Signature Outfit: Some wander the galaxy dressed in rags, some wear the finest costumes, and others still look like they raided the closet of the space pope. However you choose to present yourself to the world, this outfit will convey your taste perfectly. These garments are self-cleaning, and you will find a new set in your warehouse should they be destroyed.

[0] Basic Kit: The galaxy can be an unforgiving place, so you'll need a few things to get started. You receive two weeks of rations, a standard communicator, a basic blaster pistol with a few spare cartridges, and a small amount of local currency.

Nobody

[100] Rustbucket: This speeder is tough, reliable, and pretty darn fast over flat ground. What's better, it can haul a substantial load either behind it or in the netting along its sides. Additionally, a fingerprint scanner keyed to the engine makes this craft near-impervious to theft. You've got yourself a workhorse, Jumper.

[200] Lightsaber: Might want to hide this from prying eyes, Jumper. What you've got here is a genuine lightsaber, the favored weapon of force sensitives everywhere. You can choose to wield a classic single-bladed style, the folding double-sabers of the Jedi Temple Guard, or something even more unique. You can even pick the blade's color, though be warned that certain hues might send the wrong message.

[400] Sacred Texts: This collection is a comprehensive library of Jedi tomes, containing the entire history of the Jedi Order's philosophies and training regimens. Armed with such texts, you could master the ancient practices even without a teacher. As a unique property, those you instruct using this book can gain a youngling-level Force Sensitivity. For further growth, they must work hard and train constantly, though with your help the process may be expedited.

[600] Temple Island: Sometimes you just need to get away from it all. This barren island can only be found by you and those you trust with it's secret. The island itself lacks any populated settlements, modern structures, or inhabitants. What you *will* find here are the ruins of the first Jedi temple. The Force's strong

presence here will accelerate your training, yielding even more powerful results faster than you'd ever expect. When your time in this galaxy is done, the island's boon will apply to any skill or power you, or anyone you bring here, wishes to hone. Become the master, Jumper.

Average Citizen

[100] Blurrg: A beast of burden found across the galaxy, the Blurrg is strong, stoic, and well suited to hard work. Your new Blurrg will follow your simple orders, and will prove an earnest and well behaved pet.

[200] Business: Most folk in the galaxy don't make a living fighting wars. Often, the last people standing are the bartenders, dock workers, and clerks that keep the universe running. You now own a modest business that pays for a comfortable living and then some. In future jumps you may import this business, adjusting it to fit the setting. You'll always have a steady income, even if you leave your enterprise alone.

[400] Workshop: Everyone needs a hobby, and hobbies usually need supplies. Whether you're a droid maker like Babu Frik or you pursue another kind of craft, this spacious workshop has all the tools you need. A few trunks of replenishing supplies are also included, but you'll need to provide anything exceptionally rare or valuable. As an added bonus, anything you make in this workshop will sell for a tidy profit, regardless of its legality.

[600] Glitter & Gold: Looks like you're giving Canto Bight some competition. This coastal city is full of wealthy accomodations and wealthier customers. Even without your guidance, the profits from this exclusive retreat will make you one of the wealthiest people in the galaxy. Casinos, restaurants, hotels, and even a race track offer you plenty of ways to separate guests from their credits. You even get a classy security force to police your glitzy moneymaker. Captive fathiers and children are optional.

Independent:

[100] Big Iron: A cut above an ordinary blaster. While you can choose many forms for this weapon, it will be a force multiplier in itself. Whether you want a disintegration rifle, a heavy blaster cannon, an MK sniper blaster or something equally unique, your choice will strike fear in the hearts of your enemies. A one man army needs a one gun arsenal.

[200] Good Steel: You can be the fastest gun in the galaxy, but what really separates the good from the great is the ability to get back up again. This might help with that. You've got yourself a full set of Mandalorian armor, made of high-quality Beskar. Not only does this suit have the durability to stand up to heavy sustained fire, but it also packs a full offensive suite of gadgets into one compact package. You'll find grappling lines, flamethrowers, whistling birds, and more intuitively built into your armor. Your helmet includes a built-in communicator and sensors to detect footprints, heat signatures, and distant objects. You also receive a Mandalorian-style jetpack, though if you're not familiar with the Rising Phoenix technique, you may want to practice first before you stray too far from the ground.

[400] Mandalorian Forge: Within a Mandalorian enclave, few hold more power than the Armorer. With this Gravity Forge, you too may shape and craft the armor and weapons of the galaxy's most notorious warriors. Even non-Mandalorian designs can be fabricated and repaired with this workstation. This purchase also grants you the specialized tools you'll need to shape your works, a small collection of existing blueprints, and a modest but replenishing supply of Beskar Steel. Make something great!

[600] Darksaber: Once, this weapon belonged to the sole Mandalorian Jedi. After more than a millennia of conflict and contest, this relic now represents the Mantle of Mandalore's Champion. Normally only won through combat, the Darksaber draws other blades to it, making it exceptional at parrying other weapons. While the Darksaber is a weapon without equal, one should also consider its power as a symbol. In this galaxy, the Darksaber's wielder has the one true claim to the throne of Mandalore. In those that follow, they will cement your claim to any authority you take through conquest. Whether in this universe or the next, this blade bolsters any claims of authority you make. Others will believe your claims of rulership and martial excellence so long as you carry this sword.

Resistance

[100] Pilot's Jacket: If you're out to save the galaxy, you might as well do it in style. This leather jacket is both classy and comfortable, giving you that roguish look all freedom fighters strive for. This garment also offers much better protection against blaster fire and the elements than it has any right to. I mean, it's no suit of armor, but it's better than nothing.

[200] Captain's Medallion: Taken off a First Order officer, this key grants the bearer safe passage into any First Order stronghold or docking facility. You can get into a lot of nasty places with this piece. Just remember that this only buys you a berth, not a warm welcome. You still might have to do some fast talking after your ship lands.

[400] Windfall: As a private military, the Resistance usually has to make do with hand-me-downs and third rate equipment. If they want anything fancy, they have to steal it. This datapad contains a list of five locations where weapons, provisions, and other useful war assets can be located. These heists may be daunting, but each asset will be within your capabilities to steal. Locations may change as opportunities wane, but you'll always have a few to pick from. This datapad will provide you enough information for five heists per year, giving you plenty of chances to bolster your army.

[600] Bolthole: Every rebellion needs two things; an inspiring speech and a fallback plan. With this purchase, you've got the later covered. Tucked away in a remote part of the galaxy, you now have a secret base hidden away from any hostile forces. Unlike Crait, this facility was designed with subtlety in mind. Packed with supplies and laced with escape tunnels, this underground fortress has everything you need to wait out the storm. Through you, the rebellion lives on.

Remnant

[100] Sharp Uniform: Why is it that the bad guys get the best outerwear? Though people might question your morals, they'll never question your style. Whether this is a black dress uniform or a set of chromed out Stormtrooper armor, everyone will know that you are someone to be respected, feared, or both.

[200] Metal Walker: Say what you will about Tarkin, the man knew how to make an impression. Nothing says intimidating like a tank with legs. With this purchase, you receive an armored transport of your choice. You might choose the AT-AT for its capabilities as a troop transport. If you prioritize speed, you could instead go for an AT-ST. Of course, you may prefer firepower above all else. In that case, the First Order's AT-M6 is probably more your speed. Alternatively, you can select any of the many variants of mechanized walker used by the Empire and First Order. If your vehicle is destroyed, a new one will appear in your warehouse in one month.

[400] Garrison: After the Empire fell, every commander with a few guns to his name wanted to be a warlord. Now, you've got a shot at doing the same. You now command a standard Imperial line battalion, consisting of six hundred combat troops, two hundred support staff, several speeder bikes, and logistical infrastructure. Your soldiers will be housed in a modest, prefabricated base that you may place at the start of each jump or that you can choose to attach to your Warehouse. Alternatively, you may choose to use these soldiers to upgrade the crew of any starship you purchase or import, giving you the flexibility to repel boarders, capture enemy vessels, or even launch your own planetary invasions.

[600] Sith Wayfinder: Where once there were two, now there are three. This incredibly rare navigational beacon contains the location of Palpatine's secret Sith enclave, including the dark technologies and secret weapons the Emperor stashed away before he was overthrown. In future worlds, this device will lead you to locations and artifacts of great power, allowing you to access the most secretive caches of hoarded power, wealth, and technology in the setting. If your destination requires any kind of special circumstance or key to open, you may use this Wayfinder instead. As an added bonus, this beacon's navigational properties will guarantee you are the first to reach your destination, ensuring there is plenty of loot to plunder. Be warned; great treasure is often well guarded, and you'll have to contend with those challenges yourself.

Companions

Each purchase from below takes up one Companion slot. Perks purchased for "group" companions, like the Knights of Ren, are weakened and divided amongst individual members.

[Variable] Create/Import Companion: Perhaps you want to customize your traveling companions, or maybe you've already collected a following of your own. You may pay 50cp for every companion you wish to create or import. Companions made in this way receive 600cp to spend on perks, powers, items, and starships. Companions cannot purchase more companions, any Force Power that costs more than 600cp, or any Starship in the Dreadnought section.

[50] Astromech: Proven and reliable, Astromech droids are handy for assisting pilots and plotting complex navigational courses through hyperspace. With this purchase, you are now the proud new owner of your own shiny copilot. You may choose to have an older and larger R2 model, or a smaller, sphere-shaped BB unit. Whichever you choose, your droid will be compatible with any ships you purchase in the Starship section.

[50] Protocol Droid: Maybe you don't want to split up the set, or maybe you just want someone to dote on you. This droid is capable of acting as a skillful translator and manservant, and you may customize its given appearance personality.

[200] IG Unit: This ain't a lousy battle droid. The IG series of assassin droids boasts proprietary technology and unparalleled lethality. Expert marksmanship and faster-than-organic reaction speeds put this droid above almost every bounty hunter in the galaxy. Now this expert bodyguard (or assassin) is yours to purchase!

[200] Praetorian Guard: If it's bodyguards you seek, look no further. This purchase nets you eight expert warriors who will protect you with fervent zeal. They may not be Force users themselves, but they have the training and fearlessness to tackle any Jedi or Sith. Unlike Snoke's personal guard, these soldiers work in perfect tandem to coordinate your defense.

[300] The Child: Where did you come from, little one? This child is quite young, and will rely on you for all of its needs. Raising the youngling will carry the usual burdens of parenthood, as well as a few unique challenges. After all, this baby demonstrates a remarkable connection to the Force for one so young. Should you care for this child to the best of your ability, you will have the loyalty of one of the most powerful Force users in the galaxy.

[300] Knights of Ren: Every cult needs to start somewhere, and you'll find no followers more devoted than these knights. Each of these six is an unequalled master of martial prowess, boasting their own unique weapons and fighting styles. Additionally, these six have a steady sensitivity to the Force. Though they don't have the skill or strength to match the Jedi knights of old, perhaps you could change that with time.

[300] Canon Companion: Perhaps you came to this galaxy to meet someone specific. There are certainly enough heroes and villains present to inspire generations. With this purchase, you may recruit one member of the canon Star Wars cast to accompany you on your adventures through the multiverse. Be advised that you will still need to convince this character to join you, without the guarantee of perks or powers. However, this purchase will ensure that you have ample opportunities to meet and connect with your quarry.

[500] Darktrooper Platoon: This is the culmination of years of research. Unlike previous iterations, the third generation replaced the weak, fleshy suit-operator with a cold-blooded killer droid. Now, you have a full platoon of 40 Darktroopers. At 7ft tall, these imposing droids are practically immune to hand-held blaster fire and strong enough to single-handedly punch through a heavy blast-door. Built-in rocket thrusters allow each droid to deploy from a hovering spacecraft, conduct their mission, and return with blazing mobility. Networked for combat, these droids can coordinate with each other for deadly effectiveness. They are relentless, ruthless, and fearless, but lack the creativity and learning capabilities of organics. This purchase comes with a bivouac bay to house the platoon, which can be attached to your warehouse or starship. It also comes with a power source that can bring them to combat readiness in 5 minutes and allow for up to a full day of sustained operations before a recharge was necessary. Even a single of these droids would be a match for a fabled Mandalorian, and only a master Jedi could threaten the unit as a group. A fireteam of these Darktroopers could conquer small towns. Imagine what you could do with a full platoon!

Ships

Any ships purchased here come with a replenishing supply of fuel and ammunition, and anything smaller than a capital ship will come with a sparse-but-functional hanger attachment for your Warehouse. For an **extra 100cp**, you may also purchase the crew necessary to operate your ship, though some capital ships already include this feature. If you'd like to purchase a specific model of ship from the Star Wars Universe not listed below, you may acquire it by spending CP equal to the cost of the most similar ship listed.

To make up for a lack of discounts **Nobody** origins get a **+200cp** stipend to spend on ships only.

Fighters and Shuttles:

[50cp] Cockpit Shuttle (Free: Average Citizen): Made from the modified cockpit of a Mk2 B-Wing, this unarmed shuttle can carry three people long distances with impressive speed. Alternatively, you can have a YSB utility shuttle, or other small craft with minimal crew capacity, shields, and weapons. Just something to get from Point A to Point B.

[100cp] RZ-2 A Wing (Discount: Resistance): The Resistance's purpose-built interceptor is faster than anything else outside of hyperspace. The A-Wing has impressive maneuverability and shields but is lightly armed and has poor shields and armor. Additionally, the lack of Astromech compatibility limits the range of this craft's small hyperdrive. Requires pilots with cunning, fast reflexes, and no small amount of courage.

[100cp] BTLS3 Y Wing (Discount: Resistance): A relic of the Clone Wars, this baseline Y-wing served as the Rebel Alliance's dedicated bomber. This craft is best suited to deep strikes and hit-and-run tactics using it's wide variety of torpedoes. However, it's quite fragile. Better not get hit.

[100cp] T-70 X Wing (Discount: Resistance): Inspired by the legendary T-65, the T-70 is the standard starfighter of the Resistance. An exceptional dogfighter and attack craft, with Astromech compatibility for extended hyperspace travel. With the versatility to complete a wide range of missions, few multirole craft perform better than the T-70 X-Wing.

[100cp] B Wing Mark 2 (Discount: Resistance): Trading some of the X-Wing's versatility for raw firepower, this 3-person bomber, can launch devastating torpedo attacks against even the largest of warships. Though maneuverable, this craft does offer fewer anti-fighter capabilities than a dedicated dogfighter.

[200cp] Resistance Y Wing (Discount: Resistance): With X-Wings filling the fast attack role, the Resistance's Y-Wings changed to fill a different job in the fleet. Larger than their predecessors, Resistance Y-Wings serve as patrol boats, long range shuttles, stealth reconnaissance craft, and search-and-rescue vessels thanks to a modular mission package. Even with its new assignments, this craft's powerful laser cannons and variable torpedo launchers make it a stubborn force on the battlefield.

[200cp] T-85 X Wing (Discount: Resistance): The choice fighter craft of the New Republic Navy, the T-85 X-Wing improves on the T-70's already impressive specifications. The newest model of X-Wing boasts top-line maneuverability and acceleration, precise hyperspace navigation software, comprehensive sensor packages, and improved armor and shields to increase pilot survival. Alternatively, you may purchase Black One, Poe Dameron's personal starfighter. His post-market upgrades add a pivoting ventral laser cannon and an experimental engine booster to the dependable T-70 spaceframe.

[100cp] AAL Troop Transport (Discount: Remnant): The preferred landing craft of the First Order, this shuttle is capable of ferrying twenty Stormtroopers into battle with surprising maneuverability. This assault craft is durable, but features few weapons of its own.

[100cp] Oubliette-class Transport (Discount: Independent): Modeled after the personal transport for the Knights of Ren, this modified prison transport can take you and four "friends" across the galaxy with decent speed and protection. You don't *have* to haul prisoners in the hold, but why let good chains go to waste?

[200cp] TIE/fo Space Superiority Fighter (Discount: Remnant): The workhorse of the First Order, the TIE/fo improves on the older Imperial TIE fighter by incorporating deflector shields and a more efficient power plant. However, this new TIE still lacks a hyperdrive, making the pilot reliant on carrier vessels. Alternatively, you can choose to purchase a TIE/sf, a two-seater version that adds a rear-facing gun turret.

[200cp] Upsilon Command Shuttle (Discount: Remnant): Once you're high enough up the chain of command, you stop flying a fighter and start flying one of these. The Upsilon Command Shuttle specializes in ferrying you and your command staff to any and all of your battles. Not only does this shuttle offer peerless

battlefield management and communication equipment in a fight, but it provides opulent luxury for all the times in between.

[200cp] TIE/ba Baron Space Interceptor (Discount: Remnant): Built on the reliable frame of the Imperial TIE Interceptor, the TIE/ba is given only to the First Order's top aces and Special Forces. Equipped with quad laser cannons and a Class-2 hyperdrive, this fighter's tactical flexibility is matched only by its pilot's skill. The red paint job is optional.

[300cp] TIE/wi Modified Interceptor (Discount: Remnant): You're either friends with the R&D department, or a pilot without equal. This modified version of the TIE Whisper retains the sensor baffles that offers the baseline model a degree of stealth while packing three times the armament. Between four laser cannons, a heavy dual-laser turret, and two variable torpedo launchers, you'll have no trouble roasting anything that crosses your path. Add in greatly improved speed, range, and maneuverability, and you have the best fighter in the First Order.

[300cp] Razor Crest Mandalorian Gunship (Discount: Independent): Originally designed as a patrol craft for small security forces, this gunship has been converted to be a fighter, troop transport, and mobile home all-in-one. The lower through-deck maximizes cargo space, whether you're hauling cargo or soldiers, and even features a mobile carbonite freezer. The upper deck is split between the cockpit, your quarters, an escape pod, and the ship's powerplant. Rugged, useful, and powerful, the Razor Crest is perfect for the solitary hero.

[400cp] SF17 Starfortress (Discount: Resistance): When a few torpedoes won't cut it, you need a ship that can haul more than a thousand proton bombs to your target. Operated most effectively by a crew of five, this heavy bomber makes up for its lack of speed with sheer firepower. It may fly like a brick, but it's also as tough as one...barring any accidental explosions.

Escorts and Specialty Ships:

[100cp] GR-75 Medium Transport (Discount: Average Citizen): Versatile but unarmed, the GR-75 can carry 90 soldiers or 19000 tons of cargo. It's modular design made it adaptable to both civilian pilots and the Rebel Alliance, spawning several specialized variants. Instead of the standard cargo carrier, you can instead choose to purchase the medical, salvage, or landing transport variants.

[200cp] Hammerhead Corvette (Discount Resistance): A small but tough addition to rebel fleets everywhere, the Hammerhead corvette boasts powerful engines and heavy forward armament. The ship's high speed and torpedoes make it a great capital ship killer.

[200cp] G58 Hazardous Material Transport (Discount: Average Citizen): Designed as a specialty freighter to originally dispose of hazardous waste, the G58's hardened exterior makes it ridiculously armored for a civilian vessel. Your cargo bay is built like a vault, and your ship is so tough you might just think of *ramming* pirates instead of shooting them.

[200cp] Gozanti class Patrol Cruiser (Discount Remnant): More an armored freighter than a cruiser, the Gozanti-class has been serving private businesses and official navies for decades. Most recently modernized by the Imperial Navy, the Gozanti-class can serve as everything from a logistics transport to an electronic warfare corvette with the proper modules installed. Gozantis also acted as ultra-light carriers, servicing up to four TIE-fighters or two AT-AT walkers on external umbilicals. Just don't take it into any fights; your single laser turret will barely scare away pirates. Whichever variant you select, few designs have stood the test of time like the Gozanti.

[300cp] VCX-100 (Discount Independent): Perhaps you want to transport less than legal cargo? Or maybe you just want to imitate a certain Ghost. This freighter-turned-gunboat boasts ventral and nose turrets, decent cargo capacity, and enough sensor jammers and engine baffles to keep it off *most* military radar screens. Comes with a small auxiliary craft that can function as a light fighter or limited shuttle. Perfect for flying on the edge of the law.

[400cp] YX-950 Industrial Freighter (Discount: Average Citizen): At 124 meters long, this is the largest Corellian freighter ever designed. Originally intended as a heavy freighter, this vessel can accommodate mobile refineries, manufacturing bays, and a robust reactor that could easily be converted to support capital-grade weapons, should the owner have an agenda against the establishment. It's large size makes it costly to enter the atmosphere or land, but the built-in utility shuttle can easily ferry crew or cargo to stations and planet surfaces. Whether it's serving as a mobile refinery, a fleet maintenance ship, or just a heavy cargo transport, you can count on that Correlian quality. Comes with a small team of BA series astromechs for ship maintenance and onboard industrial roles.

[400cp] CR90 Corvette (Discount: Resistance): Absolutely ancient by the time of the Resistance, the CR90 Corvette was no less crucial to the fall of the Empire. The ship's impressive engines make it an excellent blockade runner, while it's laser

turrets make it a strong picket ship against starfighters. Rebel variants even include a docking ring, turning the vessel into an ultra-light carrier in a pinch.

[400cp] Arquitens class Light Cruiser (Discount Remnant): Designed as a light cruiser and escort ship in the closing months of the Clone Wars, the Arquitens-class served many roles in both the Republic Navy and the later Imperial Navy. After a substantial modernization refit, the cruisers that survived the fall of the Empire can be crewed by as few as 30 officers and droids. The ship boasts an impressive internal hanger and launch system, capable of fielding the ship's contingent of 5 TIE fighters in less than two minutes. The vessels also carry a large internal hanger bay that services two Imperial Troop Transport shuttles, allowing the Arquitens to deploy contingents of soldiers planetside in short order. With ample cargo space, considerable speed, and enough weapons to threaten anything smaller than a capital ship, the Arquitens is an important part of any larger fleet.

[500cp] Virgilia class Bunker Buster (Discount: Resistance): This heavy corvette is specialized for planetary bombardment. It's proportionally strong point-defense grid makes the ship difficult to assault from space, and it's complement of 6 Starfortress heavy bombers and two U-55 Loadlifters make it perfect for attacking planetary fortifications from land and air. Of course you could just skip the invasion and drop one of the ship's 100-megaton plasma bombs on your target; there just might not be much left to capture afterwards.

[500cp] Nebulon-C Escort Frigate (Discount: Resistance/Remnant): Heavily armed and well shielded for a frigate its size, the Nebulon-C helped bulk out the Resistance's meager fleet with ships with legendary adaptability. Excelling as anti-starfighter platforms, medical frigates, command ships, and light carriers, the Nebulon-C has a tried and tested reputation. Alternatively, you may instead purchase a **Nebulon-B Escort Frigate**, before the ship was stripped down to it's keel and modified after-market. This Imperial variant boasts an impressive weaponry, fleet support accommodations, and extensive hanger facilities for up to a full squadron of TIE fighters and specialty craft.

[600cp] Millenium Falcon (Discount: Independent): It wouldn't be a Star Wars jump if you couldn't buy the most iconic ship in the galaxy. The heavy tinkering of Han Solo and Lando Calrissian has turned this medium freighter into the fastest ship in the galaxy. The ship's impressive acceleration and maneuverability at sublight is impressive, but its Class-0.5 Hyperdrive is what really sets it apart. All that, and you still have the functionality of a decent-sized freight hauler. She's a lotta ship, Jumper. Hope you can handle her.

Capital Ships:

[400cp] Baleen-class Heavy Freighter (Discount: Average Citizen): Though unable to land on a planet's surface, the Baleen-class freighter can store *massive* quantities of cargo across it's bulky, 400-meter frame. The vessel also contains a very large bow hanger, allowing the owner to dock even medium-sized freighters inside the huge cargo hauler. This ship's perfect for the merchant mogul doing honest work.

[400cp] Venator class Star Carrier (Discount: Independent): Here's the other hilariously outdated ship on this list. Serving in the Clone Wars as a cruiser/carrier hybrid, the Venator offers both excellent hanger space and impressive armaments for a warship...of its era. That said, you're still buying a Star Destroyer, and it's advanced age means it's off *everyone's* books. They'll never see it coming, Jumper.

[500cp] Raddus-class Cruiser (Discount: Resistance): Taking advantage of technological advancements, The Raddus-class carrier/cruiser hybrid can be crewed by as few as fifty people using state-of-the-art automation and computation. Chosen by the Resistance to act as their flagship and command center, the Raddus-class can win both military and logistical battles while still being nimble enough to escape its enemies.

[600cp] Imperial-I class Star Destroyer (Discount: Remnant): It's the ship that started it all! The ISD is likely the most recognizable ship in the galaxy, and for a time it was also the most imposing. Carrying 72 TIE fighters, 9,600 Stormtroopers, and enough firepower to slag a continent, it's no wonder a single ISD could occupy most civilized worlds. You may choose to also receive the 37,000 crew members you'll need to operate your new Star Destroyer, but be warned; this ship only carries consumables for two year voyages, and was intended to operate with heavy support infrastructure.

[600cp] Starhawk-class Battleship (Discount: Resistance): Introduced in the New Republic's first year, the Starkhawk-class Battleship is one of the few vessels capable of matching a Star Destroyer in a slugfest. Boasting heavy shields, bristling with lasers and turbolasers, and packing enough concussion missiles to sink a small flotilla, the Starkhawk-class Battleship was a last hurrah built before the New Republic demilitarized. Wield the swords of old once more, Jumper.

[700cp] Resurgent-class Battlecruiser (Discount: Remnant): Without the galaxy-wide support the Empire had, the First Order had to rely on fewer, more self-sufficient warships. Enter the Resurgent-class. Almost a full three kilometers

long, the Resurgent acts as part Star Destroyer, part carrier, part command ship, and part mobile base. Carrying two full wings of starfighters, a full legion of stormtroopers, a prefabricated ground base, and even an attached light cruiser, the Resurgent is the ultimate planetary occupation package. That said, it's still a terrifying force in fleet combat, outgunning anything outside of the First Order. As with the Imperial-I, this purchase automatically includes the 74,000 crew members that are required to operate this ship. Rule your world with science and might, Jumper!

Dreadnaughts and Space Stations:

All ships of this size category come with crew included.

[800cp] Mandator IV Siege Dreadnaught (Discount: Remnant): A testbed for technologies later employed on the Xyston-class, the Mandator IV Siege Dreadnaught was the largest gun platform ever employed by the First Order. Almost three times the length of the Resurgent-class, the Mandator-IV was built around two ventrally mounted orbital autocannons. These weapons fire two-bolt salvos against both planetary and spaceborn targets, leveling entire bases wherever they land. The Mandator also carries a full 22,000 stormtroopers, a crew of nearly 200,000, and has a point defense network that can intercept all but the most skilled of starfighter pilots. Just be sure to manage your recharge times and watch for lucky bombers.

[800cp] Colossus-class Space Station (Discount: Independent): Originally intended as an Imperial Super-tanker, the Colossus-class support station has the facilities and resources to support a small colony. Onboard refineries and repair shops make it a perfect nexus for starships and fighter craft, and a large marketplace caters to any civilian populations that might call this station home. The Colossus is environmentally sealed, and can make its home in orbit, atop the sea, or even in deep interstellar space. Powerful shields give the Colossus lots of durability, but subpar weapons and engines will make you regret using this like a warship except in the most dire of circumstances. If you ever wanted to be governor of a trade hub, this station is a great way to do it!

[1000cp] Xyston Class Star Destroyer (Discount: Remnant): You're probably going to want to hide this thing. The Xyston-class is the culmination of more than 60 years of superweapons research, packing the planet-destroying capabilities of the Death Star into a warship exactly 50% larger than an Imperial-I class Star Destroyer. The ventral superlaser is capable of burrowing into a planet's core and rupturing the planet over a sustained five-second firing sequence.

Unfortunately, the added superlaser greatly diminishes both hanger space and troop carrying capacity, making the Xyston more of a flying cannon than most other designs. This vessel comes with 30,000 Sith Eternal cultists, crewing your new superweapon with zealous loyalty. Have fun threatening the galaxy!

[1400cp] Mega-class Star Dreadnaught (Discount: Remnant): I hesitate to even call this a ship. The Mega-class Star Dreadnaught spans 60 kilometers wide and 13 kilometers long, forming a broad wing shape. The only ship of this class, the Supremacy, serves as the mobile capital of the First Order and the throne of Supreme Leader Snoke. Home to 2.25 million crewmembers and a full corps of Stormtroopers, the Mega-class' true strength lies in its production facilities. Onboard factories produce everything from blasters to ground bases for the First Order, and the internal shipyards of the Mega-class are capable of housing, repairing, and even constructing a Resurgent-class battlecruiser given the resources. Even armies can be replaced using the training facilities and barracks within this mammoth vessel. With forges and mining facilities purpose built to collect raw resources, and some of the finest research and development labs in the galaxy, the Mega-class Star Dreadnaught is the unassailable center to your galactic empire. This purchase does not include the Supremacy's support fleet of six Resurgent battlecruisers, but the Mega-class retains its ability to dock half a dozen of the First Order's star destroyers externally. Rule the galaxy, Jumper. You certainly have the means.

[1600cp] Starkiller Base (Discount: Remnant): What have you done? Only one of these was supposed to exist. Made from the kyber crystal-rich planet Ilum, Starkiller base is a 660km wide superweapon built into the husk of a dead world. This planet's resources have been heavily depleted to create a weapon of unrivaled destruction. By depleting stars for their dark energy, StarKiller Base could launch devastating energy beams, igniting planet cores and destroying entire star systems in a single shot. These energy beams are unguided, and thus require complex calculations to aim, but can burrow through hyperspace, stretching across the galaxy and continuing until they hit their target. *This* is the gun the First Order aimed at the galaxy. *This* is what allowed a small but advanced splinter of the Empire to bring millions of star systems to their knees. Starkiller base is slow, but mobile, allowing it to relocate to systems and drain new stars to reload its superweapon. The planet itself has extensive fortification and hanger space to sortie First Order starfighters and ground troops, but much of the small planetoid's subterranean space is taken up by the superweapon's machinery. This machinery is still vulnerable to destruction and sabotage, so you'll have to protect your new planet-killer, but so long as you do you will be a force to be reckoned with. They'll have to take you seriously now, Jumper.

Drawbacks

There are no limits on drawbacks, but be careful not to get in over your head.

+0 EU Toggle: Maybe you don't like how the sequels were handled. Maybe you just want to fight the Yuuzhan Vong. Whatever the reason, you now have the ability to trade Disney's continuity for the Extended Universe. Doing so will change events drastically, leading to new conflicts, the rise of different heroes, and new opportunities. Hope you have a plan in place.

+0 Import Your Star Wars History: This isn't your first time in a galaxy far far away. If you've previously taken a Star Wars jump, you may choose to import your history from that jump into this one. Depending on your past actions, this may cause ripples in the timeline, changing the future drastically from how it appears in the Sequels.

+100 Curse of Kazuda: You're quite clumsy. You can fly a starship when the chips are down, but you won't be able to walk around a hanger without tripping over a bucket or falling over yourself. This will get better with time, but you'll never be able to go a full week without some minor misfortune befalling you.

+100 Jakku Stockpile: Life would be too easy if you had all your gear right at the start. Most people have to earn their swag! You will now enter this jump with only one of your material purchases. The rest will be earned, stolen, gifted, or otherwise gained over the course of the next five years. At the end of these first five years, you will have all your purchases at your full disposal. Hope you didn't need that lightsaber right away.

+200 Third Wheel: Like a certain protocol droid, no one seems to respect you. They'll work with you if they need to, and they won't be outright hostile, but they won't take you seriously. Even if you have something useful to say, getting people to listen is going to be difficult. As if that weren't enough, your "friends" can say some pretty hurtful things sometimes. Hope you're not insecure or anything.

+200 Self Exile: You need to be away from it all, Jumper. And I do mean "*need*". For the duration of this Jump, you will feel great discomfort when near people. If you seclude yourself on a secret island on a hidden planet, and only have some non-verbal nuns to interact with, this is barely noticable. If you found yourself on Coruscant, this pain might just kill you. Better find a place with as few people as possible, Jumper.

+200 Hunted by First Order: You have a record, Jumper. Maybe you ran spice back in the day. Maybe you aided the Resistance when you were younger. Maybe you're too important to ignore. Whatever the reason, the First Order has made you a target of priority. If you find yourself in a First Order-occupied world, you can expect to be stopped and incarcerated. If you actively oppose their goals, they'll outright attack you on sight. If you took the **Remnant** background, you're a part of a rival post-Imperial faction. If you took the **Resistance** background, you are a high-priority target, and may even draw dedicated assassins or other attacks as the First Order tries to wipe you from the playing field. Better move quickly.

+200cp Hole in the Force: The energy field known as the Force permeates everything in the galaxy. Everything except you, apparently. You are cut off from the Force during this jump, and any **Force Power** purchases will only become available after you finish your time here. During your stay, your condition will mark you as an anomaly in the Force, making you more noticeable to Force users. On the plus side, Force Powers will have a harder time affecting you. Allies and opponents both will have difficulty moving you with telekinesis, and they can forget about any kind of Force-facilitated communications. Just don't go stepping into any Force Storms; you're resistant, not immune.

+300cp Fate Comes Knockin': I hope you didn't plan on avoiding conflict when you came here, Jumper. Just like a certain trio of unlikely heroes, you'll soon find yourself in the middle of a galaxy-wide conflict. Wherever you start your journey, circumstance will soon place you on a direct path with the main plot. Unlike the **Storyfinder** perk, this challenge does not guarantee your survival, or even that things will go as expected. Your presence seems to cause ripples, and you'll have to fight for the future you want. Whether you want the Resistance to Triumph, the Emperor to succeed, or another outcome entirely, you have a difficult task ahead.

+300 That's Not How The Force Works: There are lots of weird and fantastic powers in this galaxy, Jumper. Just not *your* weird and fantastic powers. For the duration of this jump, your access to powers and supernatural abilities that don't come from a Star Wars Jump is cut off. Get ready for an authentic Star Wars experience.

+300 This Galaxy *is* Far, Far Away: Technology is pretty stagnant in the Star Wars universe, and the Force doesn't take kindly to your new shiny things. For the duration of this jump, your Warehouse and all items not purchased in this jump are locked away. You must rely on items and ships purchased here, and cannot use facilities and powers attached to your Warehouse.

+400 Tall2-D2: There are darker creatures than Sith in the galaxy. You become the most unsettling being in the galaxy. An unholy amalgamation of an Astromech droid and some larger walker, your towering form is both lanky and unsettling. Nothing can alter this fact, and the *best* reaction you can hope for is instant ostracization. Any Force powers you have will be locked away for the jump, but you'll gain absurdly high durability to compensate. Not even direct rocket strikes could banish your godless form. Become the evil, Jumper.

+600 Failed Experiment: You wake up in a dark place, suspended in a viscous fluid. Outside your tank, silent cultists take notes on your unsatisfactory form. You're a defective Palpatine clone, awakening in a growth tank on Exagol. Escape will be nearly impossible, and the most powerful being in the galaxy presides over your existence. The Emperor himself can pull on your emotions, making you question your feelings and emotions. Great danger is all around you, but all might not be lost. Great treasures and opportunities lie dormant on this planet, and should you escape, you'll bear a valuable secret indeed. You'll always be able to return to Exagol. After all, a part of you calls you back, begging you to reunite with the greater whole...

Scenarios:

You may select one Scenario to take, gaining extra goals and rewards for your time here.

Unseat Palpatine: He knows your coming, and he'll be using all of his resources to prepare for your assault. You'll have to find his base of operations, contend with his ships and servants, and eventually do battle with the man himself. Should you overthrow the greatest force wielder of all time, you'll be awarded with Exagol, it's facilities and shipyards, a Sith Cult of your own, and a fleet of one thousand Xyston Class Star Destroyers. The planet, the cult, and the fleet will follow you to future worlds, being equally out of reach as Exagol was in it's home galaxy. Additions to the planet or fleet will be conserved between Jumps.

A New Order: The Jedi once were peacekeepers and servants of the galaxy. Perhaps they are needed once again. It is your responsibility to rebuild the Jedi Order, finding force sensitives and reestablishing the Jedi as a galaxy-wide peacekeeping force. By the end of your time in-Jump, your order must be respected as a body of justicars and mediators by most of the galaxy. You don't need to conquer the galaxy, but almost everyone should know that the Jedi have returned. Should you succeed, you gain the planet of Ahch-To, a formal Jedi academy, and an order of a few hundred Jedi of varying power and skill levels. Ahch-To will be as secluded and difficult to locate as it was in it's home galaxy, and these rewards will conserve changes between Jumps.

Flip the Board: It seems these factions have been fighting since time immemorial. Nothing seems to change. Time to fix that, Jumper. Before your time here ends, you must defeat the Resistance, the First Order, the New Republic, and any other fledgling governments that might rise to challenge your personal faction. Establish your own galactic government, and be rewarded with a lush home star system, productive capital, a modest naval fleet, and the ability to import your star system into future jumps.

Ending

Go Home: Looking out on that final sunset, you decide that you've had your fill of adventure. All stories must end, and you're content with your time here. You will return to the world you once came from so very long ago.

Stay Here: There are worse places to live than this far away galaxy. For turning down the chance to move on, you'll receive 1000cp to spend on this JumpDoc. One last present for a destination finally reached.

Keep Jumping: The road calls, and you must go to it. It's time for the next great adventure, Jumper. Farewell.

Author Notes:

Notes on the "Bloodline of Power" perk: Whether you choose to be a descendent of an existing bloodline, being born into this world as a new Skywalker, or decide to be a completely new powerful lineage, the effect is the same. You become a deep well of power, which compliments your ability to learn skills quickly. Jumpers with supernatural powers, like the Force, will see a boost to their "strength" in that power and the speed at which they master the skills tied to that power. Jumpers without supernatural powers will retain the learning boost and natural mastery, becoming a "renaissance man" with many talents. This perk will also expand powers from outside this jump, expanding your internal reserves of mana, chi, aura, and any other fuels your powers draw on. The learning boost will also apply to these powers and new skills. This is an awesome power, Jumper, but it's not the end-all. Palpatine found mastery through countless years of practice and research, despite his inherent aptitude. If you choose to shirk training, you'll *merely* end up great. But if you work hard, this power will make you legendary. Finally, this potential is hereditary, and any of Jumper's children will share the boons of this perk. It is a *bloodline,* after all.

Hell of a Pilot Perk: This perk grants not only the skill to deftly handle any vehicle, but also the physiological traits that make a great pilot. Reflexes, hand-eye coordination, and resistance to G-forces are all included in this perk. Post-jump, this perk will allow you to pilot all vehicles with the same level of expertise. Whether it drives, flies, or sails, you know how to pilot it.

Force Powers/Pilot Perk Interaction: Just as with the **Stern Stuff** perk, the effects of the piloting perk stack with **Body of the Force**. If the initial perk made you the equal of Poe Dameron, adding in the precognition and supernatural reflexes of a Force user would make you the equal of Anakin Skywalker *at minimum*. With practice flying and Force training, your skill will only grow, making you untouchable in the sky. Just be sure you don't turn your passengers to goo as you accelerate through that 15G turn.

The Force, Post-Jump: You may decide how to incorporate the Force into later universes. You may choose to have the Force exist as it does in this setting, as a pervasive energy field accessible to a select few. Alternatively, you can treat your force powers as a form of Psionics, relying on internal power instead of the external power native to this galaxy. Fanwank responsibly.

"Force Sever" applications: Post-Jump, the Force Sever power will be able to cut off targets from external power sources. Spellcasters will be separated from their world's mana, Psychers might be cut off from the Warp, and beings who draw

their powers from the strength and beliefs of others will find themselves alone. This only applies to external powers, so anyone who draws on internal reserves for their powers will be unaffected. Additionally, you'll still be unable to affect anyone more powerful than you, even if they're not a Force user.

New & Fan-sourced Starships: Several of the starships you can purchase above are redesigns and interpretations made by the exceptionally talented EC Henry. I used his designs to both fill out certain classes of starship and to add some variety to your selection. His designs include the **B-Wing Mark 2**, the **Resistance Y-Wing**, the **G58 HazMat Transport**, an alternate version of the **T85 X-Wing**, the **YX-950 Industrial Freighter**, and the Imperial Standard version of the **Nebulon-B Frigate**. For more information, check out his design videos here:
https://www.youtube.com/channel/UCPmnhtABNKjwsrln3xP0Cig
Also, consider showing him some love and subscribing. His work really is top quality.

About Starkiller Base: According to a quick internet search, Starkiller Base is roughly ¼ of Pluto's size. That's smaller than Ceres, the biggest asteroid in Sol's asteroid belt. This isn't your own planet, but it just might help you conquer one yourself. Since Starkiller Base's hyperdrive is not defined in canon, we'll consider it a Class-4 Hyperdrive, just like the Death Star. This makes it mobile, but *significantly* slower than any warship and most freighters. This is a strategic asset, not a tactical one.

Changelog:

V0.5 - First public version, opened to suggestions.
V0.6 - First pass adding community suggestions. Added Scenarios.
V0.9 - Completed text copy, pre-polish and photos
V0.91 - Expanded author notes, added language perk, cleaned up some grammar errors.
V1.0 - Public version, pretty and formatted for regular jumping. Changed "Blaster Proficiency" to "Basic Proficiency," and changed the wording of "Stern Stuff" to clarify mental boosts.
V1.1 - Post Mandalorian S2 Update: Added several new ships, updated the Darksaber item, added "Darktrooper Platoon" companion option. Also added the opening crawl, which in hindsight was a huge missed opportunity.