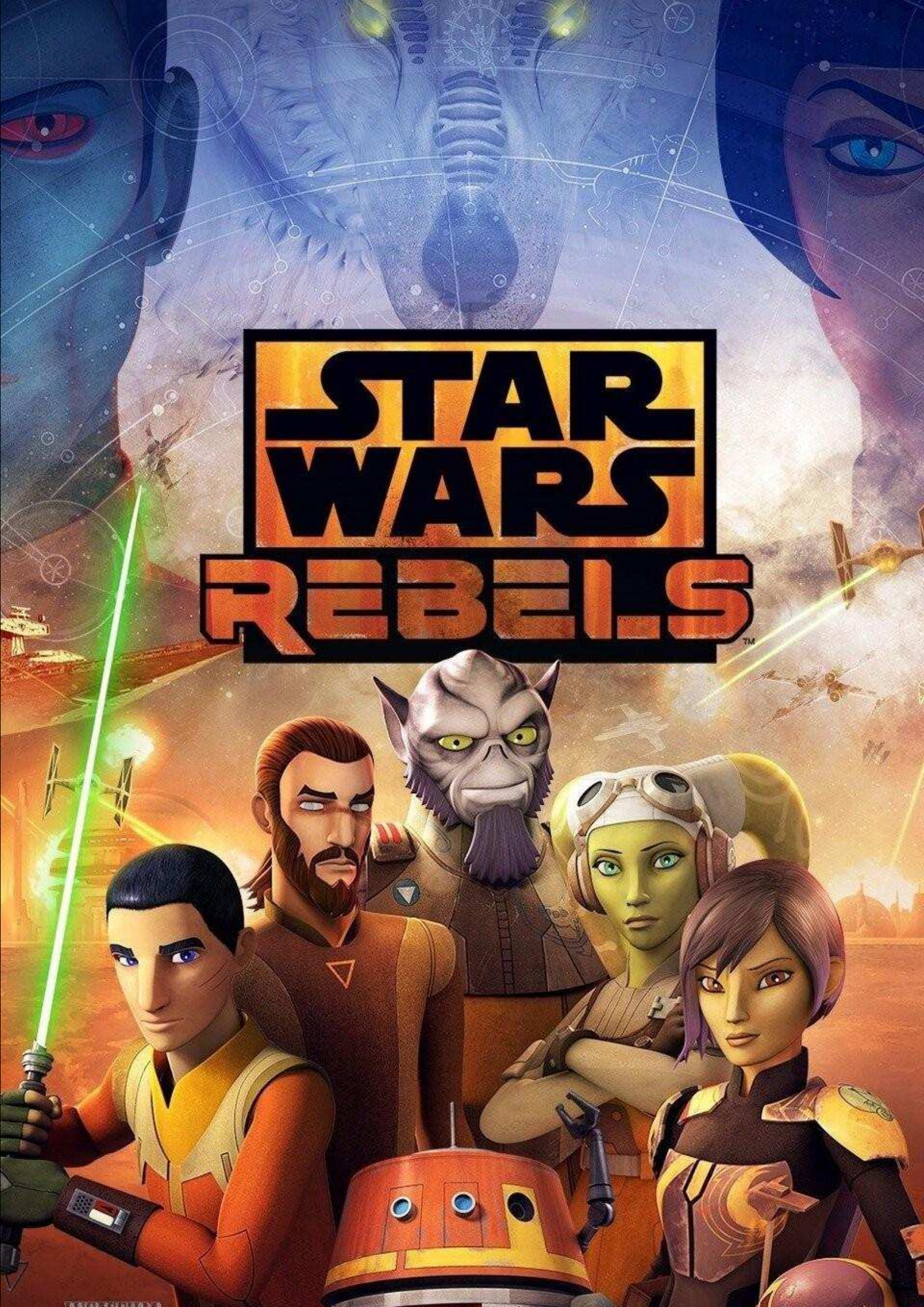

STAR WARS
REBELS

# Star Wars Rebels

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

*The Jedi Knights are all but destroyed. And yet your task is not complete, Inquisitor. The Emperor has foreseen a new threat rising against him. The children of the Force, they must not become Jedi. Hunt down this new enemy. And if they will not serve the Empire, eliminate them along with any surviving Jedi who will train them. This is my Master's command.*

*-Darth Vader gives orders to the Grand Inquisitor.*

You arrive here 5 years before the Battle of Yavin (5 BBY), a few hours before the Ghost is attacked by some TIEs (The Machine In The Ghost short). You will be staying here until 1 BBY, a few weeks after when the Liberation of Lothal would normally occur.

**You have 1000 choice points (cp) to spend.**

## -Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

## -Species-

There is a good selection of species to choose from, hopefully you can find something to suit your tastes. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

**[Free] Human**

Humans are a common sight across the galaxy. You probably know what a human is.

**[Free] Human Clone**

You are a fast-grown clone of Jango Fett. Once a common sight amongst Republic forces during the Clone Wars, clones have since been declared obsolete and no longer have a place in the Imperial army.

You are free to decide your physical age as well as whether you are fast-growing; by this time most clones appear quite old. Your control chip (if you ever had one) has already been safely removed.

This species does not provide any special abilities not possessed by an ordinary human on its own.

**[Free] Chiss**

A near-human species, which possess blue skin, red eyes and sclera, and dark blue hair. Their vision and hearing is slightly better than humans. Chiss are commonly mistaken for Pantorans, another blue-skinned species, and until the rise of Grand Admiral Thrawn were often considered little more than a legend.

The aforementioned Thrawn is a Chiss.

**[Free] Devaronian**

A humanoid species that possess horns and sharp teeth. If you are new to the Star Wars galaxy, you might mistake them for devils in terms of appearance.

Cikatro Vizago and Burg are examples of Devaronians.

**[Free] Jablogian**

A species known for oversized torsos, pointed ears, and blemished red skin. They seem to have a poor reputation in the galaxy at large.

Azmorigan is a Jablogian.

**[Free] Mon Calamari**

An aquatic species native to Mon Cala. They have large, domed heads and goggle-like eyes. Mon Calamari are able to live underwater for long periods of time, and are naturally talented swimmers.

Quarrie and Gial Ackbar are examples of Mon Calamari.

**[Free] Terrelian Jango Jumper**

A tall humanoid species with multicoloured skin, known for their acrobatic ability.

Examples of this species are the Eight Brother and Cassilyda Cryar.

**[Free] Togruta**

A humanoid species. They possess head-tails known as lekku, not unlike the Twi'lek species. Unlike Twi'leks, their lekku run parallel to their head instead of behind it. Togruta typically possess white facial markings.

Examples of Togruta are Ahsoka Tano and Shaak Ti.

**[Free] Twi'lek**

One of the most common species in the galaxy, Twi'leks can be identified by their 'lekku', strange prehensile appendages that grow from their heads.

Examples of Twi'leks are Hera Syndulla and Bib Fortuna.

**[Free] Weequay**

A humanoid species, which can be best identified by their tough, leathery, skin.

Hondo Ohnaka is an example of a Weequay.

**[Free] Zabrak**

A near human species native to the planets Iridonia and Dathomir. Whilst many Zabraks can be identified by their cranial horns, Dathomirian females lack these horns altogether.

Examples of Zabrak are Maul and Asajj Ventress.

**[100cp] Lasat**

A species of furred humanoids. They have digitigrade legs ending in four large prehensile toes, which are useful for gripping and climbing. They also possess great strength.

Following the devastation of Lasan by the Empire, Lasats are rarely seen in the galaxy, with survivors often falling into slavery or being killed by the Empire. Perhaps you'll seek to do something about this?

Examples of Lasats are Garazeb Orrelios and Jaro Tapal.

**[100cp] Mirialan**

A near human species. They commonly possess yellow-green coloured skin, though those with pink or purple skin also exist. As a species, they often choose to mark themselves with facial tattoos with geometric designs. Mirialans possess enhanced reflexes, and are also very flexible and agile.

Examples of Mirialans are the Seventh Sister and Luminara Unduli.

**[100cp] Noghri**

A gray humanoid species. They possess sharp teeth and claws, and a keen sense of smell. Though capable of walking on two feet, they often run on all fours and have great leaping ability.

Rukh is a Noghri.

**[100cp] Pau'an**

A species of tall, gaunt humanoids, with jagged teeth. They are an extremely long-lived species, which can live as long as 700 years on average.

The Grand Inquisitor is a Pau'an.

**[100cp] C1-series Astromech Droid**

*Cannot purchase the Force Sensitive perk in this jump.*

You are an astromech droid, of the same model as C1-10P (Chopper).

At this point in time the C1-series is an obsolete model that is not actively produced. This doesn't mean it is without utility, however. In addition to all of the usual features of an astromech droid, the C1-series possesses three mechanical arms it can produce from its body to manipulate objects, including firing blasters.

**[800cp] Bendu**

You are the same manner of creature as the Bendu, a gargantuan and ageless entity.

You are extremely strong in the Force, but are committed to neither the Ashla or Bogan; in other worlds the light side and dark side of the force. Amongst other powers you are capable of short-range teleportations, manifesting massive lightning storms you can directly control, and becoming one with these storms. You are not required to purchase the *Force Sensitive* perk, but may do so for even greater power and training in the use of a lightsaber.

Despite this, you are definitely not unkillable, and certainly not undefeatable; a sufficiently large Imperial ground force focused directly at you is likely to be more than enough to take you out.

**[Free] Import**

None of these options appeal to you? If you've already been to a Star Wars jump, you may elect to carry through the species choice in that jump to this one.

## -Background-

You must choose one of the five Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

**Rebel**

You oppose the evils of the Empire, fighting against it as best you can.

At this point in time rebels are divided up into separate cells in order to minimise information leaks. In fact, many rebels are currently unaware that other cells exist at all.

You are either a member of one of these cells, or are a sympathiser who has yet to commit to the cause. In either case, you must be wary of the Empire, which is desperate to hunt down any that would undermine it.

**Imperial**

But why rebel at all? After all, the Empire represents order and security (of a kind), and are quite frankly in a position of strength.

You are a low-ranking Imperial officer, though certain purchases here will provide you an opportunity to begin at a more impressive station.

**Neutral**

You are not aligned with either faction, though you may still have your own preferences. This could manifest in many ways; you might be a part of the galaxy's underworld trying to profit from either side, preoccupied with your own affairs, or maybe even living alone as a hermit.

**Jedi**

Following the execution of Order 66, the Jedi are few in number. Are you a survivor of this purge? Are you a Force sensitive child that was never recruited into the Jedi Order? Maybe you don't even call yourself a Jedi, but your actions would lead other to believing you are one?

**In order to choose this Origin, you must be Force sensitive. This can be achieved by purchasing the *Force Sensitive* perk (at any tier), by purchasing the *Bendu* species, or by already having been to a different Star Wars jump and acquiring Force sensitivity there.**

**Darksider**

You are a wielder of the dark side of the Force. You might be one of the Empire's Inquisitors, tasked with hunting down any Jedi that managed to survive Order 66. Or, perhaps you have your own agenda?

**In order to choose this Origin, you must be Force sensitive. This can be achieved by purchasing the *Force Sensitive* perk (at any tier), by purchasing the *Bendu* species, or by already having been to a different Star Wars jump and acquiring Force sensitivity there.**

## -Location-

You can begin anywhere in the known galaxy, as long as it makes sense and does not provide you with advantages you have not paid for. For those looking for some additional direction, here are some ideas.

**Lothal**

A planet located in the Outer Rim. It is the home of Ezra Bridger. Many of the events of this particular tale revolve around this planet, and should events proceed as usual it will be finally freed from Imperial control in 1 BBY.

**Mustafar**

A volcanic planet, which once played host to a climactic battle between heroes. Should things progress as expected another battle will occur in its orbit, resulting in the death of the Grand Inquisitor.

**Garel**

Another planet located in the Lothal sector. Should events unfold normally, the rebels will come to use the planet as a base of operations, hiding within its spaceports, but will eventually be forced to flee after the Seventh Sister learns of this.

**Shantipole**

A planet located in the Mid Rim. It has a violent atmosphere that can only be navigated by truly talented pilots, and is thus considered a one-way trip by many. It is here that Mon Calamari Quarrie will develop the B-wing starfighter.

**Ryloth**

The home world of the Twi'lek, located in the Outer Rim. The planet is under Imperial occupation, though Cham Syndulla leads a resistance movement against them.

**Geonosis**

More than a decade ago, this planet played host to the beginning of the Clone Wars. Now, the Imperials have nearly completely eliminated the local population. Of note is an icy moon that orbits the planet; it is here that Garazeb Orrelios will forge an uneasy alliance with Agent Kallus.

**Atollon**

An isolated planet in the Lothal sector. It is the home of the Bendu, an ancient Force-wielding being. Should events proceed as expected, the rebels will establish Chopper Base here.

**Malachor**

A wasteland planet located in the Chorlian sector. It is home to a Sith temple, and thousands of years ago Jedi and Sith did battle here. It is here that Ezra Bridger will meet Maul, and that Ahsoka Tano will fight Darth Vader.

**Dathomir**

An obscure planet in the Outer Rim. It was once the home of the Nightsisters, a clan of dark side wielding witches, though they have since been exterminated. Should things progress normally, it is here that Maul will learn of Obi-Wan Kenobi's whereabouts, and here that Sabine Wren will acquire the Darksaber.

**Krownest**

An icy planet in the Mandalore sector. It is the ancestral home of Clan Wren, to which Sabine Wren belongs.

**Tatooine**

A desert planet with twin suns. Here, Obi-Wan Kenobi watches over Luke Skywalker, a young man who may one day shape galactic history. Should events proceed as expected, it is also where Maul will finally be killed by Kenobi.

**Mandalore**

Mandalore, also known as Mand'alor, is a planet located in the Outer Rim. It is the home world of the Mandalorians, a people with a strong warrior culture. During your time here these people will become entangled in a civil war, siding with the Empire battle against those who resist its rule.

**Yavin 4**

The fourth moon orbiting the gas giant Yavin Prime. A major battle will one day take place around Yavin, though perhaps that is a tale for another time.

## -Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

**Rebel Perks**

**[100cp, Free for Rebels] The Artist**

You have an excellent artistic eye, which not only helps you with your own artistic creations, but also gives you a good intuition when it comes to reading the intent behind murals and other works of art. You're also very handy with an airbrush, allowing you to quickly leave behind tags when you rebel, or repaint ships and armour to display your own personal flair.

Who knows, perhaps your art will become a symbol that rebellions rally behind?

**[100cp, Free for Rebels] Language Learner**

You have spent time learning many of the languages present in the Galaxy. In addition to Galactic Basic Standard and Binary, you are fluent in Huttese, Rodian, Aqualish, Ithorian, and Shyriiwook, as well as one of the following: Mando'a, Lasat, or Twi'leki.

You will also have an easier time learning new languages in general. In a galaxy as vast as this, it may well come in handy.

**[200cp, Discounted for Rebels] Cell Leader**

You have a knack for leadership. You can effectively command small teams of operatives, including devising plans that make the most of their talents – naturally, the better you understand your team, the better you will be able to lead them.

**[200cp, Discounted for Rebels] Warrior Culture**

A discount only applies to the first purchase of this perk.

Perhaps as a result of your upbringing, you have been trained in the use of many kinds of blasters, blades, and quarterstaffs, as well as in hand-to-hand combat. This perk provides no training in the use of a lightsaber.

Additionally, you have also been trained in the use of either the bo-rifle or jetpack in combat, chosen on purchase of this perk.

**[400cp, Discounted for Rebels] Peerless Pilot**

You are a remarkable pilot, on par with Hera Syndulla. With this talent, you could hold your own in a dogfight against even the likes of Darth Vader for an extended period of time.

Importantly, you are quick to adapt to different kinds of starfighters. Why, you could pilot a prototype of an entirely new kind of starfighter and have it down in hours at most!

**[400cp, Discounted for Rebels] Heart of a Rebel**

Yours is a rebellious spirit. Your resolve is unshakeable; while you may be saddened if your friends are killed, your forces are decimated, or your home is taken from you, your spirit will not be broken – allowing you to move forward in even the most trying of times, but not forcing you to stubbornly cling to bad ideas.

What's more, this spirit seems to be infectious. You now have a much easier time persuading others to fight against oppressive regimes – both in terms of the underlying morality of your cause and in terms of awakening the courage in others to actually act on their rebellious beliefs. Sometimes, simply acting honourably around a person for an extended period of time may be enough to cause them to question your beliefs. While this perk certainly won't guarantee you can persuade everyone, you'd be surprised just how far it can go. Best of all, those you have swayed to such a cause will benefit from a lesser version of the resolve bonus this perk provides so long as they remain committed to it.

**[600cp, Discounted for Rebels] Dawn of the Duchess**

You are a weapons and demolition expert, and mechanics genius on par with Sabine Wren.

With such talent, maintaining all sorts of weapons comes easy. With the right materials you can not only manufacture explosives, but also put your own personal touches on them, creating explosions in all sorts of colours.

This just scratches the surfaces of your true talent, however. If you really challenge yourself, it is possible for you to develop entirely new and dangerous weaponry, just as Sabine developed the Arc Pulse Generator – a superweapon that targeted the beskar in Mandalorian armour and superheated it, disintegrating Mandalorian combatants whilst leaving the rest of the battlefield untouched. Who knows what else could be made?

**Imperial Perks**

**[100cp, Free for Imperials] Imperial Evil**

If you work for the Empire, odds are that you will be called on to do some truly reprehensible things. This perk will help you do just that.

While this perk is active, you will never be held back from performing immoral or disgusting acts due to a lack of stomach for it. This does not force you to perform these deeds, nor does it make you evil; it merely gives you additional freedom to act as you need to. While active, you will always be aware of the influence this perk is having on your mindset.

You can freely toggle the effects of this perk on and off as you desire.

**[100cp, Free for Imperials] Fit For Duty**

You are trained in hand-to-hand combat, a training not limited by the Imperial Academy's "predictable" style.

You also receive a one-time boost in physical fitness to ensure you are combat ready. It may well be that you grow fat and lazy with time, but at least for now you have avoided such a pitfall.

**[200cp, Discounted for Imperials] ISB Instruction**

You have been trained as an ISB operative. As a result, you are a skilled investigator trained to identify traitors and moles within your midst. You are also a skilled slicer; with your talent, you could quickly reprogram powered-down assassin droids to turn on their master.

If you are taking the Imperial Origin and a background in this setting, you can choose to be an ISB operative at the level of Alexsandr Kallus.

**[200cp, Discounted for Imperials] Road to Redemption**

There are a lot of things wrong with the Empire, and no matter how loyal or steadfast your are, there's always the possibility you come to despise it. Should such a scenario arise, you'll be happy to have this perk.

From now on, whenever you genuinely turn from a faction or organisation due to moral concerns, events will line up to allow you to cleanly escape them and join an opposing faction. The opposing faction will be willing to forgive your actions against them, so long as you are sincere in your desire to help them out, and you haven't already betrayed that group in the past.

Be warned: should you choose not to take advantage of your opportunity to escape a faction, this perk will not provide you with another one, making the task potentially a great deal more challenging.

**[400cp, Discounted for Imperials] Recurring Villain**

Not every rebel cell is as principled as the Spectres. Fortunately, you'll find that do-gooders and those working for a morally righteous cause (even if they aren't so morally righteous themselves) will not attempt to kill you outright unless they aren't given reasonable alternatives. If you aren't important, you are more likely to be stunned or knocked out as these rebels pursue their actual objectives. If you are, these types will be more inclined to capture you instead of immediately assassinating you.

That's not all. From now on, you'll also find that your superiors will not kill you for your failures, so long as they are not deliberate and you do not intentionally provoke them. You'll live to serve your Empire another day.

**[400cp, Discounted for Imperials] Double Agent Kallus**

Should you wish to turn on your Empire, you might wish to remain in its ranks; it might do more for the rebellion if you utilise the career and reputation you have already built in order to act as a mole.

Whether as a result of training or natural talent, acting as a mole or informant comes extremely easy to you. You are able to find novel ways of releasing information that are not easily traced back to you. You are also good at shifting suspicion off of yourself, as you can both identify effective patsies and also line up evidence so even the most talented of ISB agents are inclined to believe them, or at least not suspect you. It would take major missteps on your part, or geniuses like Thrawn, for your cover to be blown.

Of course, such skills may also be used in service of your Empire if you wish – the Imperials do employ their share of spies, after all.

If you are taking the Imperial Origin and a background in this setting, you can choose to be an ISB operative at the level of Alexsandr Kallus.

**[600cp, Discounted for Imperials] The Art of War**

You are a master strategist and tactician, on par with Grand Admiral Thrawn himself.

You have a comprehensive understanding of war and how it is conducted in the galaxy, from space combat to ground assaults.

Like Thrawn, you too understand that to defeat your enemy, you must know them. You also understand that art mirrors the soul, from which tactics arise. By studying the history, philosophy, and art of your enemies, you will gain highly accurate insights into them, allowing you to predict their behaviour and discover flaws in their tactics and strategy.

The sheer strength of your military mind is not to be underestimated. Once you have had time to demonstrate it, your mere presence in an engagement will cause your foes to second guess themselves. Meanwhile, allies will rally around you, particularly in times of crisis, seeking to elevate and utilise your talent even in spite of general trends of xenophobia that they might ordinarily have towards your kind.

If you are taking the Imperial Origin and a background in this setting, you can choose to be an Admiral. With your talent, you are likely on track for a promotion to Grand Admiral.

**Neutral Perks**

**[100cp, Free for Neutral]** ***Come now, let's leave your wife out of this.***

You have a talent for witty quips and retorts, helping you hold your own in verbal sparring sessions with rivals and allies alike.

Such a thing may impress your friends and get under the skin of your enemies. Or vice versa, depending on the circumstances.

**[100cp, Free for Neutral] Idiot's Array**

You excel at sabacc and similar card games. More importantly, you excel at *cheating* at sabacc and similar card games. You'll have an easier time learning to win at (legitimately or otherwise) other kinds of card games you encounter in your journeys.

Play your cards right and you could win yourself a new droid or ship!

**[200cp, Discounted for Neutral]** ***One of my best friends was a Jedi.***

How curious. It appears that fate draws you to individuals of great importance.

Though this perk generally relates to narrative importance, in settings where such a thing is not clear (or is not relevant at all), it may instead draw you towards individuals with great power, either personal or as a result of their station. Naturally, the circumstances by which you encounter these legendary figures will vary case by case, but whilst this perk may draw you towards those who are adversarial to you, it won't bring you to those that are outright hostile.

You can toggle the effects of this perk on and off as you please.

**[200cp, Discounted for Neutral] Dealmaker**

You are a smooth talker and shrewd negotiator. With such skills, you can stroke your target's ego as you convince them to agree to conditions that favour you more than them, and also keep your target and their allies off-balance, so they don't have the opportunity to evaluate your arrangement until long after you are gone – just make sure not to do this when your plan is dependent on them working well as a team!

**[400cp, Discounted for Neutral]** ***Every situation has the potential to be profitable.***

The key to a pirate's success is opportunism – to recognise and capitalise on opportunities to make money.

You have a strong sense for such opportunities, and can find the profit in just about any situation. Moreover, these opportunities now fall into your lap far more than they would have without this perk. This doesn't just mean opportunities for you to pilfer treasure for yourself, but also helps you to acquire information that could be sold or traded to others in exchange for either fortune or favour. In this setting, for example, you might learn of a set of Y-wings about to be scrapped by the Empire, which would be of value to the rebels. Why, if you are on the ball, you could even double deal between both the Empire and rebels in order to collect a pay day from both groups!

**[400cp, Discounted for Neutral]** ***I have done this many times!***

Few would suggest powering down your ship and waiting just outside a hyperspace lane so you can piggyback off an incoming transport ship to bypass an Imperial blockade. Fewer would actually pull such a feat off.

You now have a knack for devising high-risk and outlandish gambits that work to achieve your goals. You also have a special sort of fortune that works to enable such gambits. Of course, even with such luck gambits like this are called high-risk for a reason; fortunately, even when these plans fail, this luck also works to make sure you can survive such a disaster – though you may still experience serious setbacks as a result.

**[600cp, Discounted for Neutral] The One In The Middle**

Where the Jedi wield the Ashla and the Sith wield the Bogan, the Bendu claims to sit between them, and draws from both sources of power.

You have learned how to walk this middle path in all things. Now, you can safely wield conflicting powers or sources of energy, and simultaneously utilise techniques that require entirely different philosophies or states of mind. Somehow, this is achieved without any loss of efficacy beyond the opportunity cost of devoting your full time and attention to one particular style.

**Jedi Perks**

**[100cp, Free for Jedi] Loth-rat**

Years of scraping by have taught you how to be an effective pickpocket. Not only can you recognise opportunities to relieve a person of their belongings, but you can also utilise a combination of fast-talking and sleight of hand to create these opportunities yourself.

Perhaps such talent may be put towards a more noble cause?

**[100cp, Free for Jedi]** ***The cold.***

You may be a Jedi, but that does not mean you are all-powerful – the success of Order 66 is testament to that.

When in the presence of an enemy that greatly outmatches you, you will feel a chill and a sense of unease that alerts you to the danger they present.

This doesn't solely apply to other force wielders either; it accounts for any kind of combat ability they possess. However, it doesn't pierce your opponent's attempts to suppress their power or hold back.

**[200cp, Discounted for Jedi] Saber Innovator**

Like most Jedi, you understand the underlying mechanisms that allow a lightsaber to function, and with the right components you could assemble your own.

What sets you apart is your ability to refine and innovate on this design. Producing a lightsaber-blaster hybrid or an Inquisitor's spinning double-bladed lightsaber is possible for you. Perhaps one day you'll even create a type of lightsaber never before seen in the galaxy.

**[200cp, Discounted for Jedi]** ***His resistance is impressive.***

Whether through Jedi training or natural talent, you have become extremely resistant to torture, able to put up with extreme levels of pain for extended periods of time without giving in. You can also have a strong resistance towards attempts to probe your mind via the Force or similar powers, though this resistance is far from absolute, and neither protects from surface level emotion reading or attempts to probe or control your mind from completely different types of powers.

**[400cp, Discounted for Jedi] Animal Friend**

The galaxy is vast, and filled with all kinds of creatures – some wonderful, some deadly.

Fortunately, you are able to maintain an internal calm that even without access to the Force will ensure that any creature will not attack you unless you intentionally provoke them. Should you have access to the Force however, you'll find it much easier to learn how to command such creatures with the Force. Used correctly, such creatures could serve as additional combatants, escape options, or simple distractions.

This perk does not apply to creatures that have specifically been trained to attack others on command, nor does it apply to creatures with a human level of intelligence or greater.

**[400cp, Discounted for Jedi] Kindred**

You have a special connection with Loth-wolves.

These wolves are sentient and capable of human speech, but only rarely choose to use it. They are deeply connected to the Force, acting as guardian of the light side, and as a result are capable of feats such as hyperspace tunnelling from one side of a world to the other.

These wolves will occasionally arrive when you are in trouble, not just on Lothal but on any planet, and even in future settings. Generally they will simply assist in your escape from whatever peril you are facing, but in truly important times may actively fight alongside you. These wolves are not your slaves; they cannot be kept from leaving when their task is done, will only show up in emergency scenarios, and may be antagonised by your actions. If this occurs you will have to devise some way to appease them or wait until the following jump to receive their help again (post-chain, they will calm down themselves after ten years since they were last antagonised, but may still be appeased earlier).

Should you truly and finally die, you may choose to cause the manifestation of a new loth-wolf with your name. This wolf will inherit your will, and will generally act in ways you would have approved of.

**[600cp, Discounted for Jedi] Jumper Between Worlds**

Time travel can be a complicated and confusing thing. Fortunately, you seem to take to it well.

From now on, you can quickly intuit and understand the rules by which a given method of time travel operates. As a result, you can quickly identify moments in time which can relatively safely be messed with, and moments that must be left as is. But that's not all this perk has to offer.

Once per jump, if you would be killed, you will inexplicably be rescued by some kind of time travel or anomaly. The specifics of this will vary by setting, but will prevent you from meaningfully interacting with the world for a couple of years (perhaps as a result of being directly pulled into the future). Naturally, as you weren't actually killed, this avoids chain failure as a result of death. Post-chain, you benefit from this protection once every ten years.

**Darksider Perks**

**[100cp, Free for Darksiders] Face of Fear**

There's something about your presence that is unnerving to others. On purchase you can determine exactly how this manifests - perhaps you are intimidating or frightening, or alternatively you might exude a sinister creepiness.

Whatever your choice, you can toggle this effect on and off as you like.

**[100cp, Free for Darksiders] Old Master**

But fear is not the only way to get others to do what you want.

Now, you have a much easier time maintaining helpless or kindly façades, such as that of a hermit or kindly old man. Such tricks are unlikely to work on those who already know who (or what) you are, but may be of some use on an initial encounter.

**[200cp, Discounted for Darksiders] Inquisitive**

If you are hunting down Jedi, you'll have to be adept at gathering information.

To help you do so, you have become proficient at interrogation and torture. Should you have access to the Force or similar psychic powers, or gain such access in the future, you will also be able to effectively employ 'mind probes' to draw this information out from your targets.

Note that such talents and tricks are not flawless, and may be resisted by those who have undergone resistance training or possess powerful wills.

**[200cp, Discounted for Darksiders] Seeker Sister**

You are quite proficient at utilising seeker droids, probe droids, and more generally small drones.

This proficiency allows you to strategically and creatively position these tools when hunting or pursuing foes, and also allows you to effectively use them in combat without breaking your concentration or limiting your other acts. Finally, you'll always have an easy time remembering exactly where you have positioned these tools, even whilst under the stress of deadly combat.

**[400cp, Discounted for Darksiders] Jedi Hunter**

Before you can kill a Jedi, you have to find them. This perk will help you do just that.

You have a special sort of luck when it comes to tracking down others. First, information and evidence that points to your target's location manages to find its way to you before it reaches your rivals whenever possible, giving you the chance at securing the glory of the kill yourself. Second, and perhaps more importantly, those you track are much more likely to make foolish mistakes that will give away their whereabouts – sometimes something as straightforward as announcing the location of the secret base publicly when they have no reason to do so.

This perk applies both when tracking specific targets, and when seeking 'categories' of people; for example, Jedi. You can toggle either aspect of this perk on and off as you like.

**[400cp, Discounted for Darksiders] Mirror Match**

The purpose of the Inquisitorius is to exterminate the remaining Jedi. Naturally, whatever other tricks you may use, at the end of the day it is likely you must engage in direct battle with these powerful warriors.

Fortunately, from now on you'll find that whenever you engage in battle with a foe that utilises similar powers, techniques, and fighting styles to you, you will find it much easier to do battle against them. Your understanding of your own powers will help you recognise flaws in theirs, you will be quick to identify which forms and techniques they favour, and then you will be able to utilise this information to gain an upper hand.

Of course, none of this guarantees victory; sometimes the gap between you and your opponent is simply too great to bridge.

**[600cp, Discounted for Darksiders] Dark Magicks**

You have an impressive understanding of dark side sorcery.

Even without any additional strength in the Force, you can perform a variety of rituals, including creating a potion which allows two individuals to briefly connect their minds together in order to share memories and information, and creating an altar which allows you to persist after death as spirits that cannot move too far from the altar, but may possess the living in order to gain new bodies.

Should you have or gain additional strength in the Force, then your sorcery will become both more powerful and easier to use. At a level equivalent to Palpatine, reaching across the galaxy to target specific individuals is on the table.

**General Perks**

**[Free] Basic Piloting Ability**

This perk grants you the bare minimum knowledge and skill to pilot most common starships available during this time period. It does not grant you the ability to pilot them particularly well, but at least you can get from Point A to Point B.

Additionally, if you have purchased any starships in the starship section, you will receive the skill necessary to pilot those ships quite well, perhaps not at the level of an ace, but certainly enough to participate in genuine space warfare. You also receive the knowledge and skill to perform basic maintenance and repairs on your purchased ships. It's possible that this additional knowledge and skill may also apply to other kinds of ships, depending on how similar they are.

**[100cp] Lightsaber Training**

Not all who wield the lightsaber are strong in the Force.

Each purchase of this perk provides training in the use of a lightsaber equivalent to the training Sabine received in using the Darksaber by Ezra Bridger and Kanan Jarrus. This is more like a general competence rather than true mastery; you'll have to rely on other factors or equipment if you mean to hold your own against either of these Jedi.

You are free to choose the techniques and forms in which you were specifically trained, so long as they are at least somewhat plausible for the time period. While you may purchase this perk multiple times, each purchase must be directed towards different techniques and forms.

**[300cp/400cp] Force Sensitive**

You are one of those rare individuals who have a natural talent for the Force. Further still, you have actually already received a great deal of training in the use of this power, and the use of lightsabers.

The amount you spend here will determine your overall power and training. For 300cp, it is comparable to the likes of Ezra Bridger, and for 400cp it is comparable to the likes of Maul, who once defeated Jedi Master Qui-Gon Jinn and held his own against Obi-Wan Kenobi on numerous occasions during the Clone Wars. Even so, at this higher level you will still fall well short of this setting's heavy hitters.

You do have some freedom in exactly which areas of the Force you excel in, provided your particular mix of talent and training does not make you greater overall than the level you have purchased, and so long as it makes sense for the time period you are in. This includes whether you have trained as a Jedi or darksider, and the specifics of your lightsaber prowess. This *does not* include magic or sorcery, see the *Dark Magicks* perk for that.

## -Items-

You may choose 2 50cp or 100cp items, 2 200cp items, 2 400cp items, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

**[50cp] Series**

A copy of Star Wars Rebels (including related shorts) on your preferred form of physical media. Do you want a heads-up on the events to come, or are you simply a fan of the series?

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp] Energy Slingshot**

A wrist-mounted slingshot. It fires non-lethal energy pellets. While it can help you disable harmless opponents, tougher creatures and those wearing standard issue armour will often shrug off such pellets with ease.

You will never run out of ammunition for your slingshot. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp] Bucketheads**

A small collection of helmets from Imperial forces, including a cadet helmet, a pilot's helmet, and a classic stormtrooper helmet.

Without the accompanying armour these are of relatively limited value. Are they memorabilia that show your support for the Empire, or trophies from your acts against them?

Should any of these be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp] Paint Tools**

A pair of portable airbrushes, which release pressurised mists of paint when fired. Dials on the sides of the tools allow you to quickly adjust the width, colour, and intensity of the paint released.

Your tools never run out of paint, allowing you to use them as often as you like. Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp] Fruit Crate**

This crate is filled with various fruits from the Star Wars galaxy, such as meiloorun and jogan fruit. Like many crates in this setting, it has a built-in hover function, allowing it to be moved easily.

Whilst the fruit stays in the crate, it will remain fresh and will not spoil. Once a week, the crate will be refilled with new fruit.

Should the crate be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Replaced crates will arrive empty, and will refill at the appropriate time.

**[100cp] Blaster**

Each purchase of this option provides you with any single standard-issue blaster pistol or rifle commonly found in the galaxy during this time period.

Your chosen weapon never seems to run out of ammo, no matter how often it is used. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[100cp] WESTAR-35 Blaster Pistols**

A pair of WESTAR-35 blaster pistols, the same model utilised by Sabine Wren. They never seem to run out of ammo, no matter how often they are used. Also included are a pair of nerf-hide holsters to keep them in.

Should a pistol or holster be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[100cp] Officer's Uniform**

The attire of an Imperial officer. If you prefer it may be the white uniform of a Grand Admiral, though this does not provide any additional rank if you are taking a background in the setting, and may cause you problems if you are an Imperial.

Your uniform is perfectly tailored for you, and is self-cleaning and self-repairing. Accompanying the uniform is a code cylinder which will automatically update throughout your time here to provide any access you would be legitimately entitled to. Outside of this jump, your code cylinder will somehow always serve as an appropriate form of identification.

Should your uniform or cylinder be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[100cp] Inquisitor's Armour**

This and a grey and black bodysuit with armour – standard for the Empire's Inquisitors. Optionally it may come with a distinct helmet that matches the armour and works to make you more intimidating. If you prefer, your armour may have any Imperial insignias removed – perhaps you want to look more like a lone darksider instead of a dog of the Empire?

In any case, your attire fits you perfectly, and is self-cleaning and self-repairing. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[200cp] Bo-Rifle**

Your choice of either an AB-75 or J-19 bo-rifle. These weapons are able to function as both an electro-staff and blaster rifle, with the user able to change between modes in order to suit their needs.

Such weapons are quite rare, and were reserved for the Lasat High Honor Guard and those who win them in accordance with Boosahn Keeraw, the Lasat warrior way. Using a bo-rifle without the right to it is considered a great insult in Lasat culture.

Your bo-rifle never seems to run out of ammo, no matter how often it is used. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[200cp] Astromech Droid**

Astromech droids are a type of repair droid, though their wide variety of functions means they can serve many different roles.

Astromech droids are capable of calculating hyperspace jumps, repairing damage to ships, and acting as a co-pilot. Many starfighters are built with astromech sockets designed to take advantage of this. Astromech droids can also become effective slicers, breaking encryptions and gaining access to computer systems.

Your astromech droid may be of any variety commonly found in the galaxy during 5 BBY. It is loyal to you, and will develop a personality that meshes well with yours if you allow it to.

Your astromech droid is considered to be a follower, and should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. However, it may be imported as a companion in a future jump, in which case it operates under companion rules instead.

**[200cp] ID9 Seeker Droids**

A set of four ID9 seeker droids, which are programmed to serve you.

The small droids are each equipped with an electro-shock prod and blaster, making them useful in battle – if only as a diversion. They make effective scouts, and can record and playback audio; you'd be surprised at the amount of critical information your targets will volunteer when they believe no one is around.

Your ID9 seeker droids are considered to be followers, and should one be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. However, they may be imported individually as a companion in a future jump, in which case they operate under companion rules instead.

**[200cp] Personal Cloaking Device**

A device similar to Rukh's, which is worn on the user's hand as a gauntlet.

When used, the device will render the user invisible. However, the device is imperfect; for example, being splashed with paint while invisible would cause the paint to remain visible on your otherwise invisible body.

Should the device be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[400cp, First free with the Force Sensitive Perk] Your Lightsaber(s)**

Lightsabers are a weapon commonly used by Force-wielders, and are sometimes referred to as laser swords.

As seems to be common in this particular tale, yours has a bit of a twist, determined by you on purchase of this item. Perhaps it comes in a cane or separated easily into parts, so that it may remain hidden in a time where those who wield the Force are hunted down? Perhaps, like Ezra's first lightsaber, it is a lightsaber-blaster hybrid, in which case it never seems to run out of ammo. It may even be a double-bladed lightsaber, or a spinning double-blade lightsaber like those wielded by the Empire's Inquisitors. Alternatively, you can give up these features altogether in exchange for receiving a second standard lightsaber.

Regardless of your choices you are free to determine the hilt design of your lightsaber(s), so long it does not provide additional advantages. Likewise, you are free to choose the colour of the blade(s) emitted. You are familiar with the components of your lightsaber(s), and how they fit together; if you took a background in this setting, it is quite possible you constructed your lightsaber(s) yourself. Your lightsaber(s) retain upgrades.

Should your lightsaber(s) be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[400cp] Jedi Holocron**

This blue, box-like object is a Jedi artifact, which securely stores information. It can only be opened by a Force sensitive being wielding the light side of the Force.

This particular holocron holds various teachings of the Jedi Order, allowing one to better grasp Force powers and lightsaber techniques. You have some discretion over what exactly is within, so long as it makes sense and does not exceed the contents of the Jedi holocron kept by Kanan Jarrus in terms of overall utility.

A little-known fact, even amongst those who know what a holocron is, is that a Jedi holocron and Sith holocron can be brought together in order to create a vergence in the Force. This process requires both a lightsider operating the Jedi holocron and a dark sider operating the Sith holocron, and allows each to gain insight based on a question they want an answer to. While the answer will be given more directly than typical Force visions, it may still lack specificity or require additional context to fully understand. Be warned that such a process is fraught with danger and can easily go awry.

Should your holocron be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[400cp] Sith Holocron**

This red, pyramid-like object is a Sith artifact, which securely stores information. It can only be opened by a Force sensitive being wielding the dark side of the Force.

This particular holocron holds various teachings of the Sith. It contains the spirit of an ancient Sith who will gladly teach those with the potential, but who will also attempt to seduce them into adopting the beliefs of the Sith. Sith holocrons can be used as 'keys' for certain Sith temples.

A little-known fact, even amongst those who know what a holocron is, is that a Jedi holocron and Sith holocron can be brought together in order to create a vergence in the Force. This process requires both a lightsider operating the Jedi holocron and a dark sider operating the Sith holocron, and allows each to gain insight based on a question they want an answer to. While the answer will be given more directly than typical Force visions, it may still lack specificity or require additional context to fully understand. Be warned that such a process is fraught with danger and can easily go awry.

Should your holocron be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[400cp] Mandalorian Armour**

Your very own suit of Mandalorian armour. If you are taking on a background in this setting, it might have centuries of history.

The armour is made from Beskar, one of the strongest materials on the galaxy, and capable of repelling blaster fire and even lightsaber strikes. If you prefer, much of this material can be stripped away, sacrificing some protection in exchange for greater mobility. The helmet has a macrobinocular viewplate and rangefinder, in addition to various other functions.

You have a pair of Mandalorian vambraces, which are intended to be worn with the armour. They are outfitted with repulsors, energy based grappling lines, and a replenishing supply of paralysing darts. One of the vambraces has a shield projector. You also have a jetpack which quickly replenishes its fuel supply when not in use, and is equipped with a missile, which can be guided after firing to a limited degree and will be replenished the following day if it is fired.

Should your armour, vambraces, or jetpack be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[600cp] Hidden Jedi Temple**

An abandoned Jedi temple. It is obscured in some way; typically this would require a Force sensitive to bypass or resolve, but as a special consideration you'll always be able to access it.

Like most Jedi temples, it offers sufficient living accommodations, and various Jedi artifacts (though nothing particularly unique or powerful). Of note is a small supply of kyber crystals, which will replenish at the start of each jump (post-chain, every ten years).

The temple has sufficient facilities for the training of Jedi. This includes an ability to provide 'trials' to Jedi and their Padawans by shifting itself around and causing them to experience visions. The temple will declare those it considers worthy as fully fledged Jedi Knights. A secondary benefit of this is that this same function can be used to delay or deter intruders of ill-intent.

The temple is strongly connected to the Force. As a result, those with access to the Force or similar powers can meditate in the temple, allowing them to more easily connect and communicate with other Force sensitives (or similar) across the galaxy. The meditator does not need to know of an individual in order to connect with them in this way; fortunately, those that the meditator does not wish to connect with will not be reached against the meditator's wishes.

In future worlds, you may choose for the temple to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the temple be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

**[600cp] TIE Defender Factory**

A large factory, equal to the TIE Defender factory present on Lothal prior to the destruction of its fuel depot. The factory has the necessary plans and workforce to build TIE fighters, TIE interceptors, and of course TIE Defenders and TIE Defender Elites. Producing other ships may be possible, but you will need to provide the plans and additional training on your own.

In order to produce these starfighters, you will need to provide the necessary materials. If you lack them, you can offer up currency to have the factory source them for you, even in non-Star Wars settings. The cost of materials sourced in this way is substantially marked up from their base value. Only materials used in the construction of the aforementioned starfighters can be sourced in this way.

In addition to its workforce, the factory is outfitted with a small force of stormtroopers, as well as walkers, in order to defend it. All of these people are considered followers and are completely loyal to you – no need to worry about them sabotaging your projects from within! Should any perish, replacements will appear at the start of the next jump (post-chain, after ten years).

At the start of each jump, the factory will be moved to an appropriate location, relatively close to your starting location. Post-chain, you will have an opportunity to move your factory to any free and appropriate space once every ten years. If destroyed, the factory will reappear at the start of the next jump (post-chain, after ten years). Your factory will retain any upgrades it has received.

**[1300cp] A World Between Worlds**

Located in your Warehouse, or on another property you own, is this special portal. This portal can be activated and deactivated at your discretion, and optionally this process may involve a mural of living art. Normally only Force sensitives could enter such a portal, but as a special consideration you will be able to regardless.

Entering the portal will take you to the World Between Worlds, a mystical place of the Force that acts as a pathway connecting all time and space. Inside, you will randomly hear statements from both the

past and future from some of the setting's major players. Throughout the realm are various portals, windows to different times and places. This allows you to both enter a portal and time travel, or reach through the portal and pull someone into the World Between Worlds with you. Be extremely careful with this; not only are such acts fraught with risk, but your presence in this space may allow those strong in the Force such as the Emperor to reach into this realm through you and attempt to claim it for himself.

In future settings, this item will guarantee that similar realms will exist, accessed via the portal. Fortunately, until you have entered one of these realms, settings natives will not only remain unaware of their existence, but will be unable to access it in any way.

During the chain, the World Between Worlds cannot be used to move you or others between jumps.

In each future jump, you may choose to move this space to your Warehouse (if not already there), or to an appropriate property you possess. Post-chain, you will be able to do this once every ten years. Should the portal be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

## -Starships-

There are no discounts in the section. Instead, you receive a **200cp stipend**, for use in this section only. Companions do not receive this stipend.

All starships in this section never run out of fuel, and general upkeep of them is not necessary, allowing you to fly them whenever you like. Weapons like lasers can be used as you like, and munitions like proton torpedoes or rockets are restocked daily up to the starting amount. Should they be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. They retain any upgrades they have received.

Should you already possess any similar vehicles to the ones you purchase here, you may import these vehicles, giving them any advantages the purchases they are imported into offer.

**[200cp] TIE/LN Fighter**

The common TIE fighter, mass produced for the Imperial fleet.

Importantly, the TIE/LN fighter lacks a Hyperdrive, meaning it will need to be transported across greater distances by a larger starship.

**[200cp] VCX-Series Auxiliary Starfighter**

A starfighter compatible with the VCX-100 light freighter. Beside this compatibility, it has few noteworthy characteristics.

Yours is equipped with a Class 2 Hyperdrive, allowing it to move throughout the greater galaxy under its own power.

**[300cp] RZ-1 A-Wing Interceptor**

A speedy starfighter utilised primary by the Rebel Alliance. It is equipped with laser cannons, concussion missile launchers, and an impressive Class 1 Hyperdrive – giving you to the opportunity to move about the greater galaxy.

**[300cp] TIE Advanced v1**

An experimental starfighter typically reserved for the Empire's Inquisitors. It is equipped with laser cannons as well as a projectile launcher capable of firing tracking devices such as the XX-23 S-thread tracker (which will be replenished for this starship just as munitions would be). Unlike standard TIE fighters, it is equipped with a Class 4.5 Hyperdrive, allowing it to move throughout the greater galaxy under its own power.

**[300cp] Kom'rk-class Fighter/Transport**

A Mandalorian starship, the Kom'rk-class fighter/transport is a multi-purpose ship that can effectively act as both a starfighter and a troop transport. Maul possesses such a ship.

Running a bit longer than 50 metres, the ship is equipped with laser cannons and a Class 1 Hyperdrive, allowing it to move throughout the greater galaxy under its own power.

**[300cp] Lambda-class T-4a Shuttle**

A multi-purpose transport used by the Galactic Empire. It is equipped with laser cannons and a Class 1 Hyperdrive, allowing it to move throughout the greater galaxy under its own power.

The cockpit is capable of detaching from the rest of the vessel, in order to function as an escape pod.

**[300cp/200cp] A/SF-01 B-Wing Starfighter**

How curious. It seems you have acquired a starfighter that isn't meant to exist quite yet.

The B-wing is a blockade buster, meant to punch up at larger ships with its composite beam laser and proton torpedoes. It is equipped with a Class 2 Hyperdrive, allowing it to move throughout the greater galaxy under its own power.

Normally this ship would cost 300cp. If you like, you may instead pay 200cp; in this case the ship you receive is a prototype vessel with a few kinks to work out. For example, using the composite beam laser can short out the ship's lightspeed capabilities.

**[300cp/400cp] TIE/D "Defender" Multi-Role Starfighter**

Another starship that shouldn't exist yet, the TIE Defender is an experimental starfighter that is extremely effective.

The TIE Defender seems to represent a philosophical departure from the TIE fighter. Instead of relying on numbers and cheap ships, resources are poured into the ship, and as a result it is equipped with both a Class 2 Hyperdrive and powerful shields. Besides the cost of producing the starfighter, the primary downside is that it requires greater skill to successfully pilot.

For an additional 100cp, you instead receive a TIE/D Defender Elite, a superior model of TIE Defender made following improvements suggested by Darth Vader. It is both faster and more heavily armed than the regular TIE Defender. It also has a remote kill-switch, but if you like you can elect for that function to be removed. If not for the Defender program being put on hold, it is quite possible that the Galactic Civil War would have had an entirely different outcome.

**[500cp] VCX-100 Light Freighter**

This modified light freighter would make an ideal vessel for a rebel cell, or a small band of smugglers.

The freighter has a Class 2 Hyperdrive, allowing it to move throughout the greater galaxy under its own power. It is equipped with laser cannons and outfitted with proton torpedoes, in order to defend itself. It has jammers and a variety of illegal upgrades to its stealth systems which make it difficult to detect.

Of particular interest is an auxiliary vessel which comes with your freighter: a VCX-series auxiliary starfighter. It can detach and reattach to the freighter as desired, and is also equipped with laser cannons and a Class 2 Hyperdrive. This means it can both shuttle parts of the crew if the mission requires them to separate, or act as an additional starfighter during combat.

If importing into this option, you can choose to treat the primary and auxiliary vessels as separate ships, allowing you to import an appropriate ship into either role, even importing two ships – one into each role. Alternatively, you can choose to treat both vessels as parts of a greater whole, importing your existing ship into the complete package.

**[600cp/700cp/800cp/1000cp] Quasar-class Carrier**

The Quasar Fire-class cruiser-carrier runs at a length of 340 metres, and boasts four separate hangar bays, making it useful as both a starship carrier and mobile command base.

Optionally, your carrier can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

Although such a carrier can accommodate as many as 96 starfighters, these ships typically carry far lighter complements, with some ships carrying as few as ten TIE bombers and four TIE fighters. By default, your hangars are empty. For an additional 100cp (700cp total), your ship comes with this minimum complement. For an additional 200cp (800cp total), your ship comes with 48 starfighters, divided between TIE fighters, bombers, and interceptors, in a manner of your preference (chosen on purchase of this starship) as well as several shuttles and utility vehicles. For an additional 400cp (1000cp total) it comes with a full complement of 96 starfighters (again divided up as you like), as well as those same shuttles and utility vehicles. As with the ship proper, fuel, ammo, and general maintenance is covered, and they will be replaced if lost or destroyed – appearing in a hangar if

possible or another location controlled by you if not. If you are choosing to receive a crew, your crew will include pilots of average skill that can pilot these vehicles for you.

**[800cp/1200cp] Imperial I-class Star Destroyer**

A capital ship utilised by the Empire; the Star Destroyer strikes fear into the hearts of many. This model sits at a whopping length of 1600 metres.

Optionally, your Star Destroyer can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

By default, its hangar is empty. However, for an additional 400cp (1200cp total), this hangar is filled with a total of 72 starfighters, divided between TIE fighters, bombers, and interceptors, in a manner of your preference (chosen on purchase of this starship). It also comes with eight Lambda-class shuttles, and several LAAT/le patrol gunships. As with the ship proper, fuel, ammo, and general maintenance is covered, and they will be replaced if lost or destroyed – appearing in the hangar if possible or another location controlled by you if not. If you are choosing to receive a crew, your crew will include pilots of average skill that can pilot these vehicles for you.

If you are taking the Imperial Origin with a background in this setting, purchasing this starship at either tier gives you the opportunity to start as an Admiral.

## -Companions-

**[50cp per.] Import**

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

**[50cp per.] Create**

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

**[50cp per.] Recruit**

For 50cp each, you may take any named character appearing in the Star Wars Rebels along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a ‘slot’, so you can ask around and find another character to journey with if you would like.

## -Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

**[0cp] Jumper History**

Have you been to the Star Wars galaxy before? Well with this toggle, you can import the events of any previous Star Wars jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. This includes jumps set in the 'Legends' continuity, though incorporating them may have unexpected effects on the galaxy. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

**[0cp] Extended Stay**

Not finished rebelling? Want to see the job done?

With this toggle, you can delay the end of the jump as much as you like, up to the end of 4 ABY. This will take you right through the Galactic Civil War, past the destruction of the second Death Star.

**[+100cp] Language Barrier**

You are fluent only in Galactic Basic Standard (or Binary if you are a droid). You lose any comprehension of other languages present in the Star Wars setting that you already have until the end of the jump, and find it just about impossible to learn new languages during your time here.

In a vast galaxy like this one, this may cause you some communications issues.

**[+100cp] Fuel Concerns**

Starships you fly in use up fuel a fair bit faster than they typically would. Additionally ships acquired in the Starships section here no longer benefit from their guaranteed fuel supply until this jump comes to an end.

**[+100cp]** ***Oh, oh, oh. Here we go!***

Like Azmorigan, you find it difficult to retain your composure during stressful situations, and are likely to fly off the handle and start blasting when it would be better to let enemies pass or to negotiate with them. This unfortunate habit can be resisted, but requires great effort on your part each time.

**[+200cp] Insubordination**

Whether it be a result of overzealousness, glory seeking, a lack of trust, or some other cause, your subordinates and allies are now much likelier to refuse or ignore your orders and act on their own.

As a result, you will find battles much more difficult to win, as allies break rank and fall into traps your instructions would have protected them from.

**[+200cp] Defection**

Those from your preferred faction (Empire or Rebels) are now more likely to defect to the opposing side.

Whereas the above drawback is more likely to cause you immediate problems, this one will harm your preferred faction over the longer term, as talent and intelligence now falls into enemy hands.

Attempts to 'game' this drawback will fail; it operates based on your actual preferences, not pretend allegiances. On the plus side, major characters as well as those you bring into this jump will not be influenced by this drawback.

**[+200cp] Blind**

Whether it is the result of lightsaber injury, or some other cause, you have been rendered completely blind. This blindness will persist for the duration of the jump; it cannot be healed, resolved by repair/cybernetic implant, or by shape changing/alt-form switching.

**[+300cp] The Honourable Ones**

At some point during your time here, you will be stranded on an inhospitable moon with someone that you have either already made an enemy of, or who possesses an opposing belief system.

You will be required to work alongside this person in order to survive the various dangers the moon presents, and find a way to escape. During this event, powers or items you possess that would allow you to automatically solve the issue are either temporarily lost or fail to work.

**[+300cp] Inquisitor's Ire**

You have been declared an enemy of the Empire. Your capture and execution has been left to the Inquisitorius.

Initially, a single Inquisitor will be assigned to you. This darksider's mission is to track you through the galaxy, and eliminate you. Should you elude them for significant time, or kill them, then two inquisitors will be assigned to you. If that fails, then three. Eventually, you will draw the attention of Darth Vader, Dark Lord of the Sith. Are you sure you are prepared for this?

**[+300cp] Thrawn's Target**

You have been declared an enemy of the Empire. Your capture and execution has been assigned to Thrawn.

Thrawn is arguably the single most capable man in the Empire, and commands an entire fleet. He will learn what he can about you and use it to his advantage. He will accept large civilian casualties as collateral damage if it means getting the job done.

If you also took Inquisitor's Ire, not only will you be targeted by both groups, but they will coordinate unusually well. Do you really think you can handle such danger?

## -Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

**The Jump Strikes Back:** You choose to remain in this world. Your chain ends here.

**A New Jump:** You choose to continue your chain. Proceed to the next jump.

**Return of the Jumper:** You choose to return to your original world. Your chain ends here.

## -Notes-

Thank you to everyone who assisted in making this jump.

**Timeline of important events possibly occurring within the jump:**

Note: This jump occurs within the new continuity established after the Disney acquisition of Star Wars. This timeline is largely sourced from Wookiepedia.

5 BBY

- Ezra Bridger joins the Spectres. (Rebels S1)
- The events of Andor Season 1 take place.

4 BBY

- Kanan Jarrus is captured by Grand Moff Wilhuff Tarkin. He is subsequently rescued in orbit above Mustafar; in the process the Grand Inquisitor is defeated by Jarrus and chooses to fall to his death rather than face the wrath of Darth Vader. (Rebels S1)
- The Siege of Lothal occurs. Minister Maketh Tua is killed and Darth Vader learns that Ahsoka Tano is still alive. (Rebels S2)

3 BBY

- Princess Leia Organa officially invested as crown princess of Alderaan.
- The rebels rediscover the Lasat home world of Lira San. (Rebels S2)
- Kanan Jarrus is bestowed the rank of Jedi Knight by the spirit of the Grand Inquisitor in the hidden Jedi Temple on Lothal. The temple falls into the Empire's hands. (Rebels S2)
- Phoenix Cell establishes a base on Atollon. (Rebels S2).
- Maul is discovered on Malachor. He attempts to trick Ezra Bridger into activating an ancient superweapon built into a Sith temple but the weapon is shut down and the temple is destroyed. The Fifth Brother and Seventh Sister are killed by Maul. The Eighth Brother falls to his death. Kanan Jarrus is blinded by Maul. Darth Vader does battle with Ahsoka Tano and she is saved by being pulled into the World Between Worlds by a future Ezra Bridger. (Rebels S2)

2 BBY

- Grand Admiral Thrawn is deployed to confront the growing rebellion, beginning the Lothal Campaign. (Rebels S3)
- With the help of Sabine Wren, Wedge Antilles and Derek Klivian escape from Skystrike Academy and join the Phoenix Cell. (Rebels S3)
- Maul learns of Obi-Wan Kenobi's whereabouts on Dathomir following a holocron fusion and use of a Nightsister potion. Sabine Wren acquires the Darksaber left behind by Maul on Dathomir. (Rebels S3)
- The Mandalorian Civil War begins. (Rebels S3)
- The rebellious cells organized into the Alliance to Restore the Republic above Dantooine. (Rebels S3)
- Maul has one final duel with Jedi Master Obi-Wan Kenobi on Tatooine, and is killed. (Rebels S3)

- Phoenix Cell is decimated by Thrawn during the Battle of Atollon. (Rebels S3)

1 BBY

- Alliance High Command sets up a base on Yavin 4, after the evacuation of Dantooine base. While Yavin 4 was already being used as a base by the time of the Battle of Atollon, the gathering of various rebel cells on the moon formed the core of High Command.
- Sabine Wren passes the Darksaber on to Lady Bo-Katan Kryze. (Rebels S4)
- The Spectres return to Lothal. They smuggle data on the TIE Defender Elite to the Rebel Alliance. Kanan Jarrus is killed when rescuing a captured Hera Syndulla, following the destruction of a fuel pod. The destruction of the fuel depot at the TIE Defender factory effectively kills the project. (Rebels S4)
- Ezra Bridger discovers the World Between Worlds via a portal on Lothal, uses it to rescue Ahsoka Tano from her would-be death from Vader two years prior, and prevents it falling into the Emperor's hands. (Rebels S4)
- Lothal is liberated by the rebels – during the battle Thrawn's Star Destroyer, the Chimaera, is pulled by purrgil to a far galaxy, taking both Ezra Bridger and Thrawn with it. (Rebels S4)

0 BBY – 0 ABY

- The events of Star Wars Episode IV: A New Hope take place. Alderaan is destroyed. The Death Star is destroyed.
- After the destruction of Alderaan, Lindon Javes defects from the Empire. This is the prologue section of Star Wars: Squadrons.

3 ABY

- The events of Star Wars Episode V: The Empire Strikes Back take place.

4 ABY

- The events of Star Wars Episode VI: Return of the Jedi take place. The second Death Star is destroyed. Emperor Palpatine's original body is destroyed, and he is presumed dead. Darth Vader dies. The Empire is massively diminished.
- Shortly before the Battle of Endor during Episode VI, the campaign of Battlefront II (2017) begins.
- Sometime after the destruction of the second Death Star, the main story of Star Wars: Squadrons takes place. It finishes within the year.

**On Lightsaber Imports:**

If you are choosing to acquire a lightsaber-blaster hybrid style lightsaber, you can import both an appropriate melee and ranged weapon into it.

**On Followers:**

Followers granted by options within this jump can be of any gender makeup. They can be any species on offer within this jump, as well as other species that are within the same scope of power, and that appear within the Disney continuity during this approximate period in the timeline. Droids are also a valid choice, provided they are of a model that is appropriate to this time period, and that does not

offer significant advantages beyond what is needed for the follower in question. A Star Destroyer full of non-humans would be unusual, but is allowed. You cannot choose for them to be Force sensitives. These followers are loyal to you, rather than the cause, so don't worry about being shot in the back should you choose to defect.

**Where can I find a Plot Synopsis?**

You can find a summary of the plot of Star Wars Rebels here:

https://disney.fandom.com/wiki/Star_Wars_Rebels_episode_list

## -Changelog-

0.1
Created the jump.

1.0
(i) **Seeker Sister** now correctly displays its discount rules.

1.1
(i) Minor typo fixes.