KOTOR Anon – 7/7/2016 v.2

Star Wars Supplement
Notes and Force Conduit Info

Force Conduit

- After completing any two Star Wars jumps you will gain the ability to grant living things in other universes a connection to the Force. You will have full control over who and what becomes Force sensitive and you can grant powers to either a few individuals or an entire universe if you so choose.
- The Force Sensitives you create can start anywhere from beginner to padawan in terms of strength and skill, you'll have full control over how well they're initially able to use the Force and wield a lightsaber. With study and training these individuals will be able to improve themselves potentially becoming just as powerful as you are, or perhaps even more so.
- You're free to decide whether or not the people you grant Force Powers to gain Midi-chlorians as well.

Lightsaber Crystals

- After becoming a conduit of the Force you'll be able to create synthetic lightsaber crystals in other universes and allow them to grow in caves with strong magical or spiritual connections.
- People you grant Force powers to will also be able to create lightsaber crystals.

The Darkside

- You and anyone you grant Force sensitivity can always fall to/embrace the darkside of the Force. Willpower and anti-corruption perks will obviously mitigate this danger, and perhaps even eliminate it entirely, but purposefully acting evil or indulging in negative emotions will increase the allure of the darkside.

Levels of Force Sensitivity and maximum potential of Force Powers

- The first time you gain Force Sensitivity you'll be equal to Ahsoka from The Clone Wars in terms of strength and skill. This is before selecting any additional powers or skills. A second acquisition will double the raw strength of your Force powers and a third will increase them by one-half.
- Regardless of whether or not you acquire Force sensitivity multiple times you will be able to improve your abilities through study and training to become the equal of some of the greatest Force users ever. With just a few years of practice you could become the equal of Bastila or Asajj Ventress, spend decades improving your powers and you'll be able to match the likes of Revan, Dooku or Mace Windu, and after dedicating an entire lifetime to learning the ways of the Force you could become a master equal to Yoda, Sidious or Kreia. You may also be able to reach the level of unique individuals like Starkiller, Nihilus or Luke but it could take centuries of concentrated study into the Force.
- Neither you nor any one you grant Force Powers to will be able to surpass the feats depicted in the cannon or EU.
- The only way to become as powerful as The Ones or Abeloth is by using the same methods they did. This NOT recommended however since it WILL drive you insane and transform you into an abomination.

Magic

- Sith sorcery, Sith alchemy and Dathomirian sorcery can be learned and will function in other jumps.

“Can I buy Force powers in the Clone Wars/Original Trilogy jump without getting it's Force sensitive option if I already gained Force sensitivity from another Star Wars jump?”

- No. If you, for example, go to the KotOR jump to gain Force sensitivity and then take the Clone Wars jump you will have to pick the Force Sensitive origin from Clone Wars in order to purchase new Force powers from that jump.

Repurchasing Force Powers

- Buying a Force Power more than once will increase you skill with that specific power. After every additional purchase you will learn new and innovative ways to use your rebought abilities, you will also find your control over them improved as well. Each skill increase is equal to five years worth of practice.

Lightsabers

- Unless something in the jump overrides it these things will always behave the way they're supposed to. I.E, lightsabers will cut through people, creatures and pretty much anything else in one swipe. The only things powerful enough to block or completely no-sell lightsabers are energy shields, particle shields and certain unique materials know to resist incredible amounts and heat and energy.

- Lightsabers can still break through shields with damage absorption limits.

Continuity Between Jumps

- The timeline will try to remain as close to cannon as possible whenever you pick a continuity option but the exact specifics are open to interpretation. For example, say you kill Palpatine in the Clone Wars jump, stop the clone army from ever being created, make sure Anakin has a happily ever after, and do everything else in your power to ensure that the Empire isn't created. Going to the Original Trilogy jump with that continuity could potentially cause someone else to take over the Republic during your absence and create a very similar situation to what was going on in the original timeline.

- Connecting the KotOR and Clone Wars continuity will never cause any noticeable changes unless you spent your time in the former jump blowing up planets or handing out incredible new forms of magic and technology. However even then there's a strong chance that your actions could've been undone during the 4,000 year gap between the two eras. You'll still be widely remembered or mentioned in historical texts if you were important enough and anything you built or left behind should still be around if it could survive that long.

Immortality

- Even if you figure out how to keep your spirit or consciousness alive through the Force you will still fail the JumpChain upon losing your physical body. However after finishing your chain and getting your spark you're free to abuse this power however you want.

- Although Darth Plaugueis could revive people from the brink of death he did not discover immortality and it is unknown if his experiments would have ever been successful in achieving that goal.

- Force Healing, if mastered, can save people from lethal injuries or ailments but it cannot be used to revive someone from the dead.

Skills

- Repurchasing skills will give you five extra years worth of practice with it.

Items, Equipment and Vehicles

- You will receive a steady supply of ammo and fuel for any weapons or vehicles you've purchased, and any equipment you bought can be recharged in the Warehouse.

Droids

- Droids you acquire during a jump can be stored in the Warehouse, however if they develop sentience they will be ejected and need to undergo a memory wipe before you can return them to the warehouse.
- Droids purchased directly from one of the jumps will be treated as companions and given immunity to this rule.

Alien Forms

- If you purchased an alien form you will be returned to your original form at the end of the jump and gain the ability to shift into your non-human form whenever you wish.

Hyperspace

- If you have a ship capable of hyperspace travel you may use it in other jumps without restriction. However, hyperspace travel will be extremely dangerous without access to the local equivalent of navigational charts or hyperspace lanes. In other words, flying into an unmapped region of space could end with you colliding into a star.
- By default your ship's hyperspace engine will not interact with other local forms of hyper/sub/extra-dimensional space. (Ex. You can safely fly around the Warhammer 40k galaxy without interacting with the Warp.)