STAR WARS: FALLEN ORDER SURVIVOR

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Welcome, to a world that is probably quite familiar to you. Welcome... to Star Wars. Jedi Fallen Order and Jedi Survivor take place during the dark years of the Empire, each game being 5 and 10 years after the events of Order 66 respectively. They follow the journey of Cal Kestis, a former padawan and Order 66 survivor as he tries to regain his connection to the Force and fight back against the Empire. It's gonna be a rough 10 years.

The Jump will start at the same time that the Second Sister will be arriving at Bracca.

+1000 CP

You will need them.

ORIGIN

FALLEN ORDER SURVIVOR

You were once a Jedi who longs for the Republic to return, or you're just trying to survive and lay low under the Empire's Fist, you possess a knack for staying out of trouble. This also serves as the Drop In Origin.

INQUISITOR

You have fallen, out of fear, grief or pain, it doesn't matter. As it is you are part of the imperial Inquisitorius, and serve as one of their inquisitors like the ninth sister or the second brother.

NIGHTSISTER

The last of your clan, all because of those jedi and sith. As the last remnant of a once great clan you share a history with Nightsister Merrin and you may or may not share a common goal. Regardless you are one of the last known nightsisters still alive today.

STORMTROOPER

You're actually a devoted member of the Empire, or at least you have the appearance of such, and were enlisted into the imperial army. It's a shame that you weren't special enough.

PURGE TROOPER

But you are certainly so, as not only you are a devoted member of the imperial army, you also were a prodigy of your craft, and were acknowledged as such.

BOUNTY HUNTER

You're a bounty hunter. Simple as. You track down people with bounties on their head, capture or kill them, and then turn the mark in for a profit. You may have a code, you may only go after legal bounties, or you may not care about any of that and hunt down anyone with a price on their head.

DROID

You are artificial, made with one goal in mind, but thanks to chance and some help on the side you achieved true sentience and what is more, freedom of choice. You are free to make your own choices.

AGE AND GENDER

Your gender is irrelevant, you can choose to be a female or male, certain powers or races grant you a middle ground or are devoid of any gender from the start. Your Age is determined by your origin, but as a rule the youngest you can be as a humanoid is 14 for practical reasons.

RACE

There are countless species in the Star Wars Galaxy, so this section will be made simple. For ***Free*** you can be a human or near human race minimal to no physical or mental enhancement. For ***100 CP*** you can be any race with minor enhancements, like a Zabrak. For ***200 CP*** you can be

from a species with notable enhancements, like a Wookiee, and for ***300 CP*** you can be from a species with major enhancements.

LOCATION

For ***Free*** you can start on whatever planet that you want, For ***+100 CP*** you can start on Bracca and appear in the same train that he takes after work. For ***+200 CP*** you randomly appear on a planet important to the plot of Jedi Fallen Order or Jedi Survivor, appearing somewhere plot related.

PERKS

GENERAL

Force Potential | Free / 50 / 100 / 150 / 300 / 600 CP |

The first thing of this universe that anyone would think of is space wizard and the second is the even cooler dark space wizards, but that's for later discussion, first is to determine if you can even be a space wizard, for **Free** you can have the same potential as an Jedi Initiate, for **50 CP** you will have the same potential **as** a Jedi Padawan like Cal Kestis at the start of the game, for **100 CP** you will have the same potential as a Jedi Knight like Kanan Jarrus, for **150 CP** you will have the same potential as a Jedi Master like Obi-Wan Kenobi, for **300 CP** you will have the same potential as a Jedi Grand Master like Yoda and for **600 CP** you will have the same potential as a Vergence in the force like Anakin Skywalker. Your Force Potential can change depending on your life experiences, trauma and training.

Space Wizard Training | Free / 50 / 100 / 150 / 300 / 600 CP |

The following question is then asked, do I have the training? This will help you determine if you have any training in wielding the force or if you are full of smoke. For **Free** you can have the same skill as a Jedi Initiate, for **50 CP** you will have the same skill as a Jedi Padawan like Cal Kestis at the start of the game, for **100 CP** you will have the same skill as

a Jedi Knight, for **150 CP** you will have the same skill as a Jedi Master, for **300 CP** you will have the same skill as a Jedi Grand Master and for **600 CP** you will have the same skill as a fully realized Vergence in the force.

Lightsaber & You | Free / 50 / 100 / 150 / 300 / 400 CP |

The most asked question will always be, can I wield a lightsaber? And the answer is... It depends on how much you are willing to pay. You can choose any lightsaber combat style, it doesn't matter if it's canonical or not, but as it was established above, your mastery of this style is divided in six different levels, with the skill of a Jedi Initiate being **Free**. You will still be capable of improving your lightsaber training and of learning new styles independent of what level you bought.

Game System | Free / 100 / 200 / 300 / 400 CP |

In both games Cal Kestis has the ability to meditate in certain parts of each environment, entering a deep meditative trance, where time doesn't pass, in which he can view his different skill trees (Survival - Lightsaber - Force) and level them up. Now you can do the same, each time that you kill or learn something new you earn exp based on the difficulty of the kill or rarity of that knowledgement. Killing again the same entity gives 10 times less exp in relation to the first time you killed it. Each skill point needs the same amount of experience earned each time, but the cost of each skill is dependent on its power and the difficulty you will have in learning it. Training works as a way for you to unlock a new branch of skills, once you have completed the minimum necessary training a new skill will appear, solidifying your knowledge of that skill and opening new paths forward.

Training also works as normal, letting you learn full skills without using skill points, but at a slower rate if you don't have any other training boosters.

> For an extra **100 CP**, each time you enter your meditative trance you will have the ability of healing yourself of all your wounds and replenishing all your stimpacks canisters in your person and/or your personal droid.

For an extra **100 CP**, each time you enter your meditative trance you will gain the ability to displace yourself or *Fast Travel* between any of the other discovered meditation points on the planet that you are, awakening each time in a different part of the world.

For an extra **100 CP**, the galaxy will expand bringing forth *Force Echoes, Tears and Essences* with it. Force echos are tied to distinct event of the past or near past and every three echos collected you can either increase your health or force reserves, while Force Tears will transport you into challenge dimension with a skill point, a perk or a perk slot as a reward once completed, and Force Essences will reward you with one of these, an increase to your health, an increase to your force reserves, or by giving you a skill point and by giving you a perk or perk slot if you also have the Perk System upgrade.

For an extra **100 CP**, you gain access to the new Perk System of Jedi Survivor. At first you gain access to the original perks, these are slightly tweaked to better adapt to the real world, new perks and perk slots can be gained by completing *Force Tears and Force Essences*. You start with 3 slots.

FALLEN ORDER SURVIVOR

Psychometry | 100 CP |

You have the rare and useful ability of psychometry, this allows you to touch objects and glean information about their history and past owners. You can sense the emotions of the past, their memories and experiences, this naturally will help you in any future missions as you uncover more and more information, sometimes useful, others not so much. As a bonus you have perfect control of when it activates.

The Many Forms Of A Weapon | 200 CP |

Like certain Jedi, you have learned a thing or two after the fall of the republic and order 66. You have expanded your knowledge and skills of engineering into the realm of weapon making, modifying and combination. This trinity of skills has allowed you to create weapons capable of changing forms or having multiple functions, like Cal Kestis'

split/crossguard dual-phase lightsaber, a scythe anti-material rifle, a lightsaber blaster or a pair of shotgun gauntlets.

As a bonus each weapon that you created to have more of one form or function will give its wielder the subconscious basic knowledge of how to wield it, and in your case this instinctual awareness is deeper, allowing you to wield such weapons with ease of an average user.

Slowing Down The Clock | 400 CP |

By fluke of destiny or by trauma, like certain young Padawan, you have moved past the limitations of the Light Side of the Force and touched into what some consider to be unnatural. This experience has left you with a certain ability to control time, at first you will only be capable of slowing one entity or object for a short time, and damage snapping them back to normal speeds, but with enough training your time control will evolve, allowing you to freeze whole areas of space in time, teleport using a variation of time travel, recreate Gojo's Infinity but with time powers, become immortal by stopping your age or move faster than light by accelerating your movement time.

INQUISITOR

Sith Always Look Good In Black | 100 CP |

You know how mostly all of the female Sith are beautiful regardless of their species, well that has a simple reason, the Sith Ladies are generally vain and want to look beautiful while they are killing their enemies.

This perk is a one time full body overhaul and tune up, you can look like you want and mix and match your gender sexual organs at will. But as a base, your looks will be an eleven out of ten all the time, your hair will stay in whatever style you want it in, in whichever color, and if you don't want to shave you simply won't need to, as no facial or body hair will grow unless you want it to, even losing it if you have any and don't want anymore. No matter what you eat or how you exercise, you will stay healthy and attractive. Nothing that happens to alter your appearance will leave you looking unattractive, even sweat, dirt or whatever else will somehow compliment your looks perfectly instead of ruining it. It takes

no maintenance to keep it up either.

In general you will look extra good in tight black or red clothes, like black leather pants, red lingerie and other garments, all this while being also capable of combat and all-environment traversal no matter what you are wearing or not wearing.

As a bonus any piece of clothing that you wear made of materials with protective qualities to it now extends to all your body, so go on and kick the asses of that robe wearing space wizard in that beskar chainmail bikini that your lover likes.

Unconventional Weaponry | 200 CP |

The Sith Lord of old were masters of the unconventional fighting styles, creating ones that relied on taunting their enemies into madness, developing a fighting style using lightsabers whips or double ended lightsabers. And like the Sith of old you have inherited this disposition, whether it's in the development of new techniques or weapons for your own use.

Gentle Darkness | 400 CP |

You went so far into the dark side that you came from the other side. You are still using the dark side of the force, but now your chains are broken. You are no longer constrained by the chains of the dark side, allowing you to grow endlessly in power without worrying about the dark side corruption or its emotional limitations ever again. This, subsequently, has allowed you to fuel your abilities by channeling any other emotion without limits into your attacks to overclock them. Who said anything of a Dark Lady using the Power of Love to kill her enemies?

As a bonus you can teach this power to your most faithful followers allowing you to break their chains too, knowing that as well as you that their bodies, minds and souls are free of its taint. This protection expands to other powers that have similar requisites or drawbacks of that of the Dark Side.

NIGHTSISTER

Nightsisters' Magic | 100 / 200 CP |

As a Nightsister you gain the training in the dark arts of Force based Magic, this obscure magical art gives you the ability to to twist the force to do your bidding, like creating illusions, brewing special potions with diverse effects, true invincibility, necromancy or other diverse spells. You start with average training in these arts and your power is only limited by your force potential. Or, if it is more your speed, you can take the same training and knowledge in the arts of Sith Alchemy and its many, many secrets. For an extra **100 CP** you can take both.

The Art Of Teleportation | 200 CP |

Some of the most powerful Nightsisters learn the art of teleportation, most of them use it in their day to day life as a convenient form of transportation, but like Merrin you have learned the art of combat teleportation, which has allowed you to fight bigger and more prominent threats by your lonesome. This comes with a sort of six sense that allows you to feel imminent danger in the near future to dodge out of the way. As a bonus you also gain perfect spatial awareness and sense of equilibrium.

The Matriarch | 400 CP |

Leader, combat, teaching and potential perk

As one of the last Nightsisters, it's only natural that you eventually become their matriarch. To prepare for that eventuality you have studied the advanced forms of the nightsisters magic allowing you to change the form of living beings, heal broken bodies and curse entire families, and re-discover the secrets of the sith alchemy of old.

But to become a matriarch is to become a leader, and to that end you have trained yourself on how to lead groups of people and animals, how to create infrastructure for your future clan and how to meditate on politics.

Finally, to become a successful matriarch you have learned how to cultivate the potential of your people, to grow it, to squash it and to change it. As a bonus you also learned a pair of spells that will allow you

or any woman that you cast them upon to get pregnant with lesbian sex or to temporarily grow a penis.

STORMTROOPER

Stormtrooper Training | 100 CP |

You have what is considered the normal training and physical conditioning of the biggest military force in the known galaxy. As it is, this training is the basic foundation of all the different troopers types, and you have excelled at it.

Post jump this extends to add any and all basic training and physical conditioning of the biggest military force of your jump.

Really Good Aim | 200 CP |

You are an anomaly for a stormtrooper, you have really good aim, like, good enough to catch Jedi or Sith by surprise more than once in a fight, that is if they didn't kill you first. But this aim is not limited by blaster, you are good with any and all types of ranged or throwable weapons.

Super Trooper | 400 CP |

You no longer are a normal trooper, you have been selected to form part of an experimental super soldier program, and were given an experimental serum to enhance all your physical and mental parameters and grant minor regeneration. This also works as a pseudo training booster allowing you to attain more in less time and with less effort. As a bonus this perk also boosts all training experience type perks (like the Stormtrooper Training, Purge Trooper or Mandalorian in Disguise Perk), into an elite version of the same perk.

PURGE TROOPER

Purge Trooper | 100 CP |

As a Purge Trooper your training has gone even beyond that. Making it that while alone you can outright kill most Jedi padawans and be a fair match for an average Jedi Knight with his lightsaber, fighting them to a standstill for a while and only losing because of their wizardry shit and

greater endurance. Who knows, maybe with a little bit of luck and trickery you can kill a few of them before they start to throw random shit at you.

Weapon Master | 200 CP |

The differences between a Purge Trooper and a normal Trooper are steep ones, as their training is more taxing deep in their eagerness to serve the Inquisitorium and their eternal hunt for the Jedi survivors. The first real indication of this is their use of different melee weapons which allows them to go toe to toe with Jedi Padawan and their lightsabers. To achieve such a feat as a non force user requires that each Purge Trooper had mastered the use of at least one of the Inquisitorium issued weapons, between the melee electrostaffs, electrobatons or electrohammers, and the ranged DC-15A blaster rifles, DC-15LEs, DC-15A blaster carbines, E-11 medium blaster rifles, or E-11D blaster carbines.

At the start of the jump you have mastered one of the melee options and one of the ranged options. Post jump this mastery extends to all the other weapons suggested on this perk.

Mandalorian in Disguise | 400 CP |

Somehow you have fooled everyone with your origins. You are not a normal Purge Trooper, but are actually a Mandalorian in disguise — it should have been obvious with the quantity of dead Jedi in your wake. If it wasn't obvious before, your training is superior to that of a Purge Trooper, capable of fighting a Jedi Master on equal ground and beating lower ranking Jedi with ease, and as final Fuck You! To the filthy space wizards, you are now immune to the direct use of the Force; although you can, at your discretion, allow positive effects to still work.

In future Jumps, this immunity expands to all supernatural effects or powers that target your body, mind or soul, and are still capable of allowing positive effects to take hold.

BOUNTY HUNTER

Traps & Ambushes 101 | 100 CP |

Like most bounty hunters you have learned the ancient art of ambushes and trapmaking, this grants you a supernatural awareness of where to create an ambush or trap to its maximum yield. As a bonus you have also learned a high level of stealth allowing you to stay hidden before the trap or ambush is triggered, without anyone being none the wiser.

Portable High-Ground | 200 CP |

You know, like the Mandalorians, you have mastered the art of the portable high-ground, allowing you to fight in the air better than on any surface without suffering from any detriment. As a bonus, even without a jetpack you have learned the ways of air movement in the form of air dash and air jump. If that wasn't enough, you no longer suffer from fall damage, as long as you fall with your feet first. At the start you would only be able to use air jump or air dash one time before touching a surface, with training this can be expanded.

Hunting You Across The Galaxy | 400 CP |

You are a determined hunter and no prey is out of your hunting range. As long as you have a single piece of their clothing or equipment you can track them down no matter the distance. If you have a piece of their flesh or even a drop of their blood you can also track them and any descendants they might have.

DROID

Cyborg Transition | 100 / 200 / 300 / 400 CP |

Like certain General, the majority of your body has been replaced by that modular droid body of your specifications. As a base your new body has the same physical capabilities as a standard B1-series battle droid, stronger than a normal human, more resistant to damage, with endless stamina and easy to modify.

> For another **100 CP** your capabilities are upgraded to rival those of a B2-series super battle droid, giving you an increase in strength, a new armor covering your body and a pair of wrist blasters in each arm. Your new strength is enough to lift a fully outfitted clone trooper with one arm.

For another optional **100 CP** your reactor core is exchanged by a miniaturized eternal motion engine. Your body gains a level of high speed regeneration, and your external armor and body in general are compressed into a more humanoid form, giving you more agility.

For a final optional **100 CP** your body gains a synthetic shroud of flesh and skin, giving you the outer appearance of a normal sentient being. This appearance can be changed at will, and is partially or fully retractable to allow internal weapons full deployment and action. Think of it as a pretender shell of transformers.

Droideka | 200 CP |

Now we are talking. Your body has been upgraded to form a spherical energy shield at your command. This manifests as a special unit that is now part of your body and can upgrade at will if you have a cybernetic body. However, if you are a sentient made out of flesh, you gain the ability to project a spherical shield that grows with training. This shield can block some blaster bolts and a pair of lightsaber strikes before going down as a starting point.

Magnaguard | 400 CP |

Like all Magnaguards, you now are capable of fighting with missing limbs or a head and gain their incredible agility that allows them to go toe to toe with the Jedi, if you are a sentient made of flesh, your battle continuation is limited to missing limbs, blood loss and extra holes in your body, decapitation is still lethal to you, but in exchange your agility is greater than that of the droids body by virtue of having less weight to move around. As a bonus you also have learned how to fight with an electro staff to the level of a Jedi Knight.

ITEMS

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. All origins get their 100SP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

GENERAL

Beats From A Far Away Galaxy | Free |

Far away from home, but still with a fraction of it in your pocket. Here you have a mystical mp3 player of your choice with all the music that you ever would want, it routinely updates its database with all the music of the current jump plus the music of your home dimension, all ordered at your liking. It also has a stereo option for when you want ambient music.

Everyday Wear | 100 CP |

You receive a chest with all the clothes that you could ever imagine, all you have to do is put a hand inside it and pull out a full clean outfit, underwear optionally included to taste. The chest will follow you and appear when you want it to, otherwise it's invisible.

Grappling Hook | 100 / 200 CP |

A mechanized customizable grappling hook like those used by the workers of the lower levels of coruscant. The cable extends up to 50 meters, the hooks latch into any and all materials and can retreat from full length in less than a second. And for an extra 100 cp, your grappling hook will be stored inside a pocket dimension tied to you allowing you to shoot it from inside it and pull its dimension and you alongside with it.

Magical Bacta Injections | 200 CP |

Bacta injections, what kind? The magical ones. One injection and all of the minor wounds in your body will heal, and the major ones will close, a second one will heal the major ones too. The healing properties of bacta won't allow the regrowth of missing body parts, but if you have them, bacta will allow the reconnection of any of them.

FALLEN ORDER SURVIVOR

Mechanical Multi-Tools | 100 CP |

A pair of multi tools that will help you blend in with your job, they are great in what they do and they will teach you along the way. Perfect for when you want to repair the lightsaber of your deceased jedi master.

Lightsaber & Blaster Spare Parts | 200 CP |

Spare parts, all the spare parts, you can almost make a lightsaber or blaster pair out of all these spare parts, regardless, you can modify any lightsaber or blaster to make them look like you want while also working at %200 power.

Jedi Lightsaber | 400 CP, First Free For Fallen Order Survivor |

What we all were waiting for, your very own lightsaber, designed to your liking, modular and self repairing, only working for you and with the capability to instantly teleport to your hands if separated. Finally, your lightsaber is conduit for the light side of the force, making all your light side and healing powers augmented while you wield it.

INQUISITOR

Inquisitor Armor | 100 CP |

Modern armor for a less civilized time. This is a two piece suit, helmet and a pair of gloves and boots. The suit is made of a blaster resistant thread with a blade proof underlayer. It comes in black with red accents, while the gloves and boots are lightsaber resistant (5 seconds of full contact) and really comfortable. The helmet is tailor-made to your liking

and has enhanced perception upgrades installed. Finally, the armor self-cleans and self-repairs, and also fits you perfectly.

TIE Interceptor | 200 CP |

A personal ship issued to you for your accomplishments as an inquisitor. It has infinite fuel and munitions, a self updating autopilot and the fastest hyperdive of your times. Fast in combat and out of combat, the only drawback is that it is really uncomfortable to be seated inside it for more than a pair of hours. If damaged it auto repairs in less than two hours.

Sith Lightsaber | 400 CP, First Free For Inquisitor |

Like your jedi counterpart, you were given a lightsaber tailor made to your liking, modular and self repairing, only working for you and with the capability to instantly teleport to your hands if separated. Finally your lightsaber is a conduit for the dark side, augmenting all your dark side and offensive powers while you wield it.

NIGHTSISTER

Nightsister Robes | 100 CP |

As a nightsister you must dress a certain way, this item takes the form of a nightsisters traditional robe outfit and has the capabilities to assume the form of any other robe-like outfit that you desire, like robe dresses or kimonos.

As a bonus, while using it, this dress robe enhances your connection with the more mystical side of the force, allowing you to use your magic more easily and for longer times.

Necronomicon | 200 CP |

Sabrina's Book on Witchcraft, Alchemy and Dark Sorcery, or more like a Nightsisters Holocron. Like any good witch of a race that is about to face genocide, Mother Talzin prepared for the eventuality of her death. To that end she and the other mothers of Dathomir compiled and archived all their combined knowledge on Nightsister Witchcraft, Sith Alchemy and Sith Sorcery into an unique book, cursed to be only

opened and read by another Nightsister. This book contains all their knowledge, but was written in a hurry, so it's not precisely arranged from beginner to master in order of difficulty, making it difficult to understand without a previous foundation in the arts. Post jump the book will update to contain similar knowledge pertaining to dark sorcery and similar topics.

Dathomir | 400 CP |

Or a copy of it. That's right, the whole planet can come with you. This version of the planet has selected you as its supreme sovereign, allowing you to rule over its thirteen Nightsister Tribes. As a bonus the planet has unlimited renewable raw resources and you have the capability, once every six standard months, to introduce a new raw resource.

STORMTROOPER

Stormtrooper Armor | 100 CP |

Basic armor that all stormtroopers use, resistant to blaster fire and with a helmet with minimal life support. What did you expect? As a bonus, you have an unlimited amount of these.

Stormtrooper Weapons | 200 CP |

You have an infinite supply of any weapons that a new normal stormtrooper or clone trooper could receive, all of them have infinite ammo and self repair, be cautious of the overheating issue.

TIE Fighter Squad | 400 CP |

Your very own TIE Fighter team, it consists of 50 fully trained TIE Fighter pilots fanatically loyal to only you with each piloting a self repairing TIE Fighter with unlimited fuel. As a bonus you also gain an outstanding amount of training commanding your squad, and the necessary experience to be considered an Ace pilot in the Imperial Army. You also have experience piloting other spaceships. This also includes your own customized TIE Fighter.

PURGE TROOPER

Purge Trooper Armor | 100 CP |

A good armor worn by the elite troopers, it fits you perfectly, it's super comfortable to wear, it auto-cleans, and it self-repairs seconds after taking damage. It is mostly resistant to blaster fire.

Purge Trooper Weapons | 200 CP |

Your very own Purge Trooper weapons, one ranged and one melee. Your ranged weapon has unlimited ammo and is customized to match your preferences, on the other hand your melee weapon is indestructible and was modified with experimental tech allowing you to control the electricity that they emit.

Mandalorian Armor | 400 CP |

Beskar'gam, Iron skin. Mandalorian combat armor, the hallmark of Mandalorian society and the thing that identifies Mandos on sight to those of other cultures. Inherited, won on a bet or earned, it doesn't matter — it's yours and always will be. This armor, crafted with your specifications and necessities in mind, is made from pure beskar. This gives it the ability to weather sustained blaster fire or contact with lightsabers; while it may burn the wearer, it will not make it through the plating. Pure beskar is more energy absorbent, meaning kinetic force will dissipate more efficiently and dampen the likelihood of being thrown off balance or knocked down. The armor will auto-clean, and self-repairs seconds after taking damage.

Finally the Mandalorians also pride themselves on turning their iron skin into an arsenal unto itself as well, meaning that you have the option to add four integrated weapons to your armor from canon or your imagination, choose wisely. You can further improve upon your armor after its creation, and all its upgrades will be made fiat backed once finished.

BOUNTY HUNTER

Custom Blaster Pistol | 100 CP |

Nothing special, a customized blaster pistol of your choice, with infinite ammo, self-repair, self-cleaning and it even works underwater. As a

bonus you can freely manipulate its cosmetic appearance at any moment.

Exotic Secondary Weapons | 200 CP |

Here is something special, it could be anything, from a personal shield to a spear made from cortosis, to a pocket sized flamethrower, or the secret weapon... a .45 six shooter - nobody expects a high speed subsonic round of lead to the face. Independently of what you choose, it possesses self repair, self cleaning and its appearance can be chosen at will any time.

Luxury Spaceship | 400 CP |

A luxury spaceship retrofitted to the needs of a successful bounty hunter, it's a perfect mix of a normal luxury ship, with ample open spaces with wood finishes, a fully stocked kitchen and a fully functional water curtain shower with a wide bathing tub, with the more utilitarian wartime robust armor, particle shielding, multiple weapon systems and a first class hyperdrive. The ship self-repairs, self-cleans and automatically restocks every twelve hours. The only drawback is that, for its size, the ship is really not that fast out of hyperspace, making it more like a really comfortable fortress than a rapid and lethal knife in the dark. As a bonus you learned how to pilot it as its sole user.

DROID

Droid Spare Parts | 100 CP |

Spare parts, they won't allow you to fully convert into any other model, but they will allow you to upgrade yourself with newer pieces.

Upgrade Box | 200 CP |

Now we are talking! In this box, once every six standard months, will appear an experimental piece of technology. What it does is up to the air, but it will be a bleeding edge upgrade of its type.

Droid Foundry | 400 CP |

A separatist era droid foundry with unlimited fuel, energy and raw materials, it won't come close to the starforge but will carry its own weight.

COMPANIONS

Old Faces & New Faces | Free |

A generic import section of any companion that you want to import into the setting. They receive ***+1000 CP*** to create their own build. Or you can create a new companion, who knows, maybe you want to try something new.

Canon character | Free / 50 CP |

The generic invitation to come with you to future jumps. For ***FREE*** it's an open opportunity to any and all possible sentient companions, without help from our part. For ***50 CP*** you will receive a golden boost, it will help you, the first time, create a good first impression with anyone that you want to try to make into a companion, it's not a guarantee but it's something.

BD-1 | 50 CP, Free with May You Live In Interesting Times Drawback |

BD-1 is an exploration type droid left behind by the Jedi Master Eno Cordova with the intention of hiding something, in the eventuality that someone will come looking for the holocron that he left behind.

If you are such someone , you will first encounter them after Cere Junda saves you from the Second Sister and together go to Bogano. After encountering him, the both of you together will uncover the mysteries left behind by Cordova and recover parts of the lost memories of BD-1. When the time comes for you to leave, BD-1 will be happy to continue your shared adventures in another world.

Second Sister | 50 CP, Free with May You Live In Interesting Times Drawback |

The Second Sister, also known as Trilla Suduri, is the ex jedi padawan of Cere Junda that fell to the dark side after being tortured by the Inquisitorius and witnessing her master leave her behind. She will be in charge of the investigation that will uncover a Jedi plot to restart the fallen order and the capture or death of the Jedi Padawan leading it.

If you are such an ex Jedi Padawan you will be discovered while working on Bracca by the Second Sister, only being saved by Cere Junda after dueling the Second Sister for a while.

At the start, both of you were the classic enemies, she worked as an Inquisitor of the empire and you were a rebel trying to restart the Jedi Order. Somewhere along the way, the lines started to blur, as the both of you repeatedly clashed against each other, both started to develop a deeper bond. This came to head when your final duel with Trilla was interrupted by Darth Vader and instead of running away alone you decided to take her with you, this cemented the changes between you. Later when your time to leave the world was nearing, you asked her if she wanted to come with you, she said yes.

Nightsister Merrin | 50 CP, Free with May You Live In Interesting Times Drawback |

One of the last nightsisters alive. Nighsister Merrin was only a kid when General Grievous killed most of the Nighsisters living on Dathomir. This, for many years, left her utterly alone while looking after her fallen sister's bodies, when a certain ex Jedi Padawan will come to seek the last known astrium, where she will attack him based on the lies told to her by a certain fallen Jedi stranded on Dathomir.

If you are such an ex Jedi Padawan you will cross paths with her the first time you go to Dathomir after discovering its coordinates from the memories of BD-1.

Your first contact with each other wasn't a pretty thing, she hated you and you were wary of her, making the both of you clash with each other, as was expected, as being one of the last Jedi and **Nightsisters** alive interacting. Regardless, after some attempts at your life and a heart to heart trauma sharing, both of you started to become closer. This fast friendship came to a climax when you helped her kill the ex-Jedi Master Taron Malicos that manipulated her with the intentions of learning the secret of the nightsisters magic. It was to be expected that after you helped her in weakening Malicos, allowing her to send him into the 'shadow dimension-lite' she kinda decided that you were her best friend in the galaxy, the nearest thing to family that she has left. Later when your time to leave the world was nearing, you asked her if she wanted to come with you, she said yes.

Burning Red | 50 CP, Free with May You Live In Interesting Times Drawback |

This red headed woman, that you almost recognize, claims that she is a hand of the emperor, but sometimes her kind and empathetic behavior could fool you. According to her, the emperor has ordered your death, and she was selected as the executioner. To that end she has decided to follow you in your adventures and strike you down when you are at your weakest, after healing her from her wounds or after the birth of her second child, no matter what it takes. It should be noted she is notoriously bad at all this 'assessination' plot and she may end up really loving you and giving you a full football sized family if you let her. If you let her, if you made a family with her or simply you love her and cherished your time with her, when the time to leave the world is nearing, she will come along with you without asking, citing that her mission didn't end and will not let anyone take you from her. By the way, she is a Dark Side aligned force user with much potential and is willing to share.

Redhead Buckethead | 50 CP, Free with May You Live In Interesting Times Drawback |

She is the last living heir to a noble mandalorian clan, as her sister was assassinated by a sith many years ago and her nephew disappeared no long after that. Sometime after your second duel with the Second Sister

the empire will post a bounty on your head. While still being in exile after her people betrayed her, she will pursue the bounty, not from personal vendetta against the Jedi, but because she will need the credits if she still wants to liberate her people. To that end she will prepare to take you down by ambushing you multiple times throughout your adventure and always ending with you taking her down non-lethally. Through your multiple interactions and failed attempts, you will start to remind her of her sister and her Jedi lover.

Sometime after not seeing her for a while, she will do a final ambush to try and finally capture you, and when she fails again she will give up. And while happy to finally have one less bounty hunter after your ass, you are confused by her attitude and decide to talk to her. Short and to the point, she tells you that she is giving up her dreams of retaking Mandalore and the Darksaber. While having your conversation with her, you will feel the force singing in your ears about a new mission, if you take it, you will have to help her to earn the Darksaber back and help her and the new mandalorian allies that you made along the way retake Mandalore. If you do so, when the time to leave the world is nearing, she will come along with you without asking.

DRAWBACKS

We Did It! | Free |

Ten years is a long time, and I don't blame you for not wanting to stick around all that time. You can take this and end your time here after the events of Jedi Fallen Order.

Remix | Free |

A simple choice, you can take any and all events from any publication that at any time was ever considered canon and add it to the lore of the jump. Regardless of what you add it will not butterfly away the events of Jedi Fallen Order, Survivor is questionable.

Early Start | +100 CP, each five years |

Normally you would start five years after the clone wars, when the events of Jedi Fallen Order would start, but with this you can start as far back as the start of the clone wars are about to start. In case that you butterfly the rise of the empire out of the map, a new enemy will appear to oppose you during what otherwise would have been the events of Jedi Fallen Order.

Extended Stay | +100 CP / per 10 Years |

10 years is not long enough? How about another 10? You can take this drawback as many times as you want, but you only get CP for the first five times.

Skywalker Curse | +200 / Varies CP |

Like all the male Skywalker you are cursed to lose a limb at some point of the jump, such as the arm below the elbow or the leg below the knee. Prosthetics will be useful, but they will need maintenance and credits to buy them. You can take this for as many times as you have major limbs.

No Out Of Context Motherfuckers | +200 CP |

No companion from outside the jump will be welcomed for your first ten

years here.

Boss Fights | +400 CP |

Each planet that you visit will have a mandatory boss battle that you will have to clear before your time is up.

No Out Of Context Shit | +400 CP |

Generic Item Lockout: Simple enough, *No items from outside the jump will work for your first ten years here.*

No Out Of Context Bullshit | +400 CP |

Generic Power Lockout: Simple enough, *No powers from outside the jump will work for your first ten years here.*

Good Aim | +400 CP |

The stormtroopers have good aim. You better learn how to dodge and parry really well or I see swiss cheese in your future.

Force Blind | +400 CP |

You cannot sense the force, your connection is negated and throughout the time of this jump you will not be capable of using the Force in any capacity.

May You Live In Interesting Times | +400 CP |

The galaxy is missing Cal Kestis and in the meantime you are all we have got, so you're gonna have to replace him during the events of the story, risking the genocide of all force sensitive children recorded inside the holocron after the imperial forces put their hands on it. This will lock your starting point to Bracca at the same time that the Second sister is arriving on the planet.

Hunted By The Empire | +400 / +600 / +1000 CP |

For ***+400 CP*** the Inquisitorius will take notice of you and think that you would make a perfect candidate to become a new Inquisitor, sending

various Inquisitors to try and capture you alive, with each fallen Inquisitor being replaced after a month. For ***+600 CP***, the 501s known as Vader's Fist will be tasked with your death, with them sending incrementally more stormtroopers until you die or you leave the jump, it starts slow at first and ramps up at the end. Finally for ***+1000 CP***, Darth Vader has taken notice of you and decided that you would make an excellent apprentice and future conspirator in the death of the Emperor, and has decided to personally come after you and your loved ones to accomplish such a task.

MAJOR SCENARIO :

The scenario takes place after the events of Jedi Fallen Order. A rift in space will open and shallow Merrin, Trilla (if she is still alive) and you inside it, transporting and de-aging all of you towards the destined Scenario.

A WAR FOR INFINITY

Long time ago, in a galaxy far far away, two padawans, a nightsister and a dark padawan (if she is still alive) got off a shuttle at the battle of Christophsis, all a ploy of the hidden Sith Lord to make Skywalker fall in record time, it was Palpatin all along. Anyways, one of the padawans is you, the others are Ahsoka Tano, Nightsister Merrin and Trilla Suduri, the four of you were assigned as a Skywalker and Kenobi joined padawan group by Yoda in a mad ploy or psychedelic trip, we are not sure which.

Your overall goal is to simply survive the clone wars, but your secondary goal is to safeguard or recollect the six crystallized fragments of infinito, which will not be easy as new sith lords and the republic (Palpatin) will also take notice of them.

Be aware that each fragment of infinity can be used as a core for a lightsaber, and while doing so it gives the wielder a fraction of its power.

- **Fragment of Reality**: Allows the manipulation of the length, rigidity, brightness, lethality and very number blades a lightsaber has.

- **Fragment of the Mind**: Exponentially enhances the ability of the wielder to manipulate minds.
- **Fragment of Space**: Allows the user to freely teleport at will to anywhere within sight or from memory.
- **Fragment of Time**: Enhances the user's ability to peek into the future, and their precision while doing so, giving them superb battle precognition.
- **Fragment of the Soul**: Allows when you kill an enemy, absorb part of their vitality, restoring your health. Stronger enemies are more rewarding. It's highly addictive.
- **Fragment of Power**: Amplifies the power of the one's lightsaber by ten times.

Your first tribulation will be near the middle of the war when your group crosses paths with Darth Malekith how wants to bring eternal darkness to the galaxy, and his night elves trying to search for the reality fragment, starting a race towards a lost planet where the fragment is hidden and ending with a epic showdown between your group and Darth Malekith, were if you win, you will obtain the first fragment of infinity and a mat with possible clues of the locations of the other ones.

If, among all the chaos of the war and the hunt for the fragment you and your companions still manage to thrive, you will notice that all of you seem more skilled than on your old timeline, and noticing that all learn way faster than you should, as if the force is preparing you to the end of the war. If by the time that of the of the end of the war you have collected at least one fragment of infinity, your team will be roped into leading the assault to mandalore were you will have to confront the might of at least Darth Thanos, who seeks to unite all fragments of infinity to bring balance to the galaxy, with three fragments of infinity on his saber and Darth Maul as his new son.

If you manage to not only survive this final clash, but rather kill Darth Thanos and his son, you will be granted the three fragments of infinity that Darth Thanos wielded in his lightsaber for your own use. Finally within the final hours of the clone wars, when you are safe to rest, you

and your companions will be presented with the option to go back towards your own timeline or continue your adventures here.

If at the end of the war you manage to gather any number of the six fragments of infinity you will be given the right to wield them and will unlock their secondary effects.

- **Crystal of Reality**: Gives the user the ability to use force alchemy, a more neutral sith alchemy, and the ability to manipulate the terrain around them.
- **Crystal of the Mind**: Allows the user to create simulacrums, an illusory clone of oneself.
- **Crystal of Space**: Allows the creation of space gates, allowing them to connect infinitely distant points in space with a thought and the ability to sense the space that surrounds them with clarity.
- **Crystal of Time**: Enhances the user's time manipulation abilities and gives the power to rewind, accelerate or stop time for a limited time..
- **Crystal of the Soul**: Will make that whenever you kill an enemy, you naturally absorb their force energy.
- **Crystal of Power**: Enhances the one's connection to the force by ten times.

END CHOICE

STAY

GO FORTH

GO HOME

NOTES:

This jump is primarily made from the game Jadi Fallen Order inspired ideas and little to no material form Jedi Survivors as I didn't ever play the game and saw little of it on youtube. Fanwakn with responsibility, and beware of not causing paradoxes with your Time powers.

I took some liberties with how powerful the capstone perks of each tree were, as I ran out of ideas in the middle of it a year ago, and when I came back to finish it I made them better. In my mind the prices are balanced by the fact that most of you would want to be force sensitives and as a perk it has no discounts of any type, otherwise each perk and item tree has the typical discounts, 100 CP item/perks are free for same origin purchases and the rest are %50 off.

ON FORCE POTENTIAL, FORCE SKILL & LIGHTSABER COMBAT

As a stand in, I don't have a good grasp of what one considers an average power Jedi Knight or Master, especially given the variations in power level between games, movies, novels, and comic books. So, I decided to let the Jump-chan decide the power level of the setting and how much power a Jedi Initiate, Padawan, Knight, Master, Grand Master, or Vergence have in general. Fanwank responsibly.

ON BOOSTED ELITE TROOPER

As a personal rule I interpret that an Elite Purge Trooper, Elite Mandalorian, etc, has its capabilities expanded, not enough to allow them to take the next tier of enemies in a 1 vs 1, but enough to fight on equal grounds with multiple enemies of your same tier. Elite Purge Trooper being able to fight multiple Jedi Knights and a Mandalorian being able to fight multiple Jedi Masters.

ON JEDI LIGHTSABER + SITH LIGHTSABER

Buying both lightsabers will allow you to fuse them to both bonuses at the same time, or keep them separated if you want.

For those of you who also get distracted when trying to look for ideas to make your jumper a new lightsaber this personal pds may help you out.

ON LUXURY SPACESHIP + TIE FIGHTER

If you buy both spaceships you will be given the option to fuse them, fusing them will make a new ship that has all the advantages of the previous two, but none of its drawbacks.

ON CLOTHES AND ARMORS

So, there are many clothing and armor items, as a rule, if you want it, you can fuse all armor or clothes into a single item or armor item that is the sum of all their different properties, with the ones that had in common being upgraded additively.

ON THE SCENARIO

Is recommended that to win the final fight against Darth Thanos your group must have at least two of the three fragments of infinity that Darth Thanos doesn't have, to have a fighting chance.

What fragment does he have? Power, Soul and Mind. But you can change it. The only one that he couldn't have is reality, as it is the one that you will get by beating Darth Malekith.