Generic Star Wars Fanfiction

By Neuron



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

Welcome to the Star Wars galaxy, a place you're likely at least somewhat familiar with. This is a place where light and darkness have clashed for millenia; where young farm boys have toppled Empires, and even a mere smuggler can help shape the galaxy in its entirety. This is that place, but at the same time it's not exactly the place you're familiar with. After all, this is the 'world' of Star Wars fanfiction, and as such the galaxy you're going to is the setting of one of the many Star Wars fanfics out there, or perhaps it's a born of a mixture of commonly used tropes in such fiction. In some of these places the Republic never fell, or perhaps even other out of context factions are involved in one form or another. So, feel free to pick just about any Star Wars fanfiction you want.

Regardless, the galaxy is rarely a safe place, so take these credits to get yourself started.

+1000 CP

BACKGROUND

Any option may be used as a drop in.

Your age and gender may be chosen freely.

Jedi: There is no Death; there is the Force. The Jedi Order is one of the oldest organizations in the galaxy; they have served as the guardians of the Republic and peace for countless thousands of years, and you have now chosen to join their ranks. As a Jedi Knight you'll be expected to help uphold peace throughout the galaxy, or should the time be right you'll be called to war to defend the Republic in its times of need.

Sith: Through Victory my chains are Broken, the Force shall free me. If the Jedi Order is the oldest of the two primary Force orders then yours is the second. The Sith, unlike the Jedi, are not bound by the chains of peace and those lesser than them and have taken it upon themselves to ensure their unending rule over the galaxy. Power is all that matters to the Sith, it is the cornerstone upon which their whole edifice is built and through it you may attain great things.

Force User: The Jedi and Sith are powerful; indeed, anybody who can look upon their achievements could tell you such a thing. However, all that power comes with a price. The Jedi are ever stuck in their ways, unwilling to progress and look beyond their own narrow purview. The Sith are no better, for all their proclamations of being free; they are more slaves to their own lust for power and the Dark Side than anyone else could ever be. You are not a member of either of these factions, and what you are is up to you. You could be a member of the Blackguard, a Witch of Dathomir, perhaps even one of the Infinite Empire's Force Hounds, or just outright independent.

Rogue: Jedi, Sith, Empire, or Republic, it doesn't matter to you. All these factions have ever done is muck up everything and get in the way. For you have no master but yourself, or the one you choose to bind yourself to of your own will. You might be a Smuggler running spice in the Outer Rim just trying to make a living for yourself, or perhaps a Bounty Hunter taking part in the Great Hunt; the point is you make your own path and there's nobody who's going to tell you otherwise.

Politician: Some may think power lies in the end of a blaster, or in the shining beam of a lightsaber, but they would be incorrect. True power lies in words and the pen. For what is the

Force in comparison to a voice that can launch a fleet ten thousand strong and bring ruin to the galaxy? You're one of the many politicians in one of the various governments throughout the galaxy, ranging from the Republic's Senate to perhaps even the Hutt Cartels. Right now you're not much, but given the nature of the galaxy there is always opportunity, and when you're at the bottom you can only go up.

Businessman: The galaxy is full of various corporations all vying for control of the markets in a wonderfully cutthroat manner. The world of business is one that's quite dangerous to be in here, but nonetheless it's one not without its benefits. A man can set himself up for a lifetime with this path, and that's only if you don't reach all that far. The wealth of entire worlds can be bartered and bought, and empires in all but name may be constructed with the right maneuvering. You're not quite there yet, but the possibilities are all but endless here.

Scientist: The universe is truly an amazing place that's so full of mystery and wonder, which is why you decided to try and uncover the why behind it all. The fields of science are about as vast as the galaxy itself, ranging from botany to droid design, and all of them are open to be pursued. You may not be Umak Leth or someone of his pedigree just yet, but the galaxy hasn't always been shaped by the titans, now has it?

Soldier: There are many battlefields of differing types throughout the galaxy, ranging from the halls of the Senate building where endless verbal sparring occurs, to the sun-scorched deserts of Geonosis where the Clone Wars began. Your field would be the latter; others may use words or the force to fight, but you've found a blaster is the most trustworthy way to go about these things. Currently you're a member of one of the various militaries throughout the galaxy; whether it's the Republic Judicial Forces or the criminal armies of the Zann Consortium is up to you.

Race

Select one unless otherwise told to, droids are also eligible to be picked.

0 CP Standard: You're one of the "standard" races of the galaxy. This would range from normal humans to Wookies at the higher end. In essence, you're pretty normal and within reasonable bounds.

100 CP Rare: Okay, so you're not really something that's seen all that much and you've also perhaps got a cool trick of your own. Perhaps you're a Vong who's been stranded in the galaxy, or something else along those lines.

400 CP Superhuman: You're certainly not like the majority of the galactic population now are you? At this level the benefits gained by just being one of your species make you an incredibly dangerous combatant to face or grant your significant bonuses, an example would be the Gen'Dai.

600 CP Monstrous: This is the rank at which things really start getting powerful. Similarly to the Superhuman tier, you're well beyond the base standard of the galaxy, but this takes it even further. Including monsters that require powerful Jedi or Sith - or even teams of them - to bring down like Voxyn Queens, to immortal entities like the Priestesses of the Force.

1000 CP Celestial: This is no longer the realm of mortals anymore; while the others may have solely been in the mortal coil, to at least some extent you're now something that most in the Galaxy would consider a god. This includes powerful force entities like Wutzek, the Celestials, and even the World Razer at the high end. Though do be careful; you're not invincible, and something like you will draw attention.

LOCATION

Any place within the galaxy that's reasonable may be picked, though these are suggestions.

1. Coruscant - The capital of the galaxy for most of known history, and the homeworld of humanity. The planet is for the most part just one giant cityscape with over a thousand different levels and a population of one trillion. The opportunities in this world are all but endless, though be warned the deeper you go the more lawless it becomes.

2. Tatooine - The place where it all started; if the middle of nowhere was a place Tatooine would likely be it. The planet is barren and hostile, both due to the environment and populace, both native and otherwise. Regardless of this, it seems this little dust ball is the start of quite a few adventures.

3. Nar Shaddaa - Mos Eisley may be a hive of scum and villainy, but it has nothing on Nar Shaddaa, the current capital of the Hutt Cartels. Like Coruscant the planet has been an ecumenopolis for much of Galactic history, however, unlike the Galactic capital this planet is completely overrun and festers with criminals due to the Hutts. Still, for all its flaws the planet has had a number of interesting people and events throughout history.

4. Taris - Another big city world depending on the time period. Taris has had a troubled existence throughout history, ranging from civil war between a humanocentric nobility and alien underclass, to being ravaged from orbit by Darth Malak. Even still, at times the planet manages

to retain some of its standing as a world that once rivaled Coruscant and has been the setting of some important events in history.

5. Corellia - A system of five worlds, three species, a commercial and shipbuilding hub. Corellians are famously stubborn and independent, boasting their own Jedi Order at one point. The system is also home to the mysterious Centerpoint Station and other advanced facilities of the Celestials.

6. Csilla - Frigid and inhospitable, Csilla is the homeworld for an enigmatic race of humanoids known as the Chiss. As the Chiss homeworld and the center of the Chiss Ascendancy, Csilla would normally be far removed from the rest of the Galaxy Far, Far Away. Beyond the Ascendancy are the Unknown Regions, where adventures aplenty can be found.

7. Earth - An otherwise unadvanced world far-flung from the Galaxy Far, Far Away, Earth is nonetheless home to a great many humans. Whether home to a long lost colony from Coruscant or humanity's true homeworld, or completely unrelated in any way the planet's isolated nature might not last long.

Canon/Era

You may pick one of the following from each section.

Canon

Legends - The original expanded universe, or EU as it's commonly known as. It's significantly more powerful on average than Canon is which represents a double edged blade as disasters tend to have more far reaching effects.

Canon - The current canon of Star Wars after the original EU was turned into Legends. This includes things such as the Sequel Trilogy and the Mandalorian. The general power and danger of the verse is generally far lower, but it shouldn't be underestimated.

Mixture - Perhaps you like elements from both and don't want to be forced to choose between one or the other. This verse is a fusion of the best elements of the Canon and Legends universes. So, for instance it wouldn't be impossible to see Din Djarin working alongside Mara Jade post-Endor.

Era

Pre-Republic Era - This is the age of ancients and covers much of early galactic history. This ranges from the rise and fall of the Celestials to early humanity and the Rakatan Infinite Empire. At its end Xim the Despot will finish his conquests and the stage will be set for additional conflict.

Expansionist Era - Using Rakatan technology the first non force based FTL is developed on Corellia, soon after the Republic will be formed and begin to expand. The First Great Schism will also occur between the Jedi Order and Legions of Lettow over the use of forbidden knowledge.

Great Manifest Period - The Republic continues to expand throughout the galaxy with a great deal of focus being on the Slice. Notably, Kamino will also undergo abrupt climate change which leaves the planet flooded.

The Indecta Era - The Republic stands strong but not without issues, the first Alsakan Conflict begins as Alsakan leads the Axis worlds against the core for resources and influence, this will last for over a thousand years. It will also reignite a mere five hundred years after its end.

Kymoodon Era - In their home galaxy the Yuuzhan Vong will expand before eventually turning against one another and destroying themselves, their home world will also strip them of the Force. The Hutts will face a collapse on their own worlds and be forced to flee as well.

Pius Dea Era - The human supremacist Pius Dea have taken control of the Republic, throughout their reign they'll launch multiple Crusades against alien species, notably the Hutts before finally being defeated by a computer virus. The Jedi Order will also fracture between those loyal to the Pius Dea and those not.

Ductavis Era - A particularly volatile era to be in, planetary turbolasers and shield technology will begin to spread around this time and become far more common. The Republic will also come into conflict with the Kumauri Empire, who will deploy planet-busting battleships with mass drivers before their defeat.

Rianitus Period - A relatively quiet time with no outstanding conflicts. Assume a time of relative peace and prosperity.

Subterra Period - Turbolaser technology will once again advance after the Republic reverse engineers technology from a defeated foe. Of note as well is the Second Great Schism, where multiple Dark Jedi will break with the Jedi Order.

Manderon Period - Mandalore the First will lead his people to the planet Roon which they rename Mandalore in his honor; they will also begin to advance and expand their civilization. The Hundred Years of Darkness will also begin as Dark Jedi unleash monstrous armies of Dark Side abominations on the Jedi Order; eventually the Jedi will prevail and drive them out. This leads to exiles creating the first Sith Empire on Korriban.

Post-Manderon Period - Naga Sadow of the Sith Empire instigates the Great Hyperspace War and brings the Republic to its knees. Eventually the Sith will be beaten back at a great cost. Vitiate will also begin his rise after devouring many of the surviving Sith and establishing the foundation of his Sith Empire. Freedon Nadd will also begin his conflict after encountering Sadow's spirit.

Old Sith Wars - Exar Kun begins his rise in this period after discovering the spirit of Freedon Nadd and uses the Dark Reaper to begin conquering worlds. Mandalore the Ultimate begins preparations for galactic conquest and the seeds of the Mandalorian Wars are sown. The first Vong scouts arrive in the galaxy and Darth Revan instigates the Jedi Civil War.

Inter-Sith Wars Period - Revan, Meetra Surik, and Lord Scourge attempt to kill the Sith Emperor but fail when Scourge betrays them, Revan is imprisoned and Surik dies. The Great Galactic War also begins with the Sith Empire's invasion of the galaxy. The war ends in the sacking of Coruscant and a peace that favors the Empire. The peace eventually breaks down and the Republic and Empire once again clash before the Eternal Empire interrupts forcing an alliance between both sides. Eventually the Eternal Empire is beaten by the Republic and Sith Empire.

Draggulch Period - The New Sith Wars begin with a Fourth Jedi Schism that leads to a thousand years of war between the Republic and New Sith. Various Sith take over the Empire such as the Dark Underlord to Kaan before finally being destroyed by Darth Bane via the thought bomb.

The Great Peace of the Republic - The Ruusan Reformation occurs during this time and Darth Bane fully establishes his new Sith Order via the Rule of Two. The period is mostly peaceful and covers the rising stagnancy of the Republic and the plans of the Sith. It ends with the Battle of Geonosis and the beginning of the Clone Wars.

The Clone Wars - Darth Sidious's plans are in full motion at this point and the galaxy is engulfed in war. Currently the CIS's droid army and the Grand Army of the Republic clash throughout the galaxy. The rogue Sith Darth Maul is also quite active during this period as he builds up his own powerbase. This period ends with Order 66 leading to the destruction of the Jedi Order at the hands of the Clone Army and a fallen Anakin Skywalker.

Imperial Era - The Empire begins the process of bringing the galaxy to heel as Separatist holdouts are extinguished and the Outer Rim is brought back into the Empire. Galen Marek will also be found by Vader in this period, and the Rebel Alliance is founded through a Sith plot that backfires.

Rebellion Era - Sidious tightens his grip on the galaxy with the dissolution of the Senate and the completion of the First Death Star, which is later destroyed by Luke Skywalker. This period generally covers the conflict between the Empire and Rebellion leading up to the Battle of Endor.

The New Republic Era - The Imperial Civil War begins after Palpatine's death and the Empire begins to collapse. The fledgling New Republic also begins to gain power and grow. This covers everything from Operation Shadowhand to right before the Vong invasion.

New Jedi Order Era - The Yuuzhan Vong will begin their invasion at this point, resulting in immense damage to the galaxy at large. Eventually they're beaten back with help from the Vong homeworld. The Republic is also reorganized into the Galactic Alliance and is also forced to deal with the Dark Nest Crisis.

Legacy Era - The galaxy falls into war and chaos once again with events such as the fall of Jacen Solo to the Dark Side and the One Sith. The Mother, also known as Abeloth, will also rear her head during this period and thus force an alliance between the Jedi and Sith which barely drives her back. Luke Skywalker also dies during this period while the Jedi suffer many setbacks. Eventually the One Sith are defeated and the Galactic Federation Triumvirate is formed.

PERKS

For each origin, the 100 CP perks are free and the others cost 50%.

General

0 Galactic Basic - It'd kind of suck if you couldn't speak the local languages. From here on you'll always be able to speak and write the most common language wherever you go. So in Star Wars it's Basic while in other worlds it's likely different.

200 Setting the Setting Straight - Sometimes worlds are just messed up, the timeline makes no sense, characters act like idiots or hypocrites, and everything is generally crappy. This is the solution to that problem; from now on whenever you enter a new Jump you can choose to have this perk "fix" the setting. It's not going to give you unfair advantages or anything like that, but it'll make the verse make sense and smooth out any issues present. So, previously flat characters will now have depth, the timeline will make sense, etc.

400 Force Tech - The Rakata and the Celestials before them were masters of the galaxy, not just through the force but through a mixture of the power of the Force and technology. The secrets of this technology have been made clear to you; while it will take time, trial and error fusing the force and science is possible and has wonderful results. Great shipyards capable of producing vast fleets in miniscule amounts of time and devices that can rip stars apart or even move solar systems are merely just two examples of what this could do given time.

400 Anti-Chaos Theory - The smallest of actions can many times have the greatest of effects if they take place at the right time. To such an extent that the future of the entire galaxy could be changed if one isn't careful with their actions, a serious problem for any interdimensional traveler who doesn't wish for such an outcome. Fortunately, this is no longer an issue for you, so long as you don't intentionally attempt to completely derail canon you'll find that the Force will ensure events move along as normal. However, should you desire to change things or simply don't want this protection then the butterfly effect will be in full effect, and once that cat is out of the bag there's no putting it back.

Jedi

100 Hello There - You've a special talent with diplomacy. While you're certainly not the most skilled diplomat in the galaxy, you've got a certain talent for just getting people to sit down and talk about it like mature adults. This is unlikely to get people who utterly despise you to sit still and talk all that much, but it's enough to help make many people far more willing to try and sort

things out without shooting at you with a blaster. As a final bonus you've also got a talent for the inverse, that being the ability to insult people and really make them mad.

100 Peace Is Not a Lie - Emotion and passion can lead down dark paths when allowed to rage free; this is something the Jedi understand and have spent so long countering. You've managed to attain this famous peace through meditation, or perhaps just by getting it beamed into your head. Regardless, you now have the ability to always just step back from something mentally, and make decisions without involving your emotions or own biases.

200 Hokey Religions and Ancient Weapons - Are in fact quite a match for a simple blaster at your side. It turns out that your talents will never be useless or inapplicable, no matter what common sense might say. It doesn't matter whether you are a melee fighter in a setting of orbital bombardments, or a scientist trapped in a cave man society, there will always be a clever use of your abilities that will make them useful and relevant.

200 There Is Still Good in Him - All too often people write off those who they believe are too far gone, which is something you've refused to accept. You have a special talent for bringing out the good in people, whether they be a hardened killer or a Dark Lord of the Sith. Such a talent can naturally be used to truly reform people if given the time to work on them, but don't expect it to be easy when it comes to a Sith Lord or others of that type. This also manifests as something of a toggleable aura that at least makes them open up to the idea, though it won't force it.

400 Wisdom of the Ancients - Wisdom is something many seek for their whole lives and never attain. You've managed to attain this long sought after grail and drink deeply of it. You're wise in a way that very few people are, easily matching venerable masters such as Yoda and potentially going beyond them. Pointing out the flaws and people and guiding them onto better paths and correcting errors and making sure to simply look at things objectively and pick the right course of action are simply but a few things this gift bestows upon you. To some it may not seem like much, but the galaxy would be a very different place with just a bit of wise counsel here and there.

400 Always in Motion, the Future Is - The past is set in stone, the present is always moving, and the future is an ever changing ocean. The currents of fate are among the most difficult to navigate for all Force users. However, for you this is far less of an issue, as the Force has seen fit to grant you a boon. For you, peering into the strands of time will always be far easier and the results far clearer and more accurate. This applies to all aspects of clairvoyance regardless of where you're peering. The future is potentially the most beneficial though, the past and present are clear and easy to view but the future, normally full of turmoil and ever shifting yields easily

to you. While the sights you see will always be accurate they are not set in stone and the right action can completely shift them.

600 The Force Is My Ally - And a powerful ally it is. The Force has recognized what you are Jumper and has seen fit to guide the way of the promised hero. It'll be as if fate itself is on your side as things will simply go your way and the impossible becomes possible. This can range from small things that simply make life easier, to making a borderline impossible shot while one of the most powerful Sith in the galaxy bears down on you. You'll also find allies in every corner and in the most unlikely of people, after all, who expects a former Hand of the Emperor to eventually help the Jedi who was partially responsible for her former master's demise.

600 Letting Go - Death is not the end for you; upon death you may replicate a feat only truly achieved by very few Jedi who learned to submit to the Force instead of dominating. Upon your unfortunate death you may choose to rise as a Force Ghost, a part of the universe, yet still able to reach out and share your wisdom. As a Force Ghost, you'd normally be somewhat limited in who you could reach out to and how much you could interact with the world. This won't be an issue for you as you can interact with the non-corporeal just as easily as the corporeal and wield the force with just as much strength as in life. Though do be wary; you've already died once and remained by refusing the Force, it wouldn't be impossible for another to force you to accept the end. Assuming you do not die again, you will still be able to progress with your Jumpchain, regaining your body and life with your next jump.

Sith

100 Mysteries of the Sith - Okay, so let's face it, the Sith can be pretty cool with their titles and aesthetic. There's just an aura to them that makes lesser men flee and can leave the rest awed at their sheer power. This is something you've learned to master; you can easily project an aura of terror or mysterious awe should you desire to. While it is unlikely to intimidate powerful individuals, it can be helpful in crafting a reputation and getting the chaff out of the way.

100 Peace Is a Lie - The universe is struggle embodied, the weak die and the strong survive. So it only makes sense that you know how to fight, and fight well. The Force is not a shield to shelter the helpless, but a weapon, only empowering the worthy and leaving behind those too weak to reach out and grasp it. To survive in this harsh galaxy you must adapt and constantly improve. You've got a knack for finding new and effective ways to use powers.

200 Always Two, There Are - You may be the most awesome Dark Lord the galaxy has ever seen, but your legacy requires you to have more than that. It requires a lineage. Fortunately, events always conspire such that whenever you feel the need for an apprentice, a potential apprentice will come to you. These proteges will always be competent, and even talented (though usually not as talented as you), but will not have any deep seated moral or ethical conflicts with your way of doing things.

200 Once You Start Down the Dark Path - The greatest failing of the Sith is generally not that they didn't prepare enough, or that they didn't have enough power to beat their opponents; instead it's a failure to notice the corrupting influence of their powers and philosophy. You don't suffer from this in the slightest: you're always aware of your own mental state and any forces acting on it; more than that, you'll find that corruptive influence holds no ground in your mind either.

400 A Quiet Thing - Power will set you free, but it can just as easily bind another to you. The Sith spent thousands of years corrupting, manipulating, and enslaving others to their will, and you are a master among masters in this quintessential Sith past-time. You can see the psychological attachments in others, the secret fears and taboo desires; every weak-point and lever in a mind that can be used to chain another to your will, and you know when to use words, actions, or the Force to break someone and rebuild them in your image. Given sufficient time and opportunity, even the most strong-willed and heroic can be bent to your will.

400 Sith Alchemy and Sorcery - "Maggots of metal, rust and rot. Sith life draws breath, old life does not." The Sith have long learned to corrupt and twist just about anything and it's something you have not only a great deal of skill in, but also an ability to advance it unmatched by just about anyone else. Sith Sorcery is one of the most dangerous and versatile abilities the Force has to offer, allowing the user to do anything from creating illusions that trap people within their own minds, to heal fatally wounded people, to even creating powerful rituals that could lead to ascension to a greater existence.

Sith Alchemy is a closely related discipline in some respects but covers some different areas. Sith Alchemy can be used for a variety of differing purposes, which can range from creating Sith Zombies to strengthening armor and weapons. This branch is in essence responsible for the vast majority of the horrors and nightmares born from the Sith's twisted minds. When combined with Sorcery truly terrifying things can be made.

600 Altering the Deal - You know how I mentioned one of the primary reasons Sith fail is because they can't see their own faults? Well, it's not the only reason; many times, while on the verge of victory with unending armies and supreme power, they find that the heroes manage to

pull something off against all odds. Perhaps it's a one in a million shot that destroys your ultimate weapon, or your apprentice has a change of heart and betrays you while revealing your one weakness to the enemy. All of these things can bring about your end here, or they could've until now. Now all that matters is cold hard reality; there will be no last minute betrayals or one in a million shots, neither luck nor fate will aid your enemies when they stand against you. All that will matter will be if they can truly defeat you in the field of battle, and if not then they will find themselves ground to dust.

600 The Great Reformer - Throughout galactic history the Sith have not been stagnant. Their ideology, while always retaining the core part of itself, has constantly shifted and changed to suit the needs of those in power. Unfortunately, for all the change that Lord Kaan and others like him made, they never went far enough to truly change the Sith into something sustainable that could form a true galactic government, or at least one that would last. Unlike them, you have the ability to make such change; your ability to reshape the ideologies of organizations and even entire societies is just short of outright supernatural. With this you could, if given time, turn the Sith into something that could truly sustain itself past your own rule.

Force User

100 The Balance Between Light and Dark - Is a rather delicate thing, isn't it? One must remain at peace while simultaneously allowing their emotions to run, for the most part, free. This state of being completely at balance within yourself is not one easily achieved. More often than not people lean to one side or another and realigning it can be difficult. This isn't an issue for you, you'll always have this internal balance within yourself and it'll be quite difficult to break. As an effect of mastering yourself, temptation and other such things are much easier to resist. Passing this mindset onto others is also quite possible.

100 Both Sides of the Fence - Normally two Force users of opposing sects don't get along, it's been the rule of the galaxy for countless years. Yet for you it doesn't seem to hold much weight. Perhaps due to your more independent nature you'll find that people on both sides, Sith and Jedi will judge you based on your own character and interactions with them. While this won't necessarily mean they'll be all that amicable it will ensure pulling a lightsaber on you isn't their first response as you're something of a neutral party.

200 I Have Come to Pass Judgment on You - Even Force Users are people. Though they may aspire to greatness, they often fail to live up to their own standards or lose sight of their own goals. Institutions change and grow stagnant, often without even realizing it. But you can clearly

see the gap between what people aspire to and what they actually are, and know what it would take to bridge that gap. For a person who has lost his way, with work you can help him return to his ideals. For an organization that has lost its way, with time you can either heal it, or break it and replace it with what it should have been.

200 Excavating the Past - The Blackguard is a dark side organization of some note, however, their philosophy differed from that of the Sith and other dark side organizations. They believed the key to true understanding of the Force was to master the knowledge of the other various sects throughout the galaxy, while digging up the past. You picked up something like this, you've an innate ability to sniff out knowledge wherever it may be. This may lead you to masters who would be open to teaching you or perhaps even to ancient ruins that contain veritable treasure troves of information.

400 There Is Neither Good nor Evil With the Force - Dark is not Evil, and Light is not Good. For you, power is power, and there is no intrinsic ethical or moral correlation, unless you want there to be. No power you use is ever "evil" or "corrupting", nor does any power require or cause a particular outlook. Moreover, learning or using a certain power will never leave you unable to learn or use an "opposing" power in the future, because you understand that they are not truly opposing at all.

400 There Is Only You - The Force will lend its power to Jedi and Sith in turn, ever in pursuit of "balance." Often, some poor pawn will be guided and protected to one specific goal, their power bolstered and fate-bending to shield them from harm. And once the pawn has filled his purpose, the protection will be withdrawn, often to immediately disastrous consequences. Never will you suffer this loss of patronage. Whether the Force, a god, a patron, or an outsider, once someone grants you power, it cannot be taken away, weakened, or corrupted save by your leave.

600 United as One - Light and Dark have constantly fought each other for thousands of years; in fact, this is a battle that's raged since the times of the Celestials, and it's a war built on a lie. You've seen the truth of the Force and found the same thing Revan once did: there is no Light or Dark side, there is only the Force. You have gained the ability to wield the force in a unified form. This power is exhausting to use at first, but the payoff is well worth the cost, as it gives the advantages of both sides of the Force without any disadvantages. Furthermore, now that the Force is united in you, it is also much stronger allowing for far greater feats as each part of it helps further elevate it as a whole. This concept may also be applied to other opposing powers and thus allowing you to fuse even things such as the power of Chaos and the Light of the Anathema in 40k.

600 Apathy is Death - The Light does not belong to the Jedi, nor does the Dark belong to the Sith. Even if both factions were to vanish, the Force would carry on. Their vaunted orthodoxies and philosophies are naught but a crutch; a shorthand to let students too blind to truly understand the Force still use it, a crutch you do not need. You have the insight to understand the Force on a level matched only by the greatest masters of most sects, and can develop your control and power in the Force (and other similar supernatural powers) even without having the benefit of a teacher or predecessor to show you the way. You will never be bound by the limits of orthodoxy, nor will your growth be limited by what others think is possible. So long as you strive to grow, it will be possible for you to do so.

Rogue

100 Running and Bluffing - You see, sometimes you're put into situations where just outright facing an enemy head on is not all that ideal or even possible, fortunately you're well aware there are alternatives to that. You've got an impressive ability to deceive, misdirect, and outright bluff your way through sticky situations. This ranges from convincing someone that you've got a lot more firepower than they think to outright hitching a ride on an Imperial Star Destroyer to avoid being caught. The point is you've got talent and perhaps a bit of luck, though be careful as people do learn given time.

100 She's Got It Where It Counts - Appearance isn't everything, sometimes some of the best ships are merely hiding beneath a hull of rust and grime. Your ships or weapons and so on now abide by this rule. You could have something that looks more akin to a flying rust bucket and still outrun and even outfight some of the most advanced ships in the galaxy. Naturally the opposite can also be true as ships that look seemingly advanced can disguise far weaker and more worn components within.

200 Credits WILL Do Fine - If it's in your favor, that is. Isn't it totally unfair when some bathrobe space wizard can just re-write your mind or cheat with some mystical power for their convenience? Well when it comes to money and things you're rightfully owed, that's not an issue. No-one can force you to accept something you don't want in trade and nor can they use their abilities to cheat during the process, though it won't stop more natural methods of rigging the system.

200 Leniency From Above - Sometimes things don't always go the right way, perhaps you're running spice and a patrol forces you to drop it and now you owe the Hutts. It's a dangerous

position to be in for just about anyone, and that still includes you even with this perk. However, you'll find that those you're indebted to, direct superiors, and so are far more lenient with you. A ruthless crime boss is far more likely to accept the "I'll have your money soon" line and a superior is likely to be far more lenient when it comes to failures on your part. This mercy won't last forever but sometimes a little time is all you need.

400 Smuggler's Run - Every man needs the skills for the job and you've got them in spades. You may now pick a less than legal profession of your choice that you're now an undisputed master of. A smuggler could easily sneak illicit goods through even the tightest security while a slicer would be one of the best in the galaxy, capable of breaching systems that others thought impossible. To complement these skills you've also got a knack for avoiding the law and finding people who'd be interested in what you have to offer. This may be bought more than once.

400 Roguelike Charisma - Sometimes all you need is a bit of a smile and some charming words to get through a tough situation. Fortunately you have this bit in spades, inserting yourself into conversations and controlling the flow of them, even when you're at a disadvantage against a hostile foe is certainly doable. More than that you'll always have a bit of a sixth sense as to what makes your "opponent" tick or really motivates them and just how to take advantage of that. This naturally extends to lying as well which is something you've become something of a master of to the point that it would take a skilled force user to see through your lies.

600 Never Tell Me the Odds - Lady luck must really love you Jumper cause it seems she's helping you whenever she possibly can. You've got a level of luck that's nothing short of extraordinary. Blasters simply miss despite being shot by elite troops, lotteries can be won, and the things that can be pulled off in Sabbac are likely to leave many quite upset as you leave them high and dry. Fact is when it comes to life your luck will make things so much easier, so maybe just for once lean on luck, after all she's got nowhere else to go.

600 Opportunity Aplenty - The galaxy is a vast place filled with more than you'd ever be able to experience in a lifetime, which is fortunate as it'll ensure the journey never ends. This is something that really applies to your life now, assuming you want it to work you'll never find these journeys ending. One day you could be in a shootout on Nar Shaddaa after helping solve a murder to diving deep into ancient Jedi ruins the next. You'll also find yourself caught up in the main story as well with a very influential role, enough so that while not being the hero your decisions could make or break everything for them. Naturally, you'll also find suitable rewards coming out of all of this, though what they are depends on you and the events involved.

Politician

100 Effective Speaking - Probably the most important skill for a politician to have in all honesty, a politician with a good enough tongue can easily worm their way into power and sway others to their cause. You're not anything incredible, but you do have an ability to speak quite well. The words just flow together properly and your tongue will never get twisted or tied. You've also got something of a small amount of extra charisma to aid this, alongside enough confidence to speak in front of the galaxy.

100 A Foot in the Door - Making friends and allies can be hugely important as it'll help build coalitions and ensure compromise is possible. The only issue is just getting through the door, or would be an issue if not for this. You've got a knack for just getting in; it doesn't guarantee they'll be convinced or amicable but this does mean you'll always have a much easier time just at least getting someone to hear you out before making a decision, even if they don't like you all that much.

200 I Am a Member of the Galactic Senate - And you will be treated as such. Accusations of wrongdoing and such are extraordinarily difficult to prove. Evidence is hard to find, as are witnesses who are willing to actually testify. You could be a leader in a major terrorist organization, but still be treated as an upstanding member of the upper crust. Of course, if you admit what you are, then you're on your own, and this doesn't keep people from knowing what you did if they actually see you do it. It just means that if there's a chance that the evidence could be lost, then it will be and they won't be able to prove it. Though do stay away from certain governments with only this; sometimes they won't really care if there's evidence if you've made the wrong people mad.

200 Shifting the Blame - It's inevitable, really, that disaster will eventually strike; it could be a massive scandal or an economic crisis, but the point is it's bad news for those in power. Just being even remotely near the issue or having some perceived ability to affect it can result in a political crucifixion that ends your career. Or it would have; you've got a handy ability to simply shift the blame onto others, whether they deserve it or not. The economic crisis caused by your bill? No, no, that was only because of the bill that this other Senator rammed through that messed everything up, and so on and so forth.

400 Loyal Inquisitors - Everyone needs followers and aides they can trust to handle important manners given the consequences of followers poor in both loyalty and competence can be extreme. This is no longer an issue for you; finding loyal and competent followers is really as

simple as looking for them and they'll start to appear. They're not the most skilled or the greatest, but they're all guaranteed to be capable of whatever you sought them out for, and on occasion you may even find a hidden gem among them.

400 Corrupting the System - It's one thing to take advantage of holes in the system, and another to be the one to create such holes and rotten patches. You've got a particularly dangerous ability to corrupt governments over time; for instance, a just and steadfast democracy could be reduced to a corrupt and ineffective bureaucracy given enough time. This degradation is also quite open to exploitation for your own gain and thus allowing you to use it to climb higher and higher in the system. This ability also has an inverse, allowing you to push along, reform and strengthen a government so that corruption is rooted out and efficiency is kept. Useful for when you want to repair what you've ripped down.

600 The Never Ending Ladder - Is it not your right to ascend to the highest peaks of the galaxy? You were first chosen to travel the multiverse, an honor far greater than most any other, so why should your privilege end there? Advancing yourself in a political system, or any organization in all honesty, just comes to you without any real effort on your part. It's just the natural order of things, others fall to corruption and scandal to make way for your ascension. Given time you could rise from a lowly moisture farmer to being governor of an entire sector of space, or perhaps even more. This can be toggled on and off at will.

600 Actually Know How to Govern - The many iterations of the Republic often suffered from a barely functional and uncaring bureaucracy. The many iterations of the Empire suffered from brutally self-destructive internal competition. Both had problems with corporate special interests, and both were too happy to lean on the supernatural powers of the Jedi and the Sith to keep themselves afloat. Fortunately, you know how to actually govern, whether you serve a city, a planet, or three million worlds in concert. You know just how to interact with any political system to your own benefit and the benefit of your people.

You know how to inspire competition in your subordinates without starting a bloodbath or inducing sabotage. You know how to spread out power between committees and procedures to prevent abuse of authority without paralyzing your government. You know how to hand power down to local authorities without turning the central authority into a powerless prop. You know how to take power or earn it in systems ranging from autocracy to democracy, and even how to give it up without issue. And you know how to maintain an economy, military, and system of infrastructure at a functional level to serve even an intra-galactic polity consisting of three million worlds, millions of diverse species, and millions upon millions of diverse cultures, all without relying on wizards to keep everyone in line.

Businessman

100 Fight off Those (Corporate) Raiders - In a Galaxy filled with mega-corporations large enough to function as governments in their own right, it can be hard to start or grow your own business. You now are capable of fending off the various financial and investment traps less ethical corporations and businessmen use to seize control of any smaller business with an interesting asset or threatening portfolio that draws their attention. Your business is yours alone, whether it's a family owned restaurant or an inter-stellar industrial conglomerate, and it will remain yours until you choose to hand it off to someone else.

100 Light Freighters Run on Time - Getting things where they need to be is a must for any successful business, unfortunately it isn't always realistic. Issues can pop up which vary from pirates being a nuisance to bog standard bureaucracy getting in your way once again. Fortunately for you this isn't ever an issue, your transports will always run on time and the product will always get where it needs to be whenever you want it to. This applies to the transportation of just about anything, whether it be passengers or weapons.

200 Lobbying - Czerka Corp, the Techno-Union, the Banking Clans, the Trade Federation, and numerous other financial institutions or corporations all thrive, regardless of whether the Jedi or Sith are currently ascendant, because they've all learned how to properly leverage their wealth into political influence. These groups are never quite so gauche as to use a simple bribe, but they know the various legal mechanisms to move money in such a way as to gain favor with, or at least avoid the ire of, the ruling government. And now, just like those corporations turn credits into legislative amendments, expedited permits, and government contracts, so too can you use your money to grease the wheels of any political system you find yourself interacting with.

200 Three Million Worlds Means Someone Wants What You Have - Tatooine wants Water, Corellia wants Sand, and Mon Cala wants Hyperdrives. Regardless of what you happen to have in your possession and at any given time, there's probably *someone* who's willing to pay out the nose for it. You're a master of finding buyers for whatever products you happen to be selling, and have a good nose for identifying which goods you come across would be easy to sell somewhere else. This skill even applies to intellectual property and cultural products, ranging from droid coding to holodramas. If there's only one world willing to buy what you're selling, you'll find that customer in short order.

400 I Will Make it Legal - You'll find that many groups and organizations in the business world and beyond here are keen on involving themselves in, let's say less than legal activities. While these might be profitable they run great risks to those involved should they be found out and give those in power the vulnerability they've been looking for. For you, and the organizations you control that's far less of a problem. Doing things that would be without a doubt illegal, such as per se invading a prosperous and well known mid Rimm world over flimsy pretext to force them to sign a treaty at gunpoint would've easily be something you could drag out in the Senate until you either legitimize it at gunpoint with the planetary leaders, or the Senate itself signed the world over to you for you as the corrupt wheels of democracy spin in your favor. Even should these endeavors by some fluke fail you'll find escaping with naught but a slap on the wrist like some minor fine or at worst a house arrest in a luxurious penthouse suite while still retaining all your assets.

400 Selling Ice to Wampas - Marketing, one of the most important parts of running a business and it's something you're a master at. You know how to advertise well enough that you literally could sell ice on Hoth. This also extends beyond just advertisement and into PR as well, allowing you to craft an image of a generous and kind hearted company while in fact running an operation that would have Czerka backing away in horror.

600 Master of Money - You've got a way with money that few others ever have. You have an in-depth understanding of how to properly invest it and where to in fact invest it, among a whole slew of other monetary talents that ensure making money hand over fist is easy. Given time you could start with just about nothing and eventually see yourself running a galaxy wide corporate empire just using the natural skill and talent you've got with finance. Once your kingdom is built running the day to day operations will also be a smooth and even enjoyable pastime for you should you deign to do so.

600 A King in all but Name - The mega conglomerates of the galaxy are nations in all but name; vast corporate empires existing within states commanding fleets powerful enough to invade worlds even in the mid Rimm without consequences or even stand strong enough to oppose a galactic government when banding together. For you, this process of turning wealth into real tangible power is child's play. Everything from building outright fleets to outright buying wealthy and prestigious worlds are all within your grasp, the skills accumulated in your climb to the top easily allowing for the leveraging of your wealth into power, something that will grow and scale the wealthier you are. Even a middling business man on a mid Rimm world could prove to be quite the menace on the planet, controlling much of even a continent's politics or at least influencing it. Someone with something the size of the Intergalactic Banking Clan? The galaxy

may not call you it, but a crown would sit on your head with all the control and respect it would command.

Scientist

100 Smartest (Wo)Man in the Room - All too often people don't listen to whoever knows best on a matter and instead try and figure it out themselves. Naturally this backfires many times and when it does succeed it's far less efficient than it could be. Fortunately for you when it comes to things you've got an understanding of, you know just how to make people shut up and listen. Value is given to your input when it comes to your fields and specialities and people don't just dismiss you for arbitrary or biased reasons. This doesn't extend to things outside your purview so there it's going to be an uphill battle.

100 Academia - One of the greatest things someone can do with knowledge is impart it on others, to share it with the next generation and therefore enrich them. It's a process you've become quite capable of. Whenever you're the one teaching things just seem to click for students and even complex subjects can be grasped at prodigious rates; at this point you could make a career out of this.

200 Cultural Expert - There are countless millions of cultures and species in the galaxy ranging from both great and small. You've spent quite a bit of time learning a great deal about a number of the more important ones, and even numerous lessers. This has resulted in a vast amount of knowledge pertaining to these many cultures and their customs. I'm certain you could find some use for this information.

200 I Am the Revealing Light of Science - For all its technical marvels, a case can be made that the common Star Wars setting is a fallen dark age. The great wonders of the ancient galaxy are all but lost to modern nations, whether it be the Gree Hypergates, the tech behind Centerpoint Station, sentient Force powered spaceships, or the Force technology of the Rakata. But you embody the principle of discovery and invention, allowing ventures into understanding and recovering these ancient and lost technologies, as well as new ones, to be far easier. You share that spirit with those around you. What's more, should you so choose, you can make your understanding communicable, and advance the general understanding and achievement of the setting.

400 Fields of Study- There are so many fields and specialties out there to study and research ranging from botany to droid engineering. You've already become quite renowned in one or more of these fields. Pick anything from cloning to droid engineering and you'll find yourself

with not only quite a bit of knowledge on the subject but quite a bit of talent as well. The more specific the field the more the boost but even broad fields will grant a great deal. This may naturally be taken more than once.

400 Sponsors - Sometimes the hardest part of being a scientist isn't having to figure out just how something should work, sometimes it's just plain old money and resources. Many projects have simply fizzled out and died because they didn't have the support to keep it going. This won't be an issue for you, finding someone willing to back your own work will always merely be a matter of time rather than a matter of if, and when you do find them, they'll always be quite interested in your work. Though results are needed: a lack of them and they might decide to look elsewhere.

600 Luminous Mind - You're quite the bright one now aren't you? When it comes to the fields of science and technology your mind is a blazing star that easily takes to whatever task you set it to. In other words you're a direct peer with other titans of intellect in the Star Wars universe such as Qwi Xux, Umak Leth, and Bevel Lemelisk. If you put your mind to it, you could easily discover ground breaking new technologies and information that could change the galaxy for both the better and worse. Of particular note is that while your mind is brilliant all around it seems to especially excel at the creation of weapons and war machines.

600 Biot - The technology of the galaxy is that of durasteel and circuitry, but it's hardly the only form of technology in existence. You've gained the ability to construct biological technology in a similar manner to the Yuuzhan Vong. At first this won't be all that impressive but given time you could recreate all the wonders and horrors the Vong themselves did, ranging from Voxyn to Dovin Basals. You'll also find that if you understand the principles behind a piece of mechanical technology then it's quite easy to reproduce a biological equivalent.

Soldier

100 Fear - Fear is the feeling prey feels when the predator is upon them, and fear is the feeling your enemies will feel when they get in your way. You've something of a reputation; it depends on what exactly you are as a bounty hunter is likely to be different than a soldier, but the end result is the same. You're a truly terrifying opponent to face in battle or to be on the run from, enough so that some may simply give up, knowing that opposing you is pointless.

100 They Can Run, but They Can't Hide - Sometimes the job or the mission isn't so simple; it may not be to just participate in an assault or guard a position but instead to hunt down and

either eliminate or capture a target. In a galaxy as large as this one it can naturally be a bit hard to find people when FTL allows them to travel all over the galaxy in mere days. This would be an issue for others, but not you. The ability to hunt someone down like some sort of bloodhound over even galactic distances is trivial for you. Clues and information as to their whereabouts and weaknesses will constantly seemingly pop up for you to find as you travel until they lead you right to the target.

200 Soldier of Fortune - Your work is almost certainly going to result in you coming to blows with people and other factions, it's a simple fact of life. The unfortunate part is that at times they'll remember who you worked for and remain quite hostile to you. This is no longer an issue, so long as you're no longer working for a certain faction and person the enemies you once faced will no longer pursue you, after all you're just a neutral party working for the highest bidder. In fact you'll find that if you proved yourself old enemies would be more than willing to shell out a great deal for your services.

200 You Do the Job, Then You Get Paid - All too often employers decide that just killing you once the job is done is easier than paying you. It's frustrating to many and deadly to the rest. For you though this isn't an issue: when working as a mercenary or soldier your employers will never stab you in the back; you'll get your check on time without issue as long as you do the job right. This protection will drop if you intend to betray them though.

400 Ace Pilot - The ground isn't the only battleground in the galaxy, the void is perhaps the most important of those battlefields and you've got what it takes to be a master there. Your skills as a pilot would easily see you become famous across the galaxy if you cared for it and naturally this directly translates to void combat. Nothing short of overwhelming numbers or equally skilled pilots are going to be able to even touch you as you weave through the battlefield and leave a trail of destruction behind.

400 Verd - Vibroblades, blasters, grenades, rockets, and more: you are a master of every weapon save the lightsaber, on a level just short of the greatest masters. You'll almost never lose a fight except when you are severely outnumbered, ambushed, or your foes have some supernatural power, like the Force, to give them an advantage. And with preparation or the right armaments, even the most skilled Jedi or Sith will fall before you.

600 Void in the Force - You're a very special being and quite rare at that. You are undetectable in the Force, a sort of void in the Force as it simply can't seem to touch you, and have received the training to combat force users. As a result, you're extremely, if not entirely, resistant to the Force and similar abilities as attempts to fry you with force lightning or choke you simply fail to

work, though this won't save you from being crushed by something. You'll also find that enemies find it incredibly hard to even remember you after a battle, with the most they recall potentially being your name and a very blurry appearance, and that's if their memory is quite good.

600 Jumper the Ultimate - The Republic relies on Jedi, the Empire on Sith, but you need no such power to conquer, you can match supernatural power on the battlefield with skill and preparation. Your martial brilliance is so great that you can match generals who have supernatural powers ranging from being able to sense your movements at interstellar distances, bewitching fleets across an entire sector, unifying their armies under a single meditative mind, peering into your thoughts, and even seeing the future. You can train ordinary men and women or droids in tactics that can make squads into credible threats to ordinary Force users. And your organizational skills are enough that your enemies will begin to suspect that you have a magic artifact building you new ships and weapons from nothing.

The Force

Prior levels need not be bought.

Power

0 Basic - Not many people in the Star Wars Universe have enough of a connection to The Force to be able to become a Jedi (or a Sith), but you do. It isn't much but it's enough to become a somewhat respectable member, if not on the weaker side of either the Jedi or Sith Orders.

50 Knight - You've got a bit more oomph now. You're not going to match the greats anytime soon but this is enough that you could become a middling member of one of the force orders, and potentially even go higher with the right study.

100 Master - This is where the big boys start showing up, think members of the Jedi Council at this level, though not the strongest of their numbers like Yoda and such. At this level reaching your potential will see you rip through just about anything the galaxy can throw at you, though you're certainly not invincible.

200 Living Legend - You're something else you know? This is the level where the monsters of both orders sit. Naga Sadow, Exar Kun, Luke Skywalker, and others of that tier are here. With the proper training you could easily shift the tides of entire wars and change the face of the galaxy forever.

800 Mother's Equal - If Living Legend was the peak of what could naturally occur then this is something decidedly not normal. This is a level of raw power that would see you being able to throw down with the Father or Abeloth and could with time leave the galaxy in ruins should you be allowed to rampage. In all honesty, at this point you're more akin to a living force nexus than anything else which is sure to attract attention, and as such you must take the drawback **Noticed**.

Skill

100 Basic - At this level your skill with the force is rudimentary at best, you can use some basic force techniques but beyond that you aren't accomplishing much.

200 Knight - That studying has begun to pay off I see. At this level you're capable not only of the basic feats all Jedi and Sith have but also several more advanced techniques of your choosing.

400 Master - It seems someone hit the books for a few decades; this is a level most never achieve in their lives and if they do it's generally very late in said life. This is a level of skill and knowledge equaled in truth by Darth Sidious and few others throughout history, and as such what you can do with it is truly terrifying.

600 Walking Archive - At this point you weren't even just hitting the books given that it seems you've absorbed the whole library. This is a level of knowledge that just about nobody beyond perhaps the Ones have ever managed in their lives; just about everything accomplished by a force user is something you know of or at minimum have some understanding of.

Lightsaber Skill

50 Basic Sword Skills - This isn't really anything to write home about but you've at least started. At this level you've begun to learn about the forms of lightsaber combat and have rudimentary skills in one or two.

100 Knight - This is something solid now, you've now mastered at least one of the forms of lightsaber combat to a respectable degree and have skill with some of the others.

200 Master - Now this is something to write home about: you're an undisputed master of multiple forms of lightsaber combat and already have a well established reputation. This makes you something of a nightmare to face in battle, especially for other duelists.

400 Grand Master - Forget merely being a master of multiple forms of lightsaber combat, you're now an undisputed master of all forms of lightsaber combat ranging from the basic forms to advanced arts like telekinetic lightsaber dueling. At this point you're like a scythe through wheat on the battlefield.

Out of Context Powers

A number of Star Wars fanfictions place the galaxy in a situation where it may have a few more neighbors than normal. These could be the Milky Way from Mass Effect to even Warhammer 40K at times. They all can bring new and intriguing powers into the mix and as such you'll have the ability to purchase some here. This may be purchased multiple times from each tier with no limit. Powers should be from Star Wars fanfiction, which naturally includes crossovers.

100 Basic - These powers aren't particularly crazy or strong, but they'll be sure to help you in a fight and provide something useful. This could be something along the lines of having enhanced reflexes or a danger sense.

200 Noteworthy - Powers of this level are now something to really take into account, allowing for you to deal some serious damage on the small scale if you use them right. Biotics from Mass Effect would be a good example of this tier, though Biotics on the level of Leviathans would be in a higher tier.

400 Remarkable - This is something that would start to get you noticed by the powers of the galaxy should you not be subtle. Powers such as these can cause some serious damage if you're not careful, though it's not always in sheer destructive power. Lower level Psykers and Harry Potter Magic would sit here.

600 A-Lister - These are something serious now, with this you could likely throw down with the more powerful Force Users in the Galaxy one-on one. This includes higher Psyker levels and similarly destructive abilities.

Variable Other - Perhaps what you want can't really be quantified by the options provided? If that's the case I'll throw in some final options for you. For **1000 CP** you can take abilities that are frankly broken, these would let you throw down with the Ones and entities of that level. For a price of **1500 CP** you can basically go wild. Jumper wants to be the Emperor of Mankind? Sure, so long as you're willing to shell out your entire budget and then some.

ITEMS

For each origin, the 100 CP items are free and the others cost 50%. If not already stated items will respawn within a day, and you may import similar items into these for free.

General

0 The Bear Necessities - Everyone needs the basics for life, and you've now got them. This includes enough credits to live comfortably on for about a month or two, alongside a standard datapad, comlink, and other such items that one might need. For some reason there also seems to be a Slave Leia outfit, though I'm not sure why you'd need that.

100 Lightsaber (Free to all Force User Origins) - A weapon from a more civilized age, the lightsaber is the signature weapon of the Jedi and the Sith and is quite deadly as well. It projects a beam of pure plasma bound with a shield to keep its shape and can easily tear through all but the most durable armors. You may purchase this multiple times but subsequent purchases are not free.

As a final note yours need not be a standard lightsaber and this could be anything from a double bladed weapon to a lightwhip.

300 System Lord - You've got some territory of your own now I can see. You're now the proud owner of an entire Star System and all that entails in the eyes of all relevant authorities which may be customized in the section below. So long as you don't directly oppose the ruling government they'll be content to allow you to retain your property and leave you for the most part unmolested. Go to the designer section below to customize your system.

Jedi

100 Muntuur Stones - A tool for training and meditation, these seven stones were used by the Jedi Order to train their telekinesis and they'll serve as a similar tool for you. You'll find that the stones are always a struggle to lift, no matter how strong your telekinesis is, and the more you struggle with them the stronger your own ability will grow. They also give off a calming effect and meditation is easier in their presence.

100 Comfortable Robes - The Jedi are not like the Sith, peace and serenity are a part of your code and war is only the last resort. As such your primary attire suits this philosophy. These robes, in a design of your choice, are incredibly comfortable and are perfect for meditation. Fortunately when it comes to battle they won't restrict your movements, but also won't provide much protection.

200 Crown of Verity - A relic that once belonged to a now dead civilization, and the epitome of their philosophy of truth and justice. The Crown's abilities are simple but of a great deal of use to some. When worn, the Crown ensures one that the wearer cannot lie, meaning that those who are around you will know you're speaking the whole truth, and secondly it ensures the wearer is aware of all lies and deception in their presence no matter how well concealed. The Crown will also resize itself to fit the head of whoever wears it. Ordinarily it takes the form of a skullcap but if you wish a more standard crown may instead be its form.

200 Heart of the Guardian - The sibling crystal to the Mantle of the Force that operates in much the same way as the other. This crystal drastically increases the power of any lightsaber when placed into it, allowing normal slashes to turn into devastating assaults that shred an enemy's defenses. The crystal also greatly increases the speed of the user by a significant extent regardless of their normal speed. The crystal itself is claimed as a part of the Sith's heritage, though the Jedi have the belief that it'll help bring peace to the galaxy, so do be careful of those trying to claim it.

400 Chu-Gon Dar Cube - An ancient Jedi relic created by the Jedi Master Chu-Gon several thousand years before the Clone Wars would rage across the galaxy. The cube is simple in design and takes the appearance of an electric blue cube with runes on the sides. The real value in it is what it does: the cube has the ability to transmogrify, or more simply transform, Force infused objects into new and quite useful ones. By using it on mystical relics you're able to fuse them together into a much greater whole which enhances their own abilities greatly and potentially allows for the creation of new abilities and such through the fusion.

400 Puzzle Holocron - This is without a doubt an odd item, but one with a great deal of use nonetheless. This holocron takes the form of a normal cubic Jedi Holocron, or a pyramidal Sith Holocron should you lean that way. The Holocron is unique in that it has several different abilities beyond acting as just a storage device. The first ability records whatever knowledge or abilities you wish to store within the Holocron and can be accessed at will later on. The second will allow for the Holocron to teach you or anyone else how to use abilities and powers you possess, the Holocron itself holding a mastery level of info on the ability even if you don't. Finally, the Holocron will also dispense wisdom and advice when asked for it, advice that is always useful in at least a minor way.

600 Jedi *Praxeum* - An Academy of your own. Perhaps the legendary roving ship *Chu'unthor* or a Massassi Temple or even a lesser version of the Jedi Temple on Coruscant. Your Praxeum is a nexus in the force that makes learning and teaching very, very easy indeed. Even those without innate force powers can learn them here. Unless you have your own people to staff it with, it'll by default be staffed with a number of Force user followers and begin attracting students from around the galaxy.

600 The Vaults - The great treasury, so to speak, of the Jedi Order is now yours. Attached to your warehouse or perhaps another property you have an immense and all but impregnable vault which contains just about every bit of knowledge on the Light Side of the Force the Jedi or any other Force based organizations have found. This ranges from techniques as simple as proper meditation to the secrets behind battle meditation. The Vault is also host to a number of Light side relics, none of which match up to relics on par with the Darkstaff or Eye of the Sun but some are of noticeable power. In future Jumps, this vault updates with each setting's equivalents.

Sith

100 Armored Robes - Unlike the Jedi, the Sith are always warriors, and it shows well with you. These robes are interwoven with synthweave and armor plates to greatly increase their protection, but are also done in a way that doesn't restrict mobility for the user. You'll also find a small but noticeable boost to dark side powers while wearing these.

100 Alchemically Enhanced Weapon - This isn't something that's seen all that much, not since the days of the Old Sith Empires anyways. This is a melee weapon of your choice that was greatly enhanced by Sith Alchemy. Despite being incredibly old and based on primitive designs

these weapons were capable of easily deflecting lightsabers and could pull off feats that put modern vibroweapons to shame. This particular blade is also poisoned and will release toxins whenever it strikes someone.

200 Orbalisk Armor - This was something exclusive to very few Sith for very good reasons. Orbalisks are in fact small armored parasites that latch onto hosts and feed on the force within them. Normally they'd rapidly multiply until they covered the person's head anstrangledgle them, while also causing constant agony due to poisons they released into the bloodstream. Fortunately for you, these seem to be more accurately categorized as symbiotes and not parasites, and as such have none of the normal downsides. They are completely under your control and will attach and detach themselves from your body whenever you so desire it. While worn these symbiotes provide a whole slew of advantages, the most apparent being that their shells can deflect lightsabers and blaster fire. They also can constantly pump out a whole slew of chemicals, enzymes, and adrenaline that allow you to heal almost instantly, enhance your strength greatly, and allow for you to draw on greater amounts of the Force. They can also serve as a sort of living battery which allows you to store excess Force energy.

200 Assassins - Through one way or another you've gained the services of a team of assassins, what these assassins are is up to you as they could be anything from Umbaran Shadow Assassins to Fpi Assassins. They're of incredible skill and have a wide set of talents and abilities to put to use in their missions ranging from infiltration to hacking. While they are of considerable ability, sending them against powerful Force users is unadvised unless they're equipped with the correct gear, or a very good plan. They're also quite loyal to the point of preferring to die rather than betray you. In the event that you somehow lose them, you'll quickly find replacements.

400 Scepter of Ragnos - This is something alright, appearing as a silver blade sheathed in a forked crest of similar color this seemingly primitive weapon is far more powerful than most things created in this galaxy. Forged by the Dark Lord of the Sith Marka Ragnos this weapon holds several abilities; the first is the ability to drain dark side energy from the area around it until there's nothing left. It also holds the power to unleash devastating blasts of force power through beams or waves. Finally, and likely most importantly, the Scepter can induce Force sensitivity in non-Force sensitives as well as reanimate the dead to true life, though it doesn't bring back the spirit.

400 Meditation Sphere - Now this is a strange looking starship, looking something like a floating eye with sails on it. This ship doesn't look all that powerful at first but, unsurprisingly, looks can be deceiving. This ancient (depending on your time period) ship is perhaps one of the most

dangerous creations of the ancient Sith Empire: within it is a Sith Meditation Chamber which once entered allows the abilities and powers of the user to be greatly amplified, enough so that mere illusions could become like a vast armada and act as physical beings able to interact with the world, and this is over great distances on a galactic scale. The ship also is equipped with laser cannons and a magnetic accelerator, meaning that depending on the period an upgrade may be needed. You also have one final guarantee: that this one can't be dominated by a sufficiently powerful force user like Ship was by Abeloth.

600 The Darkstaff - Another dark side relic I see, this twisted and malformed staff is in fact one of the most powerful dark side artifacts in the galaxy. This staff's powers over the Force are in part based on how much energy it's absorbed, though that shouldn't be an issue for you. Given enough power it is capable of truly terrifying feats like creating immense Force Storms, traveling through time, and even potentially destroying entire systems at its height. Even without such immense power absorbed it's hardly defenseless as the staff is immune to lightsabers, is capable of creating Force voids where mystical powers simply disappear, creating tendrils that drain force energy from others, twisting other creatures into horrific abominations, and wielding incredible power over the minds of others to the point of driving those simply near it insane. These are only some of its abilities. As a final note the staff is normally quite malevolent, something that isn't going to change here, however, it is quite loyal to you and will not undermine you in any way. If stolen it will attempt to do everything in its power to return to you whether it be through teleportation or mind control.

600 Thought Bomb - Taking the form of a tall silver egg-like object, this odd looking object is in fact one of the most terrifying weapons in the galaxy. A thought bomb is forged through a ritual in which multiple Sith Lords of considerable power sacrifice themselves and combine all of their power into one singular nexus. This power taking the shape previously mentioned can be detonated with a single clap of the hands and will then result in it stripping the essence and souls of all Force sensitive beings within its blast radius before trapping them all in an unending prison of agony and torment, a blast radius that can leave an entire planet's biosphere devastated. Given time, the trapped Force users and power will eventually become a force nexus of sorts if there's enough of them trapped. You receive a single bomb every ten years and the knowledge to create them yourself. Naturally, you'll also be rendered immune to your own weapon, and in future jumps it'll affect any powers at least similar in nature to the Force.

Force User

100 Force Weapon - Somewhat similar in nature to an Alchemically enhanced weapon of the Sith but also quite different. This melee weapon has been greatly enhanced by the power of the Force, and is closely attuned to you and the Force. Normally this is a passive ability that you would use, but this weapon has it applied permanently. It's capable of just about anything a lightsaber is, though it naturally has some downsides like not being able to deflect blaster bolts. The upsides are that even if this were a regular weapon, it'd be capable of blocking lightsaber attacks without issue, and that this version will allow you to channel force abilities into it similar to Galen Marek, who channels Force lightning into his weapons.

100 Kyber Crystal - There's quite a few people who wouldn't mind having this in their hands, this being a cache of Kyber Crystals which naturally have a number of uses. The first, and, I imagine, the most obvious, is for use in lightsabers; however they can be used for other purposes as well. These crystals are quite intertwined with the Force and can be used as focuses in that regard.

200 Mantle of the Force - A unique lightsaber crystal, if I've ever seen one, when placed within a lightsaber it greatly enhances the abilities of the weapon. Ranging from cutting ability to a significant boost to Force powers, especially when channeled through the weapon. Combining it with other crystals will also serve to greatly amp them as well.

200 Specialized Force Amulets - These amulets are interesting little trinkets; each one is imbued with a large amount of Force energy and a single Force technique, and allow the wielder to use them at no cost. These abilities can range from Force Lightning to Force Shield. Just how they operate is a bit different; an offensive attack would require the wearer to consciously activate it and launch it at a target, while a defensive ability could do that as well as activate on its own when you're in trouble. You gain three reusable amulets for every purchase.

400 Je'daii Ruins - Or perhaps not all that ruined, depending on the time period. This structure was once a part of a greater temple or some other Je'daii structure, but has since fallen into a bit of disrepair in the years since its abandonment. However, it is not without a number of uses. The ruins allow for training involving the Force and the principles of balance to progress significantly faster for both you and any students you might have. This includes giving people a greater ability to simply understand your teachings and helping to ensure people don't fall too far to one side or another.

400 Tho Yor - When the Force users who would eventually become the Je'daii order came to Tython it was in eight giant diamond shaped sentient spacecraft that were powered by the Force, and large enough to carry whole cities worth of people. It looks like at least one of them

survived the Force Wars of Tython, and is in your hand. Shaped like someone merged two four sided pyramids at the base, with a design that clearly inspired holocrons, & requiring no power whatsoever, this ship does not need hyperlanes and can do it's own spatial calculations through the power of the Force. It also has the accumulated knowledge of centuries of gray Force users, not to mention whatever knowledge its unknown makers have provided. A Tho Yor can float in mid air, or be just fine left for centuries exposed to the elements. It also can speak in a person's mind through the power of the Force.

600 Angle Trap Cage - This piece of technology is incredibly rare, if not one of a kind with the exception of one other of its kind. This is an Angle Trap Cage, a prison used to trap even the most powerful of Force entities, as shown when the Five used it to trap the Celestial Wutzek for countless years before he was freed. It works by creating some sort of dimensional paradox that traps its prisoner and ensures none of their powers can help them escape. It can also greatly shrink its prisoner to ensure they fit inside and thus allow beings the size of starships to be trapped. You have one of these crystalline prisons to use as you see fit.

600 Dagger of Mortis - This isn't something you should have Jumper, it should be locked away deep in Mortis and far away from the hands of those who would seek to abuse it. This is the Dagger of the Ones normally kept in the Altar of Mortis, though it - or perhaps a copy - is now in your hands. The weapon holds a singular but very powerful ability, that being the ability to kill just about anything while ensuring they cannot rise from death. This applies just as much to a regular human as it would to entities as powerful as the Son and the Daughter. Should it be lost or destroyed, it'll return to you in a few minutes.

Rogue

100 Hold Out Blaster - A small blaster that only has about twenty five shots, all things considered but definitely one that's not without its benefits. You see, this blaster can be easily snuck past some of the tightest security and scans, ensuring you remain armed even after normal weapons have been stripped from you.

100 Electronic Lock Breaker - Locked doors can be quite an issue, especially when you don't really want to cause a scene by breaking in. Fortunately, the galaxy has a solution to this issue: this small module can override most common locks, including magnetic ones for those that work by such systems. It also spits codes to overcome security systems in place.

200 Ransom Fit for a Hutt - Maybe you owe some people a lot of money, or you just want an early retirement. Regardless of your motive, this is a literal King's ransom in jewels, spice, and relics. You'd have to sell it all to get the credits it's worth, but doing so would make you a very wealthy man. Once this is gone you'll be guaranteed to find another horde of treasure given some time and looking. This updates every jump to an equal amount.

200 Xerrol Nightstinger - A blaster sniper weapon. For a sniper rifle it doesn't have the best range, but does have one stunning advantage, that being that it fires an invisible bolt. I'm certain a weapon like this has some use.

400 Ysalamiri - From the planet Myrkr, these tree-dwelling fuzzy weasel-snakes have the astonishing ability of repelling the Force, creating a bubble some two or three meters across where no Force powers function. More Ysalamiri together creates a larger area of effect. You gain a breeding couple, and in future Jumps they will work on other supernatural powers, though you'll find your own unaffected.

400 HK-47 Assassin Droid - Not necessarily HK himself, especially if you're not in the correct era but this is an Assassin Droid all the same. Normally these droids are very risky to use, given that Assassin droids have a notable history of turning on and killing their old masters; fortunately for you that won't be an issue as this particular unit views you as a close friend and is quite loyal. The droid's capabilities are also quite impressive, being more than capable of ripping through most enemies without much issue, and can even kill Jedi and Sith due to its advanced mind and weaponry. It also has a tendency to refer to organics as meatbags for some reason; hopefully you don't go near anyone with a fear of AI. Comes with blueprints.

600 A Hidden Home- It's inevitable that you're going to make someone mad; it's just the reality of your profession. It could be the government or perhaps the Hutts, both of which are incredibly dangerous, and as such you might need to have a place to stay; this is that. This hideout or lair is located in a place of your choosing, ranging from being hidden in the layers of Coruscant to even being a secret space station hiding in the Unknown Regions. The hideout itself is virtually unreachable by anyone, you don't lead directly to it, and is incredibly well secured against attack and infiltration in the event that it is found. You'll also find that an odd Force Relic built into it prevents clairvoyance from finding it. Of course, that's a little paltry just by itself and so this also comes with some other boons. The primary computer is loaded with a whole slew of contacts and potential contracts that would be of great use to you. These people can range from being lowly customs officials to even Sector governors giving you quite a bit of potential sway through favors.

600 Blue Max - A positronic processor, this little cubed-shaped droid fits in the palm of your hand and has only vestigial limbs. However, its humble exterior hides the fact that this is one of the most valuable machines in the galaxy. Blue Max is in fact one of the greatest slicer droids ever produced and is capable of effortlessly breaching even the most secure of systems without detection. To keep this little droid out you'd effectively have to encounter systems that are impregnable, so I'm sure you could find some use for this little guy. Blue Max will also be updated in each Jump.

Politician

100 A Crisp Suit - The clothes make the man, or so they say, and let it be said you have that down. This manifests as a wardrobe of some sort and includes a plethora of fancy and stylish outfits to wear for both political meetings and regular life. They're always comfortable, even if they realistically shouldn't be, and do help boost your charisma a bit.

100 Campaign Contributions - Power leads to wealth. Even politicians who don't get into the business to make money typically end up fairly wealthy. You gain a regular stream of credits capable of furnishing an upper-class lifestyle on a major urban world, such as Coruscant, ready to be spent as you please.

200 Protocol Droid - It never hurts to have an assistant, now does it? This protocol droid, in a design of your choice, now views you as it's rightful master and will serve in any way possible. Much like C-3PO, it's fluent in over six million languages and can help breach just about any language barrier in the galaxy. It is also quite capable of serving as a secretary or butler if need be and finds enjoyment in such tasks. In future Jumps it'll update to gain knowledge of new languages.

200 Secure Office - As a public figure, it can be hard to get true privacy, which makes it difficult to plot and scheme in peace without unsettling anyone who may happen to witness your mad cackling. This private office is immune to all methods of spying or external observation, whether technologically or supernaturally based, save those methods you choose to allow. Moreover, while extreme force could break into the office, the doors and windows are sturdy enough that no-one will be disturbing you without plenty of warning. And, as a bonus, the office comes with a perfectly secure, untraceable, and untapable hypercom link, for when you need to give orders to your patsies but can't fly out to speak to them in person.

400 Position of Power - It'd be a bit of a pain if you had to work your way up from nothing now wouldn't it? You're now the holder of a particularly influential position in a faction of your choosing. This could be a Senatorial seat in the Galactic Republic to being a Minister in the Sith Empire should the time period be right. You're in a particularly secure position as well, with everything necessary to advance your agenda and own status if you wish it. In future jumps you'll hold a similar position in a government of your own choice if you want.

400 Caamas Document - Sometimes people are just being a bit of a thorn in your side, if that's the case this will be for you. It's a document that happens to prove several of your political rivals were involved in an infamous crime and/or scandal, of the sort that could have them arrested and tried for terrorism and murder. The only downside is that depending on the actual character of your rivals, this may or may not be true or stand up to intense scrutiny, though it's guaranteed to at least drag their name through the mud, and sometimes a bit of time and slander is all you need. Updates in future Jumps.

600 Delta Source - Knowledge is power, or so they say, and it's a resource you'll have in abundance. One way or another you have somehow bugged the sanctum of your greatest enemies, in an exotic fashion they will never uncover without significant help. Not everything it gives you is necessarily useful or correct, but short of literal mind-reading, you couldn't ask for better insight into your foes.

600 A Party of Your Own - It doesn't have to actually be political, but this is an organization under your control. It could be the previously mentioned political party based entirely on your ideals and goals; a party with quite a bit of power. Or it could be a secret Cabal dedicated to the extermination of all Force users or something else along those lines, it's entirely up to you. The organization itself is quite powerful and has the capacity to influence or outright push policy on a galactic scale. Depending on how you choose for this to manifest, the benefits will change as some versions might allow you extensive spy networks and so on.

Businessman

100 Bodyguards - Success naturally has many benefits, but it also comes with some downsides, that being at times jealousy and greed from others, both less and equally well off. So, it makes sense that eventually someone is going to make an attempt on your life one way or another, which is where these guys come in. Coming in the form of droids or organics, these well armed and trained soldiers will do everything in their power to keep you alive; which against most

lower threats is quite easy, but against monsters like Force users or incredible bounty hunters like Cad Bane don't expect them to hold.

100 Stock - Can't be a businessman without a business. You own either a small amount of equity in a major corporation, enough to open some doors in the local corporate culture, or own outright a small business in a non-critical industry, enough to make you a notable figure in your hometown, but not enough to be a player on the interplanetary scale.

200 Sky Palace - What's the point of being rich if you can't live in style? This is a Nar Shaddaa style Sky Palace, which is exactly what it sounds like. That being a floating manor of impressive size filled with just about every amenity you could ever want. It maintains itself through a crew of onboard cleaning droids, and any facilities that require people to run are either run by droids as well or NPCs. Of course, it's not all glamor; this opulent mansion comes with one of the most advanced security systems in the galaxy to keep out those who aren't welcome. As a final bonus, you'll find running any business from this building to be much smoother and stress will seemingly fade with ease.

200 Government Contracts - Seems like you've got some friends in high places. These are a set of government contracts, or to be more precise, something like tickets that can be redeemed to be guaranteed profitable contracts for your business. They'll always be fair and quite profitable as well as oriented towards your business's actual product. These will replenish every year assuming you have used any.

400 Human Replica Droid - Otherwise known as HRDs, Human Replica Droids are among the most advanced machines in the galaxy for good reason. These espionage droids are built in such a way that only the most thorough of medical scans can determine they're fakes and all others fully show them to be truly organic. The droids are also incredibly intelligent and can fulfill a number of tasks for you; whether it's acting as a diplomat, infiltrator, or even assassin; they do it well. This particular unit has been programed with extensive assassination protocols similar to Prince Xizor's and is equipped with powerful eye blasters for some reason, it's also quite loyal to you, almost slavishly, if one thought about it. Its appearance is up to you, though if you don't choose it'll default to copying Guri.

400 Corporate Headquarters - Every empire has a capital and yours is no different. This towering structure is the beating heart of your business and it shows. It's equipped with a multitude of differing computer systems and communications arrays to allow you to manage a galaxy wide business from the comfort of your office. It's also been equipped with extensive defenses and security to ensure people stay out of its computer banks and outside of the

premises. Should you not have any workers for it currently it'll be staffed by competent followers. As a final note, the computer hosts an advanced AI that'll give assistance wherever it can; naturally, it's quite loyal and won't turn on you.

600 The Corporate Sector Authority - This isn't the entire sector of space with this name, though it is a sizable portion of it. You now have a sizable portion of the CSA under your control and have significant influence and power within its government. What this does is grant you a large portion of the sector in which you'll face just about no oversight, taxes, or anything of that sort which in essence grants you total freedom, though you're not the sole authority in the Sector and enraging your colleagues would be poor business practice. In future worlds you'll gain a similar arrangement with the governments or general authorities of the world and will have a proportional amount of territory for your activities.

For an additional **200 CP** and what was either one massive bribe or an immense amount of blackmail, you've now become the ExO, or Executive Officer of the entire CSA with all the power this entails. That being a dictatorial level of control over the corporatocracy that governs the region, control enforced via a method of your choosing, whether that be simple fiat or blackmail, that can't be outmaneuvered. This will continue on in future Jumps where you'll hold a similar position.

600 Corporate Alliance - You know how I mentioned you weren't quite in the same league as the big boys before? Well, it seems I was wrong because you're so very much there, at the top, in fact. This company could be in many ways better described as a nation of its own and is a megacorp by every definition of the word. This is something on par with the Mining Guild, Czerka and other absurdly powerful corporations in the galaxy. This is an empire with enough wealth to make you one of the most powerful men or women in the galaxy, making up a sizeable portion of the entire galactic economy and spanning numerous star systems strewn throughout the galaxy, a number of which range from being either valuable resource production worlds or heavily industrialized production centers. You also have sizable 'security' forces more comparable to an outright military force, if only bound by whatever loose limitations the galactic government can force on you, to not only protect your assets but with which to aggressively negotiate with stubborn worlds. Naturally, this will scale between worlds and should you wish it may actually be one of the aforementioned established mega conglomerates in SW.

Scientist

100 Credentials - These are as straightforward as they sound, you now have legal documents and licenses that state your fields of scientific mastery and study. They may not seem like much but they can be helpful when proving you are in fact what you say you are.

100 Garage - Everyone has to start somewhere and this is it for you: this small lab is located in a place of your choosing and has everything you'd need to get started. This includes basic equipment for the type of research you're conducting, as well as storage and living quarters should you not have another home. It isn't much but it's certainly a start.

200 Rare Material Requisition - Occasionally you'll need something a bit rarer and more expensive for your studies. This might be Kyber crystal or something else but the point is that it's expensive and plenty of other people want it as well and you'll have to fight them for it. Well, no longer will that be an issue. By simply filling out this basic form you'll find whatever you need quickly shipped to a location of your choosing.

200 Custom Probe Droid - Always helps to have a reliable assistant and so you do. This multirole droid can fulfill a number of jobs for you that range all over the place. The first of its abilities is to act as something of an analysis droid which can help greatly when needing to run simulations as well as do deep scans when not in your lab. The second use would simply be, as the name suggests, a probe droid. This guy is capable of withstanding incredibly hostile environments and is quite capable of taking samples from them or analysing targets. The droid will also help with general upkeep and maintenance. By default this droid takes the appearance of an Imperial Probe droid. If destroyed or damaged it'll either repair itself or return in a day or two, unless of course you fix the issue first.

400 Gree Secrets - There are few civilizations in galactic history that have been as advanced as the Gree were at one point. From machines capable of terraforming entire worlds to the advanced sciences behind the Hypergates. Their technology was both unique and powerful, and now it's all yours. You have a complete record of the technology, both known and lost, that belonged to the Gree race in its entirety. The principles it works on are no doubt different from most tech used by the galaxy but with time and effort replicating everything using other tech is possible, also helped by the plans giving clear directions and data on how everything works.

400 Palpatine's Blueprints - Sheev may have been suicidally overconfident, but the man sure did have nice toys. Here you have what looks to be a holocron, which will only respond to you or those you authorize, even if you are not a Force user. Those looking for secrets of cosmic power will be disappointed, since instead of being filled with secrets of the Force, it's filled with blueprints and schematics. From both Death Stars, to Shadow Droids, to World Devastators, to

the Galaxy Gun, every one of the Emperor's secret weapons have their designs stored here. It even contains blueprints for devices based on his designs, like the Darksaber.

600 The Maw Installation - Congratulations Jumper you're now the proud owner of a secret research facility in the middle of a cluster of black holes! Beyond being almost unreachable and undetectable due to its location, and therefore one of the most secure locations in the galaxy, this large facility is one of the most advanced in the galaxy and contains everything a Galactic Empire with a virtually bottomless check book could give it. This includes quarters, labs, food production, etc. It is also staffed by a number of loyal follower characters who fulfill various roles in the station ranging from researchers to security. While the researchers will be of higher quality than most, only a few can be expected to match the likes of Qwi Xux and those of her level, though even that's enough to reproduce things like the Sun Crusher and Death Star.

600 Centerpoint Station - This was never designed to be a weapon, being the Celestial equivalent of construction equipment. However, the sheer amount of power this immobile space station can harness beggars the imagination. The station operates by using an immensely powerful hyperspace tractor beam to safely move anything from moons to solar systems and even black holes on a galactic scale. This one has an incredible range covering somewhere around half the galaxy. However, this isn't just a free superweapon or stellar construction device. You'll have to decipher how to control it on its own and given that it was designed by the Celestials that'll be quite the task, though it will provide quite a bit of information about Celestial technology.

Soldier

100 Trusty Blaster - You wouldn't be much of a soldier without a weapon, now would you? This is a standard issue blaster of your choice from one of the various militaries in the galaxy. This could range from being an E-11 Blaster to a DC-15 if it suits you. The weapon's ammunition will replenish over time and it will be replaced in a day or two if lost or destroyed.

100 Cortosis Infused Weapon - This is something any fighter wouldn't mind having at their side. This is a Cortosis silenced vibroweapon of your choice, as long as it's a melee weapon of some sort. Beyond being incredibly resistant to lightsabers, these weapons are truly terrifying in close quarters combat. Operating by using high speed sonic vibrations to greatly increase the weapon's lethality to the point of ripping through armor where other weapons would be left useless. If you wish you may also instead exchange this for a shock, neural, or perhaps even a cryo weapon if those suit you more.

200 Beskar Armor - Now this is something quite valuable, this is a full set of Beskar armor which is some of the best armor in the Galaxy. It's capable of blocking lightsabers and blaster bolts with ease and doesn't weigh the user down too much. This particular set will retain any modifications you make to it and can be imported into other sets of armor.

200 Jetpack - A portable high ground of sorts, this is the dream of many around the galaxy. This jetpack allows you an incredible amount of mobility and options during combat. The jetpack is capable of carrying up to eight hundred pounds of weight and never seems to run out of fuel. Finally, the pack is also extraordinarily durable, ensuring it won't misfire in the middle of combat if struck by an enemy or ally by accident.

400 Military Command - Be a crying shame if you had to start out scrubbing toilets now wouldn't it? Well fortunately you won't have to, you're now in this setting and any position bar a high ranking member of a military of your choosing is yours should you wish it; this could also be a pirate gang or similarly non conventional faction as well. If you're on the ground you'd be a general or equal in tier depending on the faction while a naval based Jumper would be the equivalent of an admiral. This doesn't exactly give you the skills for the job but it does at least get you in place.

400 Advanced Weapons Cache - Some of this stuff is illegal, you know that, right? Well, regardless, this is a huge cache of weapons from all across the galaxy, all of which are among the most advanced one could even theoretically get one's hands on. This ranges from powerful prototype disruptor weapons, which lack many of the normal weaknesses and still rip opponents apart on the atomic level, to more tame things. There's enough weapons and ammunition in here to outfit a small army and it'll continually be replenished as needed. In future Jumps this'll update to add similarly powerful weapons by the settings standards.

600 Galaxy Map - The Holy Grail of all commanders, this here is a complete map of the galaxy detailing every system in both the primary galaxy and also its satellite galaxies. Now on the surface this may seem a bit lacking, however this isn't merely a normal map. This is a real time map that shows everything going on at once, every ship movement and every base can be found here with systems in place to help you find exactly what you want. It won't help you find individual people or anything that precise but just about everything else is fair game. Naturally this updates to each new setting you go to.

600 Helmet of Mandalore the Ultimate - A priceless relic from the Mandalorian Wars, this Beskar helmet belonged to the last Taung Mandalore, that being the infamous Mandalore the

Ultimate as one might guess. Beyond the benefits wearing a Beskar Helmet may grant, owning it also grants several other boons. The first and the most simplistic is that it slowly feeds you the skills and abilities of Mandalore the Ultimate, that being his genius and fighting ability which at his height was enough to challenge the Jedi Revan and bring the Republic to its knees. The second is probably the most important and theoretically powerful, it ensures that, should the owner want it, any faction they lead or are a part of will rapidly begin to grow in power. Opportunities will present themselves to take easy, yet valuable territory. The enemy's strongest warriors will have a falling out and only a fraction will fight against you, and so on and so forth. With a solid power base and the right moves your name could go down in history for better or worse.

Starship Designer

Getting around without a ride would be a bit of an issue, here's 700 SP, which operates at a 1 CP to 1 SP conversion ratio. Ships you already own may be freely imported, including vessels from this Jump doc.

Size/Class

00 Starfighter - The standard starship in the galaxy, small, cheap, fast, and efficient. This is what the vast majority of spacefaring people use to travel throughout the galaxy. The name Starfighter is somewhat inaccurate since this isn't just things like Flashfire Starfighters or X-Wings and includes ships up to as big as the Millennium Falcon and Ebon Hawk. Don't expect to go fight anything too powerful with these, though escaping them isn't too hard assuming the tractor beam doesn't nail you.

100 Transport - A bit of a bigger ship, though not too enormous, these vessels are perfect for hauling cargo to and fro, and with a bit of work they can easily become gunboats. This includes vessels like the GR-75 transport or Gozanti Cruisers. Larger vessels the size of ISDs and such may

also be chosen, though they'll be far weaker than a warship of their size would be given their cargo haulers.

200 Corvette - 100 - 200 meters - This is entering the realm of being a dedicated warship now. Corvettes are among the smallest military vessels used but don't let that make you underestimate them. They lack the firepower of much larger vessels but make up for it by being significantly faster and being able to intercept or run past larger ships. A good example would be the CR90 class.

300 Frigate - 200 - 400 meters - A dedicated warship, frigates are capital ships used in skirmishing and support roles in engagements to help protect larger vessels. Unlike corvettes they lack as much maneuverability but make up for it by having stronger guns, defenses, and even fighters at times. The Lancer or Nebulon-B are solid examples.

400 Cruiser - 400 - 600 meters - Or perhaps the name Star Cruiser is more fitting. Regardless, these ships serve in many ways as the generalists of fleets, as they're among the most common available in each fleet. Dreadnaught heavy cruisers would be the highest this particular range could go.

500 Heavy Cruiser - 600 - 1000 meters - Much the same as smaller cruisers, heavy cruisers are a common vessel that make up the backbone of most fleets. Naturally while they're well armed they're also much slower than many smaller vessels. An example would be the Acclamator-Class.

600 Star Destroyer - 1000 - 2000 meters - A medium sized, yet quite powerful capital ship most famous for its use by the Galactic Empire. These aren't necessarily destroyers though they can be used like that. Vessels at this size can be expected to wield heavy firepower as well as a compliment of fighter craft. Imperial Star Destroyers and Nebula-Class Star Destroyers are examples.

700 Battlecruiser - 2000 - 5000 meters - Battlecruisers are among the most powerful vessels in a fleet. Generally they're surrounded by support craft to keep fighter swarms and such off of them due to their slower nature, however their heavy armor and guns can generally rip through most vessels and therefore evens out much of the drawback. Examples would be the Subjugator-Class used by the CIS and the Procurator-Class.

800 Dreadnaught - 5000 - 25,000 meters - Powerful warships, these are generally the most powerful vessels any fleet or star nation will field. These can carry up to thousands of weapon

emplacements while being equipped with armor and shields capable of holding against an entire fleet at their max. Ships in this category that are well known would be Super Star Destroyers like the Executor or Eclipse.

1200 Mobile Station - 25,000 - 160,000 meters - These are things that could and would reshape the entire galactic political landscape by just existing. Ranging from much smaller Super Dreadnaughts to battle stations the size of moons, these are the most powerful vessels in the galaxy. These can have tens of thousands of turbolasers and can destroy planets with relative ease. An example would be the Death Star.

2000 Worldship - 160,000 - 15,000,000 meters - This is something unseen in the galaxy since perhaps the days of the Celestials and their rule. This monster of a ship, if it can even be called that, is more akin to a mobile artificial planet than a standard starship. What this is could vary greatly from being one massive moving city housing upwards of trillions should it be oriented that way, to a weapon of mass destruction that would leave immense fleets completely helpless to stop it. Whatever it may be this will utterly reshape the galaxy should it be used properly, or perhaps improperly.

Armament

000 Laser Cannons - The standard armament of all warships and in fact many vehicles throughout the Star Wars galaxy. Their firepower and number depends on the classification of your vessel meaning a starfighter's cannons won't match a Star Destroyer's in either. Generally they're better against more lightly armored targets.

50 Automatic Guns - An upgrade for base laser cannons that vastly increases the fire rate of your guns, though it won't improve the amount of damage dealt by them individually.

100 Mass Drivers - Crude but effective would sum these up well, mass drivers are projectile weapons that work by firing metal slugs at tremendous speeds. Despite being perceived as primitive in some circles these are not weak in the slightest and are capable of fulfilling the same roles as either laser cannons or turbolasers, though they suffer from having limited ammunition.

100 Spinal Cannon (Corvette or above required) - As the old saying goes, speak softly and carry a big stick. This doesn't actually replace your ship's mass drivers but does add a huge punch by, in essence, turning your ship into one giant gun. Running along your ship's "spine" is a

massive magnetic accelerator that, when activated, fires ammunition near the speed of light. The size of what is thrown depends on the warship but the damage done will always be quite large.

100 Turbolasers (Requires Laser Cannons and at least Corvette, free for Heavy Cruiser and up) Featuring as the main guns of any warship of some note in the galaxy, turbolasers are better than laser cannons in just about every way but rate of fire. These guns are capable of bringing down capital ships and slagging countries to even continents and entire planetary surfaces given some time and as such wielding them can bring quite a bit of power and attention.

100 Primary Cannons - For those of you who like big guns this is the option for you. Similarly to the Munificent-Class Frigate your vessel is now equipped with a massive (for its size) primary gun. These two or so guns are capable of immense destruction when powered properly on a large enough ship, to the point that ice moons up to a thousand kilometers in diameter can be annihilated and they can easily drop weaker planetary shields.

300 Agrocite Cannons - An upgraded variant of the ordinary turbolaser developed by the CIS during the Clone Wars. Regardless of whether you're in that period or not your ship has now had all its turbolasers replaced with this variant. These guns are incredibly powerful and represent a huge upgrade over normal variants as a single shot could obliterate an entire Venator-Class Star Destroyer.

100 Ion Cannons - These are in essence an EMP weapon; they operate by overloading and therefore disabling and potentially frying enemy electronics. Thus making them excellent weapons for capturing ships. Depending on the size and power of your weapon, disabling entire capital ships in single shots is certainly possible.

100 Mines - A relatively simple tool, your ship is equipped with a stock of space mines which it may lay at will. These include just about all normal mines as well as a stock of Mass Shadow Mines for your use.

200 Missile Silos - A catch-all term for rocket propelled weaponry. You now have an appropriate number of missiles and launchers for your ship size. There are a veritable multitude of differing kinds and you're able to choose three types to start with. Others may be bought at a price of 50 CP each type.

Carbonite - A unique missile type equipped with a warhead containing supercooled carbonite. When it impacts enemies it immediately deals large amounts of damage and slows enemies down greatly. These are more for air/orbit to ground than anti-starship duties.

Concussion - The general type of missile employed by most factions, these work by simply homing in on a target and detonating an explosive warhead. Depending on the ship you

use you'll either have starfighter variants or anti-capital ship variants for warships and planetary bombardment.

50 Advanced Concussion - Seems like regular just won't do it for you, for an extra 50 CP your complement of concussion missiles has now been replaced with a more advanced model. These missiles are better in just about every way, being faster, more explosive, having a longer range, etc. Any vessel using these will have an edge at least in this category.

50 Savant - It seems the trend with concussion missiles continues when it comes to having many variants, the Savant is a rather interesting armament in that it functions as an advanced homing missile. However, it takes it to the next level, combining a far more powerful targeting array with the ability to lock onto a new target if need creates a deadly weapon.

Cruise - Much like concussion missiles these are simply highly powered missiles that home in on enemies.

Discord - Employed by the CIS these were the bane of starfighters: upon contact they release swarms of buzzdroids which rip enemy starfighters apart piece by piece. The downside is the shields and heavier armor of larger vessels makes them worthless against them.

Hex - I would advise you not to allow people to know you have these, given their purpose. Hex missiles are weapons of mass destruction that use the chemical agent Trihexalon to inflict enormous casualties on enemies. These are predominately for terror and to cause damage to organics and are little better than concussion missiles against other targets.

Intruder - An anti shield generator weapon, when these impact an enemy ship they cause a reaction with the ship's shields designed to overload the generators and rip the ship apart.

Nano - Tiny missiles that are barely indistinguishable from blaster fire, their small size makes them more suitable for smaller targets and they're capable of being guided or homing in on targets.

Heavy Rocket - Simple, slow, and powerful sums these up rather well. Heavy Rockets are an incredibly powerful anti-Capital type of ordinance that pack a punch heavier than even Proton Torpedos. Unfortunately, despite their power they're incredibly slow by space combat standards thus making them useless against fighters, meaning they'll need to be protected if the enemy has point defenses. Though should they hit you can be sure they'll make the enemy bleed.

200 Electromagnetic Plasma Cannons - Normally only found on Umbaran hover tanks you've somehow had these advanced weapons scaled up to fit on a starship. They heavily outperform laser cannons in much the same way as turbolasers when at full power.

200 Proton Torpedo Launchers - A powerful weapon against heavily armored and defended targets. Proton torpedoes are a common and effective tool used by many throughout the galaxy. These, when massed together, can cause serious damage to enemy capital ships, while the larger more powerful variants can do that on their own and be used for planetary bombardment. Unfortunately while they're stronger than most missiles they're also slower.

Alternative Torpedos - May be purchased at 50 CP each.

Advanced Proton Torpedo - There's not much to say here that hasn't already been said. These are in essence just proton torpedoes, however as one might've guessed they're a more advanced version than the normal ones you find. These are faster, more powerful, and smaller variants and thus generally far more efficient to use than their predecessors.

Ion Torpedo - Much like the proton torpedo in design and operation, however these weapons naturally have a different outcome. These torpedoes carry an immensely powerful ion charge that on a starfighter level can easily disable other starfighters, and heavily overpower normal ion weaponry.

Superweapons

300 Magnetic Bombard (Requires at least Cruiser or above) - Taking the form of a cannon on board the vessel, the magnetic bombard cannon is a devastating weapon against high-tec enemies. The gun can be fired constantly and just about anything it hits will have all electronics rendered inoperable, whether it be an entire city or potentially larger. Normally they can potentially be reflected back but yours lacks this weakness.

300 The Silencer (Requires Heavy Cruiser or above) - A weapon of the old wars, one not seen in millenia or perhaps a new weapon not yet ever seen on the battlefield depending on the time period. The Silencer is in essence a rapidly recharging megalaser capable of killing capital ships in quick succession that's mounted as a pseudo spinal cannon of warships.

400 Metal-Crystal Phase Shifter - An incredibly dangerous weapon, the MCPS works by breaking down whatever metal it targets into powder. This attack penetrates all shields and ignores the durability of starship armor. Even small scale uses can be dangerous as pinhole fractures can be left throughout hulls causing the vessel to rip itself apart.

500 Kumauri Mass Drivers (Requires at least Frigate or above) - An ancient weapon from another time, or perhaps a relatively new weapon should you be in the correct era. These mass drivers work simply by firing asteroids at incredible speeds allowing for catastrophic damage to not only planets but also other ships. Shields have made these less effective over time, but they still represent a huge threat if properly leveraged.

500 Ion Pulse Cannon (Requires Battlecruiser or above) - A weapon of the Clone Wars taking to the field once more, and rightfully feared weapon as well. Your vessel has been equipped with two Ion Pulse Cannons which are in essence two immense area of effect ion cannons capable of crippling entire fleets with each shot, though it takes a bit of time to charge each shot. Normally these weapons would come with a number of drawbacks as they'd depower the ship with each shot for some time but you can consider these a perfected design that lacks such drawbacks, though the cannons are still static so positioning the ship is vital, perhaps such a vessel would serve well as an ambush predator?

600 Two-Wave Graveshock (Requires at least Dreadnaught of 19km to use at full power) - Another one of the Empire's planet destroying weapons. The TWG operates by manipulating gravity; which when used on a planet can and will cause enormous amounts of damage regardless of planetary defenses. This involves the creation of immense natural disasters like causing earthquakes that swallow cities and potentially rip continents asunder. It's incredibly power hungry with only Super Star Destroyers and above being able to cause planetary destruction.

600 Molecular Furnace (Requires Star Destroyer Size or above) - A weapon from a distant time and also not exactly a weapon in of itself, though it is perhaps one of the most terror inducing tools ever deployed in the field of battle. Your vessel is equipped with a molecular furnace, the size of the ship determining how large it is and indeed how much it can handle, that being said this furnace is infact a wondrous device that when fed material breaks it down on the molecular level and reshapes it into new resources of whatever kind it needs. Constant consumption of material combined with the onboard factories and droids allows for the rapid upgrading and expansion of the vessel as it consumes material, this also extents to creating new vessels and machines entirely as your factories are more than able to pour out virtually limitless as long as it has material, more than enough to drown your enemies in an durasteel tide. Currently, without any upgrades the Furnace is more than capable of devouring and processing a planet the size of Mon Calamari in a few months if allowed to devour uninterrupted.

700 Superlaser (Requires at least Star Destroyer of at least 1.5km, discounted to Mobile Stations and Dreadnaughts) - You can't go wrong with the classics, now can you? Installed on

your ship is a Superlaser of incredible power. This weapon fires a single beam capable of cracking planets open like eggs or even outright destroying them; it's also quite effective against enemy capital ships. Yours is more akin to the Eclipse/Death Star II laser and therefore doesn't need much time to recharge.

1000 Resonance Torpedos (Discount to Starfighters) - The ultimate weapon developed by the Empire and perhaps the most terrifying one as well. Resonance torpedoes' function is simple: they force a star to enter its final stages of life and go supernova in mere minutes. As a bonus, they can also initiate a chain reaction which detonates any nearby stars ripping apart entire solar systems on the atomic level as they simply unravel on the molecular level or are annihilated by solar flames.

Defenses

000 Hull Armor - Every ship has a hull and now so does yours. More than that though yours is equipped with a respectable amount of armor for its size.

000 Shields - Shields weren't always used by ships in galactic history, and even some in modern times aren't equipped with them. However, they're almost ubiquitous and therefore your ship is equipped with both particle and ray shields.

100 Heavy Armor - So the basic amount of armor wasn't enough for you? Well now your ship has been heavily upgraded armor wise. Even corvettes with this could take a noticeable amount of punishment before being crippled. The armor extends to all portions of the ship, though there will still be weaker points.

100 Labyrinthian Design - Boarders can be an issue at times, an issue that very few enjoy for obvious reasons. Your ship was in part designed with this issue in mind: the interior of the vessel is incredibly hard to navigate for anyone not familiar with it, or led by a mouse droid. Attackers will find themselves slowed down greatly while defenders can easily use the terrain advantage.

100 Onboard Traps - This is the option for when having guns outside your ship wasn't enough. The vessel is now littered with hidden weapons emplacements and other nasty traps for hostiles. This ranges from hangar laser cannons capable of blowing up unshielded corvettes and small cruisers to hallways which can electrify and fry enemies.

200 Supercharged Shields - Your shields have now received the same treatment as that of the Mon-Calamari ships. Your shields are immensely powerful, capable of taking a much larger beating from multiple ships of a similar class. It can also be put into a supercharged state temporarily when needed, though note that this consumes far more power.

200 Onboard Droid Defenders (Requires at least Transport) - Extra hands are always useful: your ship is equipped with an onboard fabricator as well as a large stock of battle droids. They can be deployed during boarding actions, both in defense and in theory offense as well.

300 Sensor Jammer - This jammer will jam any and all attempts by others to lock onto or scan your ship. This means missiles will fail to lock or and tractor beams will simply slide off of the ship. Naturally this can also aid in stealth as scans can't find you.

500 Cloaking Device - These are rare and expensive, but, to many, well worth the cost. This device will completely cloak your ship, making it invisible to mark one-eyes, sensors, scans, vessel emissions, etc. It won't allow you to outright attack when invisible but it can allow you to slip past enemies and even get the jump on them.

800 Quantum-Crystalline Armor (Discounted Starfighter) - The option for those who decided they wanted to be invincible. Your starship's hull is now made of quantum-crystalline armor, one of the strongest materials in existence. Putting this on a fighter sized craft would allow it to fly through a Star Destroyer without shields and suffer no damage, survive supernovas without issue, and tank hits from the Death Star. Putting this on anything bigger than a Starfighter would normally be ruinously expensive, but since you paid CP even something the size of the Second Death Star may be given this; perhaps you could just use it as a giant wrecking ball at that point.

Support/Utility

000 Base Facilities - These are the various rooms and facilities you'd find on a vessel, meaning the engine room to the bridge or cockpit. The number of these is dependent on the size of the vessel so an X-Wing won't have anything but a cockpit. Meanwhile a Super Star Destroyer could be expected to be equipped with thousands of rooms ranging from Med-Bays to Crew Quarters.

000 Main Reactor - The primary power generator of your vessel, without any upgrades this is just a normal Hypermatter reactor seen in most ships. However, for **200 CP** this could be upgraded to one of the Eternal Empire's Sun Generators which operate using miniature stars as power sources for vessels and generate vast amounts of power. At **400 CP** this could be a Celestial power generator that uses the Force to harvest a virtually limitless amount of power

for your ship, and thus power even weapons far more energy intensive than your ship should be able to support, though a starfighter would still be limited by what you could actually mount on it.

000/100 Tractor Beam (Free for Corvettes and up) - A common tool, but a useful one nonetheless. Tractor Beams operate by generating a force field around a targeted object or person and using said field to move it about. They're commonly used by spaceports to safely guide ships into a landing position but larger ships are also generally equipped with them. It's also quite rare but it's possible for these to be placed on starfighters to help lock enemy fighters down. This option will give your vessel an appropriate number of projectors for its size, with something the size of the Death Star getting around 768.

100 Luxury Designs - Your ship was built with quality and luxury in mind and it shows. Everything from the quarters to kitchens are equipped and made with top of the line materials and equipment. For instance, beds will be made of fine silk and other exotic materials. Naturally the beauty of the vessel and morale of its crew are liable to rise. The ship also includes top of the line hydroponics areas which produce fresh food for the crew, assuming the ship has the space.

100 Smuggling Bays (Free Transport) - Occasionally you might want to get something a little less than legal past customs and scans and it can be a pain when you have to fight your way through a system because they find it. These are a set of hidden compartments meant to hold such things; they're undetectable to scanners and will naturally ward people away from checking them. Depending on the ship size they can also be quite extensive in size and capacity.

100 Extra Hangar Bays (Requires at least Frigate) - Every ship with the size to afford one will have a hangar or two. However that isn't all that much and can be limiting to some. These are an extensive set of new hangars that have been integrated onto your ship. They'll greatly increase the fighter capacity of your ship as well, as one may imagine. There are also a few secret hangars that can be disguised and used to leave the vessel subtly.

200 Slave Circuit - You see, the Star Wars galaxy seems to operate on the idea that throwing enough people at a problem will fix it, unfortunately this results in some ships requiring immense crews. The Slave Circuit is the answer to quite a few of these problems. Your ship is equipped with a slave circuit and extensive automation; while it doesn't fully automate the system it does mean machines will take care of the vast majority of jobs and the organic crew can be miniscule in size. Also allows for you to control the vessel remotely, though if it lacks any crew don't expect it to perform at maximum ability.

200 Gravity Well Generator - Enemies that run are never fun to deal with, which is what these large gravity well generators are useful for. When activated they shut down any and all FTL travel in a very large vicinity.

200 Multi-Environmental Sealing - Taking a page from the Mon Cala now aren't we? Your ship has been redesigned for use in just about any environment, no matter how extreme. It can withstand much greater temperatures, pressure, etc and is all around that much more resistant to wear and tear. Of course, that's not all. The ship may also act as a submersible in liquids it's capable of withstanding allowing you to treat it as a submarine if you wish. Though be careful of firing turbolasers underwater, you're likely to start boiling the sea if you do.

200 Advanced Facilities - Before your facilities like medbays and kitchens were standard, not bad but not particularly advanced by any means. That's changed now. The vessel's facilities are all top of the line with cutting edge technology that makes them immensely more efficient and effective. For instance, medbays are now easily on par with the most advanced ones of Coruscant and other developed regions.

200 Rakatan Repair Drones - A set of ancient Rakatan droids have now been added to your ship; they'll actively conduct any maintenance necessary during both peace and battle. Due to their origins they're significantly better than most modern equivalents and never seem to run out of power due to being powered by the Force. Any droids that are destroyed seem to reappear within a day.

300 Universal Adaptation - Quite simply you'll never need to worry about incompatible technology anymore. Your ship can have any and all tech seamlessly integrated into it without issue, though you'll need to actually do the work and if you screw up the installation that's on you.

50 Attached Ship dock and/or Escape Pod (can be taken multiple times, one dock is needed per attached ship) - This is a spot on your ship where another vessel can be semi-permanently docked to. The attached ship blends in structurally with your original ship and can detach when needed. Use this Starship designer section to create another vessel at least one size category smaller than your current vessel using your SP points. These sort of integrated vessels can be simple escape pods, integrated tender shuttles for transporting goods, multirole vessels, attached fighters or just semi-permanently docked military vessels.

- These do not receive the +200cp from selecting the Class five hyperdrive option for these ships.

- For Escape pods select all of the 0-cost options and the “Starfighter” size becomes free as well (Escape pod total cost is 50cp). Escape pods will be sized appropriately to the base vessels, A light freighter might have escape pods that fit up to ten people, while a dreadnought might have escape pods that fit thousands of people.

Mobility

000 Hyperdrive - Otherwise known as warp drives, hyperdrives are an integral part of galactic civilization, and are present on just about all ships with some exceptions. As such you’ve also found one of these devices installed on board your ship.

+200 Class Five - Despite being ranked as the highest class, Class Five hyperdrives are in fact the slowest the galaxy has to offer, taking significantly longer to traverse the galaxy than those of lower levels. These are commonly found on civilian starships.

000 Class Four - Generally freighters and haulers sit at about this level. It’s faster than Class Five and more efficient but beyond that it’s still on the lower end. Though it still achieves amazing speeds.

50 Class Three - This is where they start to get advanced, Class Three hyperdrives were commonly used by military ships during the Clone Wars on both sides. While they won’t get anywhere near the likes of a Class One they’ll still provide a solid middle ground so to speak.

100 Class Two - The next level, generally found in the military, many ships in the Galactic Empire and its predecessors used drives like these due to their innate advantages in speed.

200 Class One - This is the highest Hyperdrives can normally go given they’re rarely produced at any higher levels. Advanced warships and the starships of the wealthy may be found with these depending on the era.

300 Class 0.4 - It was inevitable really, eventually people were going to try and overclock their FTL and succeeded. Through some not necessarily safe operations the hyperdrive on your vessel has been significantly upgraded to a level only the Vong would reach. Skipping from one side of the galaxy to the other is accurately described as being a hop, skip, and a jump away for you now.

000 Engines - You wouldn’t really be going anywhere without these now would you? These are an appropriate set of sublight engines for your ship. They’re nothing too special but they’ll get the job done and they're reliable so you need not worry about them breaking on you, unless you push them well beyond their limits that is.

100 Advanced Engines - Bog standard is just that, standard and that’s not good enough. These engines are top of the line and the most advanced in the galaxy during your time period. In general they’re just better than normal models in just about every way being much faster, more reliable, durable, and very efficient.

200 Isotope-5 Enhanced Engines - Your ship's got a bit of a boost in the engine department now. Isotope-5 is a substance that when used in reactors provides an enormous power boost for very little cost. With this upgrade your ship, even if it's quite large, can reach incredible speeds. Even perhaps allowing outdated warships to outrun hyper advanced counterparts.

Other

200 Living Shp - Something like this is rarely seen throughout the whole of the galaxy, your vessel, whatever it may be has become something more, a fusion of living tissue and cold steel that's signature of the vessels produced by the Sekotan people. This creates a unique vessel solely bonded to you as the child-like consciousness of the ship responds only to you and your guidance that through the combination of machine and like greatly increases the capacity of all onboard systems by an order of a magnitude. Those with a connection to the force will find it may interact with the ship in uniquely beneficial ways. Beyond that you can be sure that the beautiful ship, of which it will have few rivals in the aesthetics department, will not perish should a similar fate befall Zonama Sekot as was the case in the Clone Wars

500 Dovin Basals - This is a rather exotic piece of technology you're in possession of it would seem. This black creature with pulsing red and blue arms is not a machine of electricity and steel but is instead a piece of living technology used by a certain extragalactic menace. With a purchase of this you'll find your vessel has had a number of these plants attach themselves to it, and integrate into its primary computers through as of yet unknown methods. While they will feed off your ship's energy grid the benefits they bring cannot be understated as their use of gravity manipulation can work miracles. At their base these creatures are effectively a form of propulsion and shields of another kind, capable of easily matching the vessels of this galaxy in speed, while its defenses operate by creating microsingularities which swallow enemy fire and craft. However, they also have the ability to be used offensively as the creatures can rip ships apart or strip a vessel of its shields if not stopped and if your ship is at least capital in size you'll find that they're capable of ripping a moon out of a planet's orbit and dropping it.

Star System Customizer

You've got the deed to your own Star System which is quite something. Now it's time to design and build it so it's not just a giant ball of gas and some rocks. To help build it up you'll

receive 1000 Tatoo Points with a conversion rate of 1 CP to 2 TP. Of note is that resources must be applied to each world/moon/asteroid individually but development stretches across everything, meanwhile unique will specify in the option. If you don't buy a level in a resource, development, and so on, take a lesser level and assume it's simply in between the first purchase and first drawback.

Natural Features

100 - Planet (First three free) - Each purchase grants your system a new world, it won't be a particularly impressive world but it'll be capable of bearing life and have some, though not much in the way of resources.

50 - Moon (First six free) - The satellites or planetoids that revolve around your planets. These aren't minor moons like Phobos but instead something larger like Luna and such. You'll get one for each purchase you make here. They won't be capable of supporting life but they'll sit at the 100 CP tier for **Wealth of the Worlds**.

50 - Asteroid Belt (First free) - Each purchase of this will grant your system another asteroid belt. Why do you want a giant belt of rocks in space? Well because these sit at the 200 CP tier of **Wealth of the Worlds** and as such carry substantial mineral wealth, though without special technology they'll never bear life.

50 - Star (First Free) - There's not much to say here, each purchase will grant you a single giant ball of plasma to either place in your original system to create a binary system, or to place outside to set the basis of a second star system. You're free to choose what kind of star this is.

50 - Black Hole - So this is a bit odd but if you want one then who am I to say no. You'll gain a single black hole per purchase and like stars they can be used as the basis for a new system, however as it's a black hole and not a star any system based around one of these will be dead bar special technology. These are useful though as plenty of research can be gained from them and they're required to manufacture the subatomic knots of space-time used in the various gravitational devices of the galaxy.

Resources (Planet Wide)

+200/+100/100/200 Ecosystem Type - The life of the planet and the environment it lives in is naturally rather important, choose what your world is like. For +200 TP your world is rather like a death world and is not suited to large scale colonization, this could mean it's a volcanic

wasteland like Mustafar or an unending jungle full of various Xenomorph-esque nightmares. For +100 TP your world is simply harder to live on, it's not too bad but it's not suited to bear a very large population. For 100 TP the world is welcoming and full of an assortment of life, naturally there will be hostile creatures but they're not a real issue and the planet's biosphere is suited to a large populace. For 200 TP the planet is a veritable paradise overflowing with bountiful food and docile life, to fail to settle this world you'd have to actively try and screw up.

+100/100/200 Wealth of the Worlds - Having a planet or two is great and all, but what's the point if they've got nothing to give? For +100 TP you can make a single planet, moon, etc under your control rather barren, it may be great for life but you'll find little in the way of mineral wealth here. For 100 TP the world is rather generous in its bounty, there's plenty to mine of just about every common resource and even some rarer material. For 200 TP this jumps rather noticeably to the point that this world is overflowing with resources to the point of making planets like Earth look poor, even a single one of these could make a man very wealthy.

300 Unique Resources (Can be taken multiple times) - Your worlds contain the various normal resources of the galaxy no doubt, however those are always in an abundance given the galactic scale of things. Nestled within or potential simply on your worlds is some sort of rare, precious resource that is considered 'rare' on a galactic scale. This could be Agrocite, Beskar, durelium, or perhaps glitterstim. This won't give you the means to extract it but it does mean it's there, this modifier applies to each planet/moon individually and must be taken multiple times for each planet or moon, however it is discounted after the first purchase.

Development (System Wide)

+100/100/200/400 Population - The metaphorical soul of a nation is in many cases its people, and since you're building your own little fief it's fitting you gain some should you desire it. For +100 TP your system has either no people, or is very sparsely populated (think 80,000-200,000 people system wide) for one reason or another. While this can be changed it does mean it'll take a great deal of time before you start doing much other than setup. For 100 TP this grows to a more respectful number somewhere in the millions. Your fief is still young but it's growing rapidly and you have the population to start getting a bit more adventurous. For 200 TP this grows immensely to the point that your system has a population well into the billions. This is what you would expect of many developed Mid Rim worlds. Finally, and for 400 TP your system's population matches that of the greats, with a number sitting around a Trillion people or more depending on the number of worlds making you a match for even Coruscant.

+100/100/200/400 Industry - The fires of industry are the lifeblood of nations that bring forth development and wealth so naturally you'll likely want something here. For +100 TP your industry is decidedly nonexistent for the most part. Think Tatooine in that there's very little of note beyond a few small and scattered areas. For 100 TP you gain something more respectable, your system now has a noticeable level of industrial development that would have the Mid Rim nod in approval. For 200 TP this grows even more to match the might of the Core Worlds, your system is a beacon of production and service and is naturally quite wealthy as a result. Finally and for 400 TP this grows to match the greats of the galaxy like Kuat and Geonosis. Your system's production is frankly ridiculous and is more than capable of producing entire fleets of warships or supplying entire sectors should you desire it.

+100/100/200 Education - The general level of education of your populace is a rather important detail so it may be picked here. For +100 TP your populace is rather uneducated and your education system (if one even exists) is an ineffective mess. Fixing this is possible but it'll set back technological progress and generally efficiency of your worlds a great deal if not dealt with. For 100 TP your people are comparable to a prosperous Mid-Rimm world, they've been given good educations and you can confidently say they're rather intelligent. For 200 TP your general level of education is rather absurd by most standards, while not everyone is a genius the general intelligence of your populace is far above even the standard for many Core worlds. Furthermore, you'll find you already have several true geniuses on par with the likes of Umak Leth.

200 Orbitals - Space stations! They're useful for so many things ranging from mining, research, to even simply trade. Normally your system or systems would have a few, enough to cover its bases but with this you've maxed the theoretical category out. Any mining opportunities in space have been covered and the same can be said for R&D. While these won't cause your economy to explode they do add a solid bit of income to it and ensure you don't have to build them yourself.

Military (System Wide)

100/200/300 Ground Forces - These are the ground-based military forces of your little fiefdom, this'll include everything from standard infantry to elite special operations forces. For 100 TP this will be rather limited, with your military being more akin to a militia just large enough to defend whatever holdings you have so long as they're not too big, so don't expect much in the way of discipline or heavy weaponry. For 200 TP you start getting somewhere, this is something more akin to the standard defense forces of the more developed worlds in the Mid Rim and even Core. It's hardly unstoppable, but you'll find it's that much larger, better trained, and

better equipped. Finally, for 300 TP you'll get something only the most powerful of Systems and worlds can afford to field, even if your nation shouldn't realistically be able to. This is a force that'd require the GAR or the Imperial Military to put some serious effort into defeating on the ground, your troops are in essence the goose-stepping Prussians of this galaxy and with the armor they have at their back you'll find most rather hesitant to challenge you.

100/200/300 Orbital Fleet - An army is great, but without a Navy of some sort it's rather useless don't you think? For 100 TP you'll receive a small flotilla, adequate for anti-piracy measures, but anything more threatening than a Cruiser or two is a cause for concern; hopefully you're in a safe area. For 200 TP this gets upped a decent bit to be rather respectable. Your fleet, as it can now be called, is hardly the biggest in the galaxy, but for a single system it's rather impressive. Your sailors are well trained, and you've numerous warships under your command; think of the fleet of a prosperous Mid-Rim world. Finally, for 300 TP this is something like what you'd find defending Fondor or Kuat. Your fleet is equipped with numerous capital ships of incredible power and countless support vessels, all equipped with veteran crews ready to deal with whatever comes at you. It won't be enough to stop a galactic power but it is rather noticeable even on a Sector level.

100/200/300 Defense Platforms - Mobile defenses like starships are great and quite necessary, but sometimes you need or perhaps simply want a bit more firepower at your disposal. In such a case this is for you. For 100 TP your system is equipped with a small set of Golan 1 Defense Platforms with supporting laser cannon and missile turrets. This isn't hugely powerful but it's more than enough to make most pirates think twice before attacking. For 200 TP your Golan 1s will be replaced with Golan 2 Platforms and their numbers will expand noticeably, the same will apply for the smaller turrets scattered throughout the system. This is enough to fight off moderately strong fleets and keep just about any pirate that isn't insane away. Finally, and for 300 TP you'll find yourself with a number of Golan 3 Platforms and numerous lesser turrets and platforms. This is the point where capital ships on par with ISDs or their time period equivalent must be involved to have a chance at cracking these static defenses.

200 Planetary Shields - If starships can have deflector shields then why can't planets? Your worlds have been equipped with an immensely powerful shield generator, equal in strength to the shields of wealthy core worlds. This affords a great deal of protection from just about anything the galaxy can throw at you. It can be cracked by Torpedo Spheres and an entire fleet bombarding it for quite some time, but nothing less than the superlaser of the Death Star is one tapping it.

200 Planetary Cannons - If the planet can have a shield then why not guns as well? Your world, or worlds have been equipped with substantially ground based weapons emplacements, such as Turbolaser Cannons and Ion Cannons like the one on Hoth. As such they're more than capable of bringing down enemy capital ships through either sheer power or by simply disabling them and leaving them vulnerable to boarding. While these won't stop an entire fleet of ISDs on their own, they'll definitely take their pound of flesh and could even turn the tide of a close battle.

Other

100 Subatomic Knot Refinery (Requires a Black Hole) (Per Black Hole)

- Built around black holes, these immense deep space plants produce an invaluable resource to the rest of the galaxy, that being subatomic space-time knots, which are a required resource in just about all of the galaxy's gravitational technology. Each purchase of this will ensure one of these immense facilities is built around a single black hole you currently own, and give the tech to build more of them.

200/500 Force Sensitivity (System Wide)

- For whatever reason the people in your worlds seem to be far more likely to be force sensitive than not, to the point that maintaining a sizable order of force users would certainly be possible by just recruiting from what you own alone. Most of these people will be around Knight level with Masters being uncommon, those of the level of Living Legend will be incredibly rare, but still far more likely to be found here than anywhere else in the galaxy, and as history has shown with the names Palpatine and Skywalker even a few individuals can reshape the galaxy. This applies to everything you have here, that being your system or systems.

For for 500 TP instead of 200 this elevates this from merely granting a great deal of force sensitivity to turning the system into a place steeped in the Force in a way like only the home of the Jedi, Tython. The Force will be a daily part of most everyone's lives as phenomenon caused by it appears ranging from the occasional storm to perhaps stranger effects. Beyond increasing the intensity of the original effect. The true benefit of this will be that three planets/moons in the system may be designated Force Nexi, each an overflowing font of the Force, of which side, if a side at all is up to you.

300/500 Ancient Relics (Per Planet)

- This world holds something ancient and of noticeable power on it just waiting to be discovered. For 300 TP this could be something like ancient Sith tombs filled with relics of the past or perhaps even a Rakata terraforming engine just waiting to be used or reverse engineered. For 500 TP this is far greater and could be something like structures and technology built by the Celestials or a peer group, these relics are enough to make immense waves even on

a galactic scale if utilized properly. Naturally, I'd recommend guarding these things well lest others attempt to appropriate them. This applies only to a single world at a time.

COMPANIONS

Recruitment - You may freely recruit anyone in the Jump so long as you can convince them, and do so without the use of mind warping powers or extreme charisma. If you wish for the Force to ensure you meet on favorable terms **100 CP** can be paid.

Imports - Companions can be imported freely, however they'll receive no CP and can't access the Jump doc if it's done this way. Otherwise for a charge of **300 CP** up to eight companions with **800 CP** budgets and origins may be imported into the Jump.

OC Companions - For those of you looking to create a companion of your own this is for you, for **100 CP** you can freely design a new companion. They'll receive an origin as well as a full budget of **1000 CP** to spend on the doc, though they themselves can't take companions.

DRAWBACKS

+0 CP Character Replacement - You may replace any character from the story you're entering, as long as you have any truly necessary perks they have. E.g. You must be Force-sensitive to replace a Force-sensitive.

+50 CP Extended Stay - This may be chosen up to three times in order to receive CP, can be chosen more but will not receive CP for choice. With each purchase your stay in the galaxy will be extended 10 years past when you would normally leave.

+100CP Noticed - Well it seems laying low isn't an option anymore, as soon as you enter the Jump a great echo will ripple throughout the Force and galaxy, alerting all those who are Force sensitive and even those not but in positions of power. This won't make them hostile but it will clue them all into the fact that you exist in some way or another.

+100CP Bounty - Perhaps you owe the Hutts money, or maybe you've made a Sith Lord angry. Regardless of the why, you've now got a sizable bounty on your head; it isn't large enough to attract everyone in the galaxy, and it's not impossible to scare people off but it's going to cause issues for you no matter what.

+100CP Farmboy/Nerfherder - There's something about how you dress, how you speak, or how you hold yourself. Everyone you meet assumes you're either an ignorant bumpkin or an untrustworthy scoundrel. Effort and experience can show people you're just as intelligent, worldly, reliable, or honest as can be.

+200CP Unhand Me - Yes, yes, it can't be true; it's impossible. And yet, somehow, it is. You've lost a hand and will be unable to regrow it regardless of any supernatural or technological regeneration or healing powers or items in your possession. At best, you will be able to obtain a cybernetic, or biological replacement comparable to those produced with local technologies. Can be taken multiple times, removing a new foot, hand, or other major appendage each time.

+200CP Orthodox - What do you mean the Force exists outside of the Jedi and Sith Order? Everyone knows that the Jedi Council and current reigning Sith Lord might as well be the will of the Force. You are either a member of the Jedi Order or the Sith Order, and one fully committed to the reigning orthodoxy. You will not oppose the Jedi/Sith Code in deed or thought, nor will you approve of other members of your order going against mainstream Jedi/Sith teachings in any significant way. Mavericks, revolutionaries, and reformers are all one stop short of traitors as far as you are concerned, whether they be peers, subordinates, or superiors, regardless of any moral or practical arguments to the contrary.

+200CP Mary Sue - They aren't a bad guy, and aren't directly opposed to your goals, but they are ridiculously overpowered, have overwhelming plot armor, and everything you would want credit for will be credited to them. No matter where you go in this galaxy or beyond, you will NEVER be able to escape people telling you how much better they are than you.

+300CP Baby - Rather than choosing your age freely, you begin your jump as a very young child. A child with development equivalent to a 3-4 year old human. And, regardless of your species, you will age so slowly that by the time you leave you'll only be the equivalent of a 5-6 year old human. Your ability to focus, your understanding of consequences, your physical capabilities, and your control of your emotions will all suffer, though never to a level that is seriously dangerous to you. But at least you'll be cute.

+300CP When the Galaxy Stopped Making Sense - This isn't what you're used to, I can assure you of that Jumper. There's something wrong about this galaxy that you can't put your finger on at first, though it'll quickly become apparent. This galaxy is in fact a setting of one of the various poor fanfictions out there. The timeline will make no sense, you'll find overpowered OCs and other various problems. The good part is that it's limited to the galaxy and you could, in theory, run away from it.

+400CP The Great Hunt - Welcome to the jungle moon of Dxun Jumper, this might be rough if you don't know your way around. The leader of the Mandalorians, or a similar group should they not be available, has called a new Great Hunt which has attracted some of the most skilled and dangerous combatants in the galaxy. You're not one of these candidates, in fact you're one of the bounties they're to track down and kill or capture. The people coming after you are some of the most ruthless and dangerous the galaxy has ever produced, and more than that you'll find your powers are greatly diminished to the point that these people are legitimate threats, though not necessarily in a direct confrontation.

+400CP Maimed - You have suffered an immense injury, comparable to having been cut in half and set on fire. Healing you completely will be impossible by any means, whether supernatural or technological, for as long as you remain in this jump. To survive, you will be forced to live in a full-body life-support suit that somewhat limits your movement, and comes with its own complications to your everyday life. You can survive without the suit for very short periods of time or when in a clean room. But even with the suit, your life here will be one of constant pain.

+400CP Sith Attack Dog - You begin your jump under the control of a major Sith Lord appropriate for your time period, a Sith Lord who absolutely does not view you as an apprentice, a Sith Lord who is immune to any supernatural powers from previous jumps. He or she will "train" you as one trains a rabid hound: torturing you into obedience, psychologically manipulating you, and unleashing you upon their enemies until you either die in the line of duty or step far enough out of line to justify being put down. Any escape you make will be temporary at best so long as the Lord survives, and while resistance or subterfuge is possible, they will be on the lookout for any rebellion. The only way to truly be free is to somehow kill your Sith Lord, either via strength of arms, subtle manipulation, or the recruitment of allies.

+400CP Marty Stue - All the features of a Mary Sue, but their goals & actions directly oppose yours. What's more, they know about you, and believe that if they "befriend" you hard enough that you can be redeemed and join their harem. Expect long, super preachy sermons at any encounter, which they can effortlessly give while fighting.

+600CP A Thousand Years of Suffering - Congratulations, you're going to be alive for a long time, unfortunately it's in the stomach of a Sarlacc. Disregard your previous location and anything else of that sort as you're now with the belly of the Felucia Sarlacc. While inside the beast you'll find all your powers are massively reduced to the point that escaping at all will be an intense struggle. In the meanwhile, the Sarlacc will continuously attempt to repeatedly digest you slowly time and time again. Needless to say if it can fully subdue you before you escape this will be a very unpleasant ten years.

+600CP Traya was Right - Regardless of what the Jedi say, what the Sith believe, or what was true of this universe before you arrived, the Force is not your ally nor will it bend to your will. The Force is uncaring and unreliable at best and actively malicious at worst. It will conspire to draw you into danger for its own nebulous goals, manipulating your enemies, your allies, you, and chance to do so. The danger you find yourself in will grow over time, while your ability to draw upon or manipulate the Force will weaken. At first, this will manifest as poor luck, but by the end of your stay, you will have no more Force sensitivity than an average human, near lethal accidents will dog your every step, and every Force sensitive you encounter will be filled with the visceral urge to kill you where you stand.

+600CP The Force Does Not Work Like That - Letting you come into this universe as some sort of ascendant god or something of that sort would be dreadfully boring don't you think? As of taking this you'll find yourself stripped of everything but your body mod and whatever you pick up here. So your vast magical powers, unending Von Neumann armies, etc are now permanently locked away until the end of the Jump, with the exception of perks and items gained in other Star Wars Jumps. This should give you a more authentic experience in the Star Wars universe.

+1000CP Sweet Mother Has Come - It's that time of the year again, the galaxy is once again on the precipice of destruction as it's wont to be. Your entrance to the galaxy has had unintended consequences it would seem. The Bringer of Chaos, Abeloth, or something of similar power should she not be available, has now been unleashed on the galaxy and will do anything to achieve their goals. This is a being that's going to be capable of devastating the galaxy if not stopped so you'd best be ready, and don't think you can just ignore it. You freed them and therefore they're going to be coming for you, after all you interest them a great deal.

SCENARIOS

Take as many as you feel you can handle.

Uninvited Guests

For millennia the Yuuzhan Vong have prepared to invade the galaxy, their scouts having been sighted as early as Exar Kun's reign as Dark Lord of the Sith. Ordinarily they'd invade after the fall of the Galactic Empire and battle the New Republic and the Imperial Remnant. This may still be the case depending on your time period, or it might not, which is to say the timeline has changed. Five years into your stay in this universe the Yuuzhan Vong will invade with a level of power greatly beyond their original strength. This will be enough to conquer the galaxy if the various factions don't put aside their differences and work together, regardless of how powerful they are. Regardless of your position in life you'll find yourself rising to a level of great importance in this war.

Of course, fighting for the galaxy isn't the only option. Should you be one of the Yuuzhan Vong you may instead choose to take up a similar role on the side of the invaders. While the Vong will retain the immense strength they gained from this scenario it won't be without cost. The natives of the galaxy will find new allies in the form of the powerful Silentium, a race of droids who the Vong once defeated before and aren't all too interested in seeing their new home be destroyed. Combined, the natives will be an incredibly formidable opponent to beat in the field of battle, much less subjugate and either exterminate or enslave.

Of course, war isn't the only option available, though all too often it's the only one people ever look to in the end. The final path that may be taken is one of brokering true and lasting peace between the Yuuzhan Vong and the galaxy, one that sees the Vong successfully integrated into the galaxy and accepted. This task is easily the hardest of the three to complete, the galaxy at large views the Vong as the genocidal invaders they are, and the Vong view the people of the galaxy as heathens and blasphemers to be enslaved or purged. Creating peace will require that you not only change the view of the galactic population, but also that you reform the Vong themselves into something far less toxic.

Reward - The rewards you gain here are dependent on what side you took with one exception that both sides gain. That being the living planet Zonama Sekot, or an identical living planet with all the benefits you'd gain from Sekot; that being a living world with biological technology and its own massive hyperdrive. Gaining this will also grant you access to the System Lord designer for free in which you may customize Sekot further.

Defender of the Galaxy - The Vong Crisis has come and gone, just as every other great enemy in galactic history has always been defeated. Of course, this time the end was that much closer in part due to the feuding and petty conflicts of the galaxy. From now on you have an amazing ability to unify disparate factions when needed, to the point of even getting the Sith and Jedi to

work together if a threat of a sufficient level presents itself. Though this only unites them in the short term, or until the threat is ended, so don't expect the Jedi and Sith to not immediately start ripping chunks out of each other the moment they can.

Vong Conqueror - Division and deceit were two of the Vong's greatest allies in this conflict, allies that allowed them to pick apart powerful nations by simply getting others to do it for them despite the threat they pose. You've gained a similar ability to rip opponents apart through your own actions and passively. You'll know the right words to sow division in a nation that'll take years to heal from, and the knowledge necessary to rip apart even the strongest of friendships all without implicating yourself in the slightest. This also works passively to wear down bonds without your input, though it'll never be as fast as if you did it yourself.

One final note is that if you take this path and the **Galactic Conquest** scenario you can insert yourself as the Supreme Overlord of the Vong and run it that way, though you'll only have the one chance to do it.

The Great Peacemaker - You've done the impossible, or at least what should've been all but impossible to do. As such, you've gained an amazing ability to do exactly as you've done here. Negotiating peace between factions that hate each other with every fiber of their existence, or have warred for so long they've forgotten why they even fight is now well within your capacity. This naturally has limits, as some factions are incapable of setting down their arms even if they wanted to but anything less than a devouring swarm can be talked down and negotiated with.

Furthermore, given you chose the hardest path you may also take the rewards granted by the other two paths.

Galactic Conquest

Throughout the history of the galaxy numerous people have attempted, and even sometimes succeeded at bringing the galaxy to heel, though none have had their work last. Of course, you're not just any person now are you? Your goal here is rather simple, you must conquer the entire Star Wars galaxy and its satellite galaxies, this also means you must bring the Unknown Regions to heel. Though you don't need to directly rule it all, having vassal states that are completely and utterly subservient will suffice as well. How you do this is entirely up to you, whether it be by the old fashioned route of founding an Empire and bringing ruin and death to all who oppose you, creating a vast Criminal Syndicate that eventually supplants the government, or simply couping another galactic power. This new government must be stable

enough to function effectively without you at its helm and last for a minimum of let's say fifty years after conquering the galaxy.

Reward - Well I feel the reward you gain here is rather obvious don't you think? You put in all this effort to accomplish what so many others have tried and failed to do, and now you get to reap your reward. All territories under your control will now follow you beyond the Jump. How this manifests is up to you, the Star Wars galaxy could be in its own galaxy+ sized pocket dimension you can freely open portals or teleport to where your Empire will remain, or it could be seamlessly integrated into whatever settings you go to.

Family Feud

The tale of the Ones of Mortis is a sad one, it's the tale of a family constantly torn apart by sibling infighting and barely held together by their father. Even worse is that for a time they had peace as the mother of the family acted as their mediator and peacekeeper despite her mortality, but as many know most good things eventually end. Your job Jumper is to mend this family and restore it to what it once was. This goal, while noble and potentially capable of helping the galaxy on a grand scale by ending much of the constant conflict between the Dark Side and Light, will be one of extreme difficulty. You must not only ensure the Son and the Daughter no longer battle with each other and instead have amicable peace, but you must also reunite the family with their lost mother, Abeloth, a requirement that will require calming and soothing the mind of a monstrous eldritch abomination. This must be true reconciliation and reunification, merely bending the minds of the Son and Daughter to make them amicable will not count, though using such powers to restore Abeloth's shattered psyche will be fine. As a small mercy you'll start on Mortis and the Ones will be amicable with you.

Reward - A Family Once More - They're really quite thankful you know? The Ones I mean. Peace and Joy finally reign upon Mortis instead of conflict and isolation, and for that they'll never forget you, especially because you're something of an Aunt or Uncle now. As such the Ones have offered to join you on your journey throughout the greater Multiverse, there's so much to see and they wouldn't mind assisting you along the way. Furthermore, regardless of whether you accept their offer you'll find you've become quite capable when it comes to mending relationships, supernaturally so to the point that only the most cold hearted and bitter could resist your efforts and appeals.

Broken Chains

Slavery, an abhorrent and backwards practice that has remained in practice throughout the galaxy for longer than just about any can remember. It's a practice that's both barbaric and completely unnecessary given the technological level of the galaxy and the ability to mass produce droids of all types. As such your goal here is simple, the practice of slavery must be outlawed on a galactic level and then all but wiped out. You don't need to stamp out every last trace given doing so on a galactic scale would be borderline impossible, but it needs to be all but gone. Furthermore, the practice needs to be eliminated in such a way that it won't simply pop back up the moment whatever pact or government that outlawed it breaks or falls. Beyond that how you complete this is entirely up to you.

Reward - Broken Chains - As a reward for ending the practice throughout the galaxy you'll find you're all but impossible to imprison at all. Avenues of escape for you will continuously make themselves available to you to allow for easy getaways regardless of your current position. This is also regardless of the type of prison and works the same for a normal prison as it would for being sealed away beyond reality. Attempts to shackle or bind you through powers or abilities just seem to slide off you just as much and easily as normal ones do. You are free.

The Eternal Journey

(Requires some level of Force Sensitivity)

Immortality, the goal of countless Sith and Force Users in general but one they've all too often fallen short of. How ironic is it then that you've managed to achieve that which so many have sacrificed billions by simply having it handed to you? In the truest sense of the word you've become immortal by the standards of this galaxy both biologically and spiritually. So long as you're not slain you'll walk this galaxy's face and even should your body be slain you will live again as your spirit steal's another's flesh. Of course, there's a reason you've been given this gift. You must survive from the earliest time period, that being the Rise of the Celestials all the way to the formation of the Galactic Federation Triumvirate, or at least the year it would've been founded should you have butterflied it away by then. To say this will be easy would be a lie, you'll find yourself constantly dragged into the overarching narrative of this universe by the will of the force and you must act else tragedy will befall many. Though should you survive you'll find yourself with much.

Reward - Force Unity - Countless force-sensitives have strived for true mastery of the force, from the Jedi who always reached for knowledge and self-control, to the Sith who reached for absolute power, to the Falanassi who bent the flows of awareness and time, to innumerable other traditions with their own views of what was best. Yet it is not any one aspect of the Force that is superior, but the Force in its entirety. It is balance that brings one closer to the Force, not

absolutes; this is what you have discovered in your long journey; this you have understood, this you have finally achieved. You are one with the Force, and the Force is one with you.
This alone does not grant you raw power, nor increase your knowledge of the Force. What it does is break any restrictions chaining your use of what you already have, the Force guiding your actions no longer as an ally but a part of yourself. Every action you take is the will of the Force, supported by chance, circumstance and destiny pushing towards its success. Every action you take is neither light nor dark, but harmonious. Every goal you have, however esoteric, is guided by inspiration that will eventually give you a solution, from harnessing the energy of a star to fuel a forge of the gods, using black holes to rearrange star systems, carving gateways into Infinity to bridge time and space, shaping nexuses that grant others your power or knowledge, to opening portals into the afterlife to call back to life those reduced to dust thousands of years before. Nothing is impossible in the Force, so nothing is truly impossible for you; but you will still have to put in time and effort proportional to the goal to succeed. The Force now lights your path; it is up to you to walk it.

Furthermore, if that wasn't enough of a reward, your walk with the force for this veritable eternity has made you into something else, something more like a living force nexus of truly godlike power surpassing even the Ones at their height and truly embodying the force in its entirety. A state of being allowing you to bring about great works of life and creation, just as much as you bring about destruction and death.

Ending

Well it seems your decade here is up and it's time to make your choice.

The Simple Life: You've had fun on your adventures and you're likely glad to have had them, but it's time to call it quits. Once the Jump fully ends, you'll wake up at home and in bed as if nothing happened. You'll retain anything you gained and your warehouse will remain as normal.

Punch it, Chewie: The Star Wars galaxy was an adventure to be had, and likely one filled with epic tales and experiences, but it's hardly the only one you want to have. You'll move forward with everything you've gained from this Jump onto the next one soon.

A Galaxy Far, Far Away: It seems you've fallen in love with the Star Wars galaxy in one way or another, as such you'll remain here for the rest of your life should you choose this. Back home you'll simply disappear, your affairs will be put in order, and your family and loved ones will come to terms with it quickly and peacefully, perhaps because they know you're in a better place.

NOTES

When I say you can pick any place in the galaxy within reason I mean to say something like the Font of Power and Pool of Knowledge are not exactly reasonable places to start in.

Credit to A Nonymous and Salvor Hardim for a whole slew of perks and items in the Jump, they helped accelerate the process greatly.

Credit to Mac Ibach for taking the time to edit my horrid grammar which was a huge help.

You don't need to worry about the Vong being a scaling enemy in the Uninvited Guests scenario, their power is only equivalent to the local factions combined not you yourself so if you're some Super Saiyan you don't need to worry about the Supreme Overlord entering some Super Vong form to fight you head on, unless you want for that to happen for some reason in which case go ahead.

Thanks as well to everyone on SB and Reddit that have given suggestions and helped with the Jump as a whole as well.

In other worlds where the Force does not exist, it will always exist for you. Those who you have awakened the potential for using the Force within will be able to gain as much of a connection as you have yourself, unless you choose to set their sensitivity to a lesser amount.