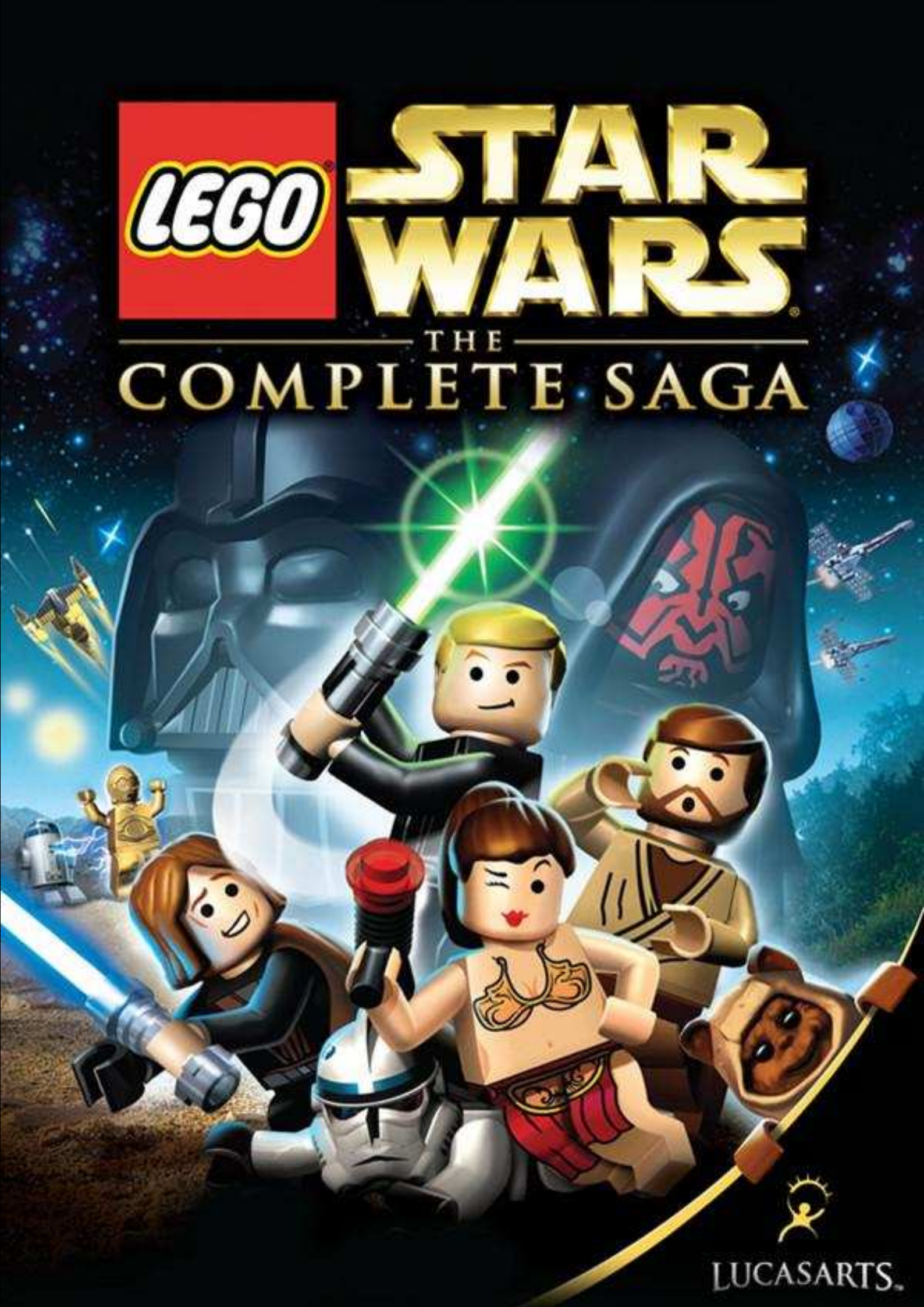

LEGO
STAR WARS
THE
COMPLETE SAGA
LUCASARTS

LEGO Star Wars Games (The Complete Saga Series)

LEGO Star Wars: The Video Game, LEGO Star Wars II: The Original Trilogy, LEGO Star Wars: The Complete Saga, LEGO Star Wars III: The Clone Wars, LEGO Star Wars: The Force Awakens

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

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

Perhaps you are familiar with the Star Wars galaxy already? If you are, you'll find that the one you'll soon be visiting is a bit different to what you might be used to. This is a galaxy of LEGO, with residents that take the form of plastic minifigures.

The tone of this galaxy is certainly more light-hearted than usual. Even so, the major story beats remain mostly intact, so there's a lot for one to do. Will you encounter a Phantom Menace? Fight in the Clone Wars? Or, maybe rebel against an evil Empire? Your path through the galaxy is yours to choose. Have fun!

You have 1000 choice points (cp) to spend.

-Start & End Time-

Before anything else, you must determine *when* you will be arriving here. These options will also determine when the jump comes to an end.



You're starting where it all began, in multiple senses. You will arrive 32 years before the Battle of Yavin (32 BBY), shortly before the events of The Phantom Menace.

You may choose to stay either for ten full years, or until sometime in 19 BBY, shortly after when the events of Revenge of the Sith would usually occur.

Are you particularly invested in the Clone Wars? This option will allow you to start in 22 BBY, shortly before the Battle of Geonosis. You may choose to leave either sometime in 19 BBY, when the Clone Wars would usually come to an end. Or, you can stay for a full ten years instead.





Fan of the classics? With this option, you'll be arriving shortly before the events of A New Hope, which culminates in the Battle of Yavin.

You may choose to stay until four years after the Battle of Yavin (4 ABY), shortly after when the events of Return of the Jedi would normally occur. Or, you may instead stay for a full ten years.

For those after the complete experience. With this option, you arrive in 32 BBY, shortly before the events of The Phantom Menace.

You'll be staying here until 4 ABY, shortly after when the events of Return of the Jedi would typically transpire.





The story is not over, it seems.

You arrive here 33 years after the Battle of Yavin (33 ABY), one year before the events of The Force Awakens. You'll be staying here for ten years. Strangely, events will seem to come to a standstill after the conclusion of The Force Awakens, with the First Order not delivering a retaliatory assault on the Resistance Base on D'Qar save for your intervention. It is as if you are arriving in a world whose story has not yet been fully written.

Optionally, you may first arrive in 4 ABY for the Battle of Endor only, then move on to your actual destination. This will not count towards your total time spent here, and your actions will not significantly alter the galaxy as it exists in 33 ABY.

-Age and Gender-

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

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

-Form and Species-

On arriving in this world, you will gain the form of a LEGO minifigure (or big figure, depending on your choices). Despite being plastic, this form is strangely capable of all of the usual bodily functions and requirements you might expect from a more "realistic" form, including breathing, eating, drinking, and having children; try not to think about this too hard. Bleeding is possibly an exception to this. For the purposes of this jump, a LEGO minifigure is considered to be approximately the size of a "realistic" human.

As a special bonus, from the start of the jump, all non-LEGO forms you possess can be freely switched into and out of a LEGO version that suits this setting, and you retain this ability after the jump ends, even for new forms you gain.

But of course, not all minifigures are the same. Species matters here, just as it does in a more traditional Star Wars setting. You must choose one of the species options in this section. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will. Additionally, you will become able to switch it between its LEGO form and a more realistic form.

While in a LEGO form, you can choose to temporarily apply a LEGO aesthetic to any clothes or personal equipment you have on you. Your powers, and any equipment you are applying this aesthetic to will operate with LEGO effects. See the Notes section for more information.

[Free] Human

An ordinary human, at least by the standards of LEGO. If you like, you can choose to have unusual hair or skin colours. Perhaps you'd like to try being yellow?

[Free] Human Clone

You are a fast-grown clone of Jango Fett, a common sight amongst Republic forces during the Clone Wars. This means that you are already at the physical prime in terms of age, and will continue to age at a higher rate than normal in the years to come.

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

[Free] Besalisk

A humanoid species, which notably possesses four arms.

Dexter Jettster is a Besalisk.

[Free] Cerean

A humanoid species recognised by their tall heads, which contain large binary brains. These brains allow them to focus on many things at one time. Cereans have an extremely skewed birth ratio of one male to every twenty females.

Ki-Adi-Mundi is a Cerean.

[Free] Delphidian

A humanoid species with dark grey or black skin.

Sidon Ithano is a Delphidian.

[Free] Duros

This humanoid species is commonly blue or green-skinned. They possess lipless mouths, large red eyes, and large hairless heads.

An example of a Duros is Cad Bane.

[Free] Ewok

A species of shorty furry bipeds. It wouldn't be a stretch to call them living teddy bears. Ewoks are native to the Forest Moon of Endor. Your smaller stature may allow you to fit in places others cannot.

Wicket is an Ewok.

[Free] Gungan

An amphibious species which can live both on land and underwater, and are the indigenous inhabitants of Naboo. You are an excellent swimmer.

Boss Nass and Jar Jar Binks are Gungans.

[Free] Ithorian

Sometimes referred to derisively as 'hammerheads', Ithorians possess long necks with twin mouths positioned on either side. A common sight in the Mos Eisley cantina.

[Free] Kubaz

An insectoid species with a notably long snout.

A certain Imperial Spy is a Kubaz.

[Free] Lurmen

A small furred species, which have tails. Your smaller stature may allow you to fit in places others cannot.

Wag Too is a Lurmen.

[Free] Mon Calamari

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

Admiral Gial Ackbar is a Mon Calamari.

[Free] Narquois

A short species, with blue skin. Your smaller stature may allow you to fit in places others cannot.

Pru Sweevant is a Narquois.

[Free] Nautolan

An amphibian species that can breathe both air and water. Nautolans can be identified by the tendrils which come out from the back of their head, and assist in pheromone and emotion sensing. You are an excellent swimmer.

Kit Fitso is a Nautolan.

[Free] Patrolian

An amphibious species that have gills and fins on their heads. Your smaller stature may allow you to fit in places others cannot.

The bounty hunter Robonino is a Patrolian.

[Free] Sullustan

A humanoid species originating from Sullust. They can be identified by the two flaps of jowls around their cheeks.

Nien Nunb is an example of a Sullustan.

[Free] Tholothian

A near-human species, which can be identified by the fleshy tendril that grow from their head in place of hair.

A notable Tholothian is Adi Gallia.

[Free] Togruta

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

Examples of Togruta are Ahsoka Tano and Shaak Ti.

[Free] Twi'lek

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

Examples of Twi'leks are Aayla Secura and Bib Fortuna.

[Free] Weequay

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

Hondo Ohnaka is an example of a Weequay.

[Free] Zabrak

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

Examples of Zabrak are Maul and Asajj Ventress.

[Free] Battle Droid

Cannot purchase the Force Powers perk in this jump.

The common soldier of the CIS army, these droids are not particularly dangerous on their own, and rely on their cheap production cost and large numbers to be an effective force. Being a droid, toxic gas means nothing to you.

While you may still purchase the *LEGO Builder* perk, your droid form may find it difficult to make proper use out of it.

[Free] Astromech Droid

Cannot purchase the Force Powers perk in this jump.

You are an astromech droid, like R2-D2. You are equipped with a shock prod, though it is not a particularly effective weapon. You can hover over short distances. You can also interface with certain terminals. Being a droid, toxic gas means nothing to you.

While you may still purchase the *LEGO Builder* perk, your droid form may find it difficult to make proper use out of it.

[Free] Protocol Droid

Cannot purchase the Force Powers perk in this jump.

You are a protocol droid, like C-3PO. You are programmed with a multitude of languages present in the Star Wars galaxy, and can interface with certain terminals here as well. Being a droid, toxic gas means nothing to you. Unfortunately, your mobility is quite limited; running and jumping is out of the question for you.

While you may still purchase the *LEGO Builder* perk, your droid form may find it difficult to make proper use out of it.

[100cp] Gabdorin

A species of large, round-headed amphibians. Your larger size affords greater strength.

Quiggold is a Gabdorin.

[100cp] Gamorrean

A species of brutish, pig-like humanoids. They possess extraordinary strength, and are often employed as guards for this reason.

[100cp] Maz Kanata's species

You are a member of Maz Kanata's unnamed species. This means you have an incredibly long life span, potentially allowing you to live more than 1,000 years. You are a diminutive orange-skinned creature. Your smaller stature may allow you to fit in places others cannot.

[100cp] Mirialan

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

Examples of Mirialans are Luminara Unduli and Barriss Offee.

[100cp] Wookie

A species of tall, hairy humanoids, known for their great strength. Wookies possess retractable claws, with which they can climb trees, and their thick fur allows them to comfortably live in extreme cold climates without additional protection. In fact, it is rare for Wookies to wear clothes at any time.

Chewbacca is an example of a Wookie.

[100cp] Yoda's species

You are a member of Yoda's unnamed species. This means you have a lifespan of 900 years. You are a short brown or green creature, with long pointed ears. Your smaller stature may allow you to fit in places others cannot.

All known members of this species have been shown to possess great potential in the Force, but if you want this you will have to buy the relevant perk(s).

[100cp] BB-series Astromech Droid

Cannot purchase the Force Powers perk in this jump.

A type of astromech droid, which became popular during the Cold War between the Resistance and the First Order. You possess most of the features described in the *Astromech Droid* option, minus the ability to hover. Instead, you possess a spherical, which you roll on to move. This will allow you to interact with ball switches and launch pads. You can also fire an electrically charged wire in order to power certain objects.

While you may still purchase the *LEGO Builder* perk, your droid form may find it difficult to make proper use out of it.

[100cp] Super Battle Droid

Cannot purchase the Force Powers perk in this jump.

Larger and bulkier than standard battle droids. You possess twin wrist blasters, which never run out of ammunition. Repeated fire from your wrist blaster will allow you to overheat and destroyed gold LEGO objects found in this and similar worlds. Being a droid, toxic gas means nothing to you.

While you may still purchase the *LEGO Builder* perk, your droid form may find it difficult to make proper use out of it.

[100cp] Tactical Droid

Cannot purchase the Force Powers perk in this jump.

A battle droid specialised for strategy, boasting impressive computational ability. During the Clone Wars, you may encounter many terminals designed to interface with you.

Your head can survive detached from the rest of your body; be careful not to have it stolen by those meaning to use the aforementioned terminals.

While you may still purchase the *LEGO Builder* perk, your droid form may find it difficult to make proper use out of it.

[300cp] Rancor

You are a Rancor, a colossal reptilian creature. Rancors are known across the galaxy for their violent natures and the danger they present; as a result, many seek to tame these powerful creatures to use towards their own ends. Jabba the Hutt notoriously kept a pet Rancor.

As a Rancor, you possess sharp claws and a powerful toothy jaw. Your colossal size affords you great strength, allowing you to smash your way through some walls, and your body is naturally durable, working to protect you from damage.

While Rancors are generally regarded as semi-sentient, you will retain your mind in this form.

[800cp] Force Ghost

"If you strike me down, I shall become more powerful than you can possibly imagine."

Through mastery of the Force, you have persisted after death in the form of a Force ghost.

This provides a number of benefits. First, you are effectively invincible, protected against lightsabers, blaster fire, and most enemy attacks. However, you may still be damaged by certain environmental hazards, and perhaps means not present in this particular setting. Next, you are able to render yourself invisible to your enemies, whilst remaining visible to yourself and your allies; this may not work in all cases. You are even able to pass through certain objects, allowing to bypass many obstacles that would hinder you in your travels. Being a ghost, you do not age, and do not need to eat, drink, or breathe to survive.

You may decide what your base species is, so long as it does not provide significant advantages beyond that of a human, it is found within the Star Wars setting, and that it is a species capable of being Force sensitive. Post-jump, in addition to your Force Ghost alt-form, you may treat it as an alt-form modifier, which can be applied on top of any Force capable alt-form you possess.

If your ghost body is completely destroyed, somehow, it will count as death for the purposes of chain failure.

[Free] Import

None of these options appeal to you? If you've already been to a Star Wars jump, you may elect to carry through the species choice in that jump to this one. You'll immediately be able to switch it between "realistic" and LEGO versions as you like.

-Background-

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

Hero

Whether you are fighting for the Galactic Republic during the Clone Wars, rebelling against the Galactic Empire, or resisting the evil First Order, you can be considered a good guy in this galaxy.

Villain

Whether you are fighting on behalf of some evil force, like the Galactic Empire, or pursuing your own personal ambitions as a criminal or bounty hunter, you can be considered a bad guy in this galaxy.

-Location-

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

Naboo

An idyllic planet, and home of the Gungans. It will play an important role during the events of The Phantom Menace.

Tatooine

A desert planet. It is the birth planet of Anakin Skywalker, and later will be where Luke Skywalker grows up. Despite being removed from the rest of the galaxy, it will regularly play an important role in galactic events.

Coruscant

A city-covered planet, which serves as the capital of the galaxy.

Kamino

An aquatic planet, often beset by storms. The native Kaminoans are master cloners, and it is their cloning technology that will give birth to the Galactic Republic's clone army.

Geonosis

A desert planet, which will serve as the opening stage of the Clone Wars.

Utapau

A sinkhole-ridden planet. During the Clone Wars, it will serve as the site for the last battle between Obi-Wan Kenobi and General Grevious.

Kashyyk

A forest planet, home to the Wookie species.

Mustafar

A remote volcanic planet. It will serve as the stage for a climactic battle between Obi-Wan Kenobi and Anakin Skywalker.

Hoth

An ice planet, that will serve as a base for the Rebel Alliance until it is ultimately located by the Empire.

Dagobah

A swamp planet, to which Yoda exiles himself after the fall of the Republic. Here, Luke Skywalker will undergo Jedi training.

Bespin

A gas giant, which is abundant in rare tibanna gas, a valuable resource used in starships. The population of this planet live in floating settlements, such as Cloud City.

Forest Moon of Endor

A moon that orbits a planet of the same name. It will be the staging ground for perhaps the most important battle in the Galactic Civil War.

-Perks-

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

Hero Perks

[100cp, Free for Heroes] Commander

You stay composed on the battlefield, and are able to relay clear order to those under your command. Throughout the chaos that is the Clone Wars, such a skill may prove essential.

[100cp, Free for Heroes] Slave Dance

Work those hips! You are capable of pulling of saucy dances to entertain those around you, and pick up new dance moves quickly.

Did you actually *want* to be a slave or something?

[200cp, Discounted for Heroes] Blaster Battles

You are highly proficient in the use of the blaster (and similar weapons), demonstrating impressive aim.

Just as importantly, you know how to conduct yourself in a firefight, making effective use of cover, or dodging and rolling to make yourself harder to hit, based on the needs of the situation.

[200cp, Discounted for Heroes] Special Access

You obtained some kind of special security clearance related to one of the following groups: Clone troopers, Republic Era senatorial guards, Resistance members, or First Order members.

You can determine the manner in which you gained this clearance. Perhaps you are an active serving member? Maybe you were once, but have since defected? Or, maybe you never were, but managed to gain this clearance illegitimately or just obtained it randomly.

Thanks to your codes, you will be able to make use of certain terminals related to your chosen group, though this will be of little value if you happen to be in the wrong era. Post-jump, groups similar to the one you have chosen are more likely to accept you into their ranks.

You may purchase this perk additional times (which are not discounted), choosing a different applicable group each time.

[400cp, Discounted for Heroes] Ace Pilot

You are an exceptional pilot, particularly when piloting smaller starships like starfighters.

You have the talent necessary to make trench runs and manoeuvre through tight spaces like the inside of the Death Star II or asteroid fields, all while evading fire from pursuing ships. At your peak,

you would be able to hold your own against quite a few pilots piloting similarly capable starfighters at once.

On top of this, you're also very capable when using speeders, podracers, and similar vehicles as well.

[400cp, Discounted for Heroes] Have a Heart!

Whenever you defeat an enemy in battle, there is a high chance that a strange floating heart-like object will appear nearby. When smashing objects, there is a significantly smaller chance that the same thing will occur. Should you or an ally come into contact with the heart, some of your health will be restored. If the heart goes unused for a short period of time, it will vanish on its own. Don't worry – others won't be able to make use of your hearts!

You can toggle this perk on and off as you like, handy should you come to find the hearts distracting.

[600cp, Discounted for Heroes] True Jedi

Whether you are fighting on the frontlines during the Clone Wars, or rebelling against an all-powerful Empire, the battle for good is rarely easy. Fortunately, you have this perk to help you out.

You are now very good at making the most out of what you have at your disposal, including your allies. You'll be able to find ways to leverage the abilities of your group in order to navigate through difficult environments. During battles with powerful foes, or those you can't face directly, you'll identify means to strike back at that, be it opportunities to send ranged attacks back where they came from, or aspects of your surroundings that can be used to harm them.

You also have a great deal of fortune scrounging up money in the course of your missions; should you possess Stud Magnet or a similar perk, you'll have an easy time intuiting which objects are most worth your time smashing up or using your Force powers on. Money is power, as they say.

Villain Perks

[100cp, Free for Villains] Evil Is Cool

Darth Maul. Darth Vader. Boba Fett. A trait shared by all of them is the sheer aura that seems to surround them. Something you too now possess.

From now on, you naturally give off an impression of an impressive, intimidating individual, though embarrassing situations will still lower others' estimation of you as they typically would.

You can toggle this perk on and off as you like.

[100cp, Free for Villains] Stormtrooper Survival

But not everyone can be Darth Vader. For those that find themselves stuck as a lowly Stormtrooper, there's this perk.

Thanks to this perk, you are less likely to draw the anger of your superiors, especially when you actually haven't done anything wrong. You are less likely to be the recipient of excessive

punishments for failure, like death. You'll even find it easier to get away with absenteeism and tardiness – just the thing when you want to slip away and relax in a hot tub.

[200cp, Discounted for Villains] Bounty Hunter

You're a Bounty Hunter recognised across the galaxy. This provides two major benefits. First, you'll be able to access certain terminals limited to Bounty Hunter use only. Second, you'll be offered opportunities to go on Bounty Hunter missions to earn money; you'll have the best chance of picking up these jobs at diners and cantinas.

Post-jump, you'll find that each setting's local law enforcement considers your bounty hunting legitimate work (so long as it is offered by them), and will offer you bounties to collect criminals on their behalf. Should a setting have some kind of exclusive areas or organisations for bounty hunting, it will be much easier for you to get accepted into them.

[200cp, Discounted for Villains] Sniper

You are an expert marksman, able to utilise long-range weapons like sniper rifles with startling accuracy.

If you're a stormtrooper, you certainly aren't rank and file. Perhaps a lucrative career in bounty hunting awaits?

[400cp, Discounted for Villains] Imperial Access

You're part of the empire, and have received special security clearances. These codes will allow you to make use of special terminals, and can also be used to allow your starships to make use of TIE Fighter exclusive areas. Strangely, both of these are present even before the Empire is established.

As a special consideration, if the LEGO Star Wars III: The Clone Wars Start & End Time was chosen, you'll also receive Clone Trooper access codes. Or, if the LEGO Star Wars: The Force Awakens Start & End Time was chosen, you'll also receive First Order access codes. These extra codes won't have value outside of this jump.

Post-jump, you'll find it easier to sign up with large or evil empires, and to get promotions within them. More interestingly, you'll discover that your imperial access codes will occasionally allow you to get into terminals or areas, despite that not making sense. The specifics of this depend on the setting.

[400cp, Discounted for Villains] Summon Minions

During battle, you can call on the support of a small squad of LEGO minions, either Battle Droids, Galactic Empire Stormtroopers, or First Order Stormtroopers, chosen by you on purchase of this perk. These are basic troops with standard equipment. They arrive as if they were nearby, despite not existing until you call upon them.

You can use this repeatedly during battle, but only when your existing minions have been defeated, and you are not currently being attacked. Minions will vanish when defeated, or when the battle comes to a close. This includes any equipment they had on them.

[600cp, Discounted for Villains] Like A Boss

You are excessively resilient, able to take a huge amount of punishment and keep on going. Additionally, so long as you are able to retreat and recuperate for a short time, you'll be able to experience second, third, and perhaps even fourth winds over an extended battle against your foe.

Lastly, until you are actually defeated in battle, hits you take will only sap you of your overall vitality, instead of dealing permanent injuries. Why, you could be slashed by a lightsaber again and again and still walk away whole!

General Perks

[Free] Basic Piloting Ability

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

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

[Free] LEGO Builder

When it comes to building with LEGO pieces, you are highly resourceful and imaginative. This does apply to the smaller LEGO pieces you might find on a more "realistic" Earth, but more importantly applies to the larger LEGO pieces you will find in worlds like this one.

When building with these pieces, you will be able to intuit the kinds of things you have the necessary piece to build, and can put them together in impressive time. Strangely, you also seem to have a fair amount of "range" when building, allowing you to pull in objects a little bit away from you, and also place the objects together at spots normally beyond your reach.

[Free] Mumblespeak

You have gained the curious ability to communicate with mumbles, grunts, and similar noises just as effectively as you could by talking; in other words, you couldn't communicate something you couldn't put into words, and you couldn't communicate across language barriers. You will also be able understand when others attempt to do the same to you, again just as effectively as they could by talking to you.

[Free] Iconic Death Sound

From now on, whenever you die or are taken out in combat, you can optionally choose to let out an over-the-top and meme-worthy death cry.

Does this help you in any practical way? No. But hey, not everything has to be serious, right?

[Varies] Stud Magnet

From now on, when you destroy objects, they will frequently release smalls amounts of LEGO studs. While these aren't the true currency of this world, you will find that for you they act as a kind of universal currency that works for you in all worlds. This only applies to LEGO studs you specifically acquire via this perk.

Larger and more expensive objects generally reward more, or higher denomination, LEGO studs, but by default they are not enough to replace the object you just destroyed. An object repaired after it has provided LEGO studs will not provide them a second time.

By default, this perk costs 100cp. If you like, you can pay more cp on top of this in order to multiply the value of the studs you acquire as follows:

- 100cp = x2 multiplier
- 150cp = x4 multiplier
- 200cp = x6 multiplier
- 250cp = x8 multiplier
- 300cp = x10 multiplier

These multipliers can be combined if more than one is purchased. For example, if you purchase both the x2 and x4 multipliers, your stud value would be eight times normal value. With all multipliers, you would receive a whopping x3840 value multiplier! Attempts to "game" this perk into multiplying the same base source of currency again and again will invariably fail.

You can toggle either aspect of this perk on and off as you like.

[100cp] LEGO Rebuilder

Occasionally, when you destroy objects, they will release a pile of comparatively smaller LEGO objects, which you can make use of with the *LEGO Builder* perk. This can occur even when destroying non-LEGO objects. In some cases you will need to destroy multiple nearby objects for sufficient LEGO objects to build with.

While you can't guarantee what you will be able to use these LEGO objects for, they often provide some kind of temporary or immediate advantage, usually in relation to traversal around the local area, but sometimes will help you disorient or harm a foe you are fighting. Don't expect to take down opponents significantly more powerful than you with this perk alone.

[100cp] Agile

Your agility allows you to get around the world more easily. You can now double jump, wall run, wall jump, and swing from pole to pole.

[100cp] Super Jump

Like Jar Jar Binks, you possess an impressive double jump that is noticeably higher than one performed by Jedis or the particularly Agile inhabitants of this galaxy, allowing you to reach areas even they cannot.

[300cp, Free for Force Ghosts] Force Powers

You are trained in the ways of the Force, as well as in the use of a lightsaber.

Your mastery of the Force allows you to perform a double jump, allowing you to better traverse your environment. You can use the Force to telekinetically move things; this can be used in combination with the *LEGO Builder* perk to easily assemble LEGO objects. In this setting, you'll also be able to use the Force to interact with many LEGO objects in various ways, ranging from mildly humourous to immediately useful. If you possess the *Stud Magnet* perk, this will often result in some amount of studs appearing. You can even pacify certain creatures, and make use of the Jedi mind trick to persuade the weak minded into behaving as you wish.

Your talent with a lightsaber allows you to use a special technique known as a Jedi Slam, jumping up into the air and slamming down into the ground. This creates a shockwave that hits in all directions, can unbalance enemies, and even disable some kinds of personal shields.

Unless you wish it, you will not fall to the Dark Side via misuse of your powers, so feel free to slice your way through hordes of Stormtroopers, or get into lightsaber duels in parking lots – this is that kind of setting.

[400cp] Dark Side Force Powers

There may be some debate as to which side of the Force is more powerful. Here though, the Dark Side is strictly more useful to its wielders as a rule.

This perk provides all of the benefits of the *Force Powers* perk. But it also provides more. You can wield Force lightning to electrocute your foes, and use a Force choke to suffocate them. Your mastery of the Dark Side of the Force allows you to activate and interact with Dark Side LEGO objects, often identified by their black or red colouration.

Your use of Dark Side powers will not corrupt you, so feel free to enjoy them to the fullest extent. Perhaps get into a cantina brawl or two?

[200cp] Advanced Jedi Mind Trick

Requires Force Powers or Dark Side Force Powers.

The Jedi Mind Trick can be an effective tool, but it has its limits. Fortunately, you are particularly proficient in its use, allowing you to use it at a higher level.

Now, using a Jedi Mind Trick will essentially enslave your target for a fair amount of time. They will follow you around in a daze, complying with any requests or commands you give them, to the extent

they are actually capable of doing so. You may only control one target to this extent at a time, and they must still be susceptible to the basic Jedi mind trick for this to work on them.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each.

All items received here will initially come in a LEGO form. Post-jump, you can freely toggle these items between their LEGO versions and a more "realistic" version. While items are in their LEGO form, they will operate with LEGO effects. See the Notes section for more information.

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

[50cp] LEGO Star Wars Console Games Bundle

Do these LEGO games mean something to you? Do you want to play them whenever you like? This bundle contains:

- A 2016-era television.
- Either a PlayStation 2, Xbox, or Nintendo GameCube, with a pair of controllers for your chosen console.
- A copy of LEGO Star Wars: The Video Game and LEGO Star Wars II: The Original Trilogy for your chosen console.
- Either a PlayStation 3 or Xbox 360 with a pair of controllers for your chosen console.
- A copy of LEGO Star Wars: The Complete Saga and LEGO Star Wars III: The Clone Wars for your chosen console.
- Either a PlayStation 4 or Xbox One with a pair of controllers for your chosen console.
- A copy of LEGO Star Wars: The Force Awakens for your chosen console. All downloadable content is included.

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

[50cp] LEGO Star Wars PC Game Bundle

More of a PC gamer, Jumper? This bundle contains.

- A high-end gaming PC, by the standards of 2016.
- LEGO Star Wars: The Video Game, LEGO Star Wars II: The Original Trilogy, LEGO Star Wars: The Complete Saga, LEGO Star Wars III: The Clone Wars, and LEGO Star Wars: The Force Awakens pre-installed on your PC. All downloadable content is included.

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

[50cp] LEGO Star Wars Handheld Games Bundle

Maybe you prefer something you can play on the go? This bundle contains:

- A Game Boy Advance.
- Your choice of either a PlayStation Portable or Nintendo DS.
- Your choice of either a PlayStation Vita or Nintendo 3DS (which may be a 3DS XL or 2DS if you prefer.
- For each chosen device, a copy of each LEGO Star Wars game released for that device.

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

[50cp] Commlink

A commlink that happens to resemble a large walkie talkie, rather than the smaller devices more common in traditional Star Wars settings. It's common equipment for Clone Trooper commanders.

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

[50cp] Hat Machine

This wall-mounted machine will generate hats and helmets and place them on the user's head. A variety of basic hats can be produced, as well as the Galactic Empire Stormtrooper helmet, Boussh's helmet, First Order pilot Stormtrooper helmet, and First Order pilot helmet.

Should a hat or helmet be knocked off the wearer, or otherwise removed, it will vanish, requiring the user to return to the machine to get a new one.

If you are planning on using an ID check requiring one of the helmets offered by the machine, maybe don't place the check within walking distance of the machine?

Should your hat machine be lost or destroyed, a replacement will appear at a location you control after 24 hours.

[50cp] Quarterstaff

A quarterstaff, like the one wielded by Rey. In addition to being a basic melee weapon, you may find use for it as a level to activate certain switches during the time period of the Force Awakens. You may also find opportunities to slot it into walls where those with high agility can use it to pole twirl. When used in this manner, your quarterstaff will immediately return to your hands if you would like it to, or if you move too far away from it.

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

[50cp] Respirator

A mask that will allow one to breathe safely even whilst travelling through toxic gas for extended periods of time.

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

[100cp] Blaster

A standard blaster, which never runs out of ammunition. It also functions as a grapple gun; with something to hook into it will allow you to ascend rapidly, swing across gaps, or even pull objects towards you.

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

[100cp] Electricity Object

During your travels, particularly during the Clone Wars, you may encounter devices that require power to operate. Power that can be taken from another nearby device. This object will help you do that.

By default this is an electrostaff, like those often wielded by MagnaGuard. If you prefer, you can instead choose to receive an electricity pack, like that carried by Robonino. Though the pack cannot serve as a weapon, wearing it on your back frees you up to wield something you'd prefer using in battle.

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

[100cp] Explosive Charges and Droid Poppers

This backpack is filled with a replenishing supply of explosive charges and electromagnetic pulse grenades. The charges can be planted and remotely detonated. The electromagnetic pulse grenades are particularly handy against battle droids, and thus are often referred to as droid poppers. Such equipment is regularly found on the common clone trooper.

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

[100cp] Hidden Hot Tub

Attached to your Warehouse, or to another property you control, is this hidden room. Its entrance is not obvious, the specifics decided by you on purchase of this item. For example, it could look like the entrance to an escape pod from the outside.

Inside the hidden room is a large hot tub, with plenty of room to relax with a group of friends. The room is maintained with no effort on your part, and you don't have to worry about the hot tub breaking down.

At the start of each jump, you can move the room back to your Warehouse, or to another property you control. Post-chain, you can move it in this way once every ten years.

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

[100cp] Jetpack

This jetpack never runs out of fuel; however, it will only allow you to hover relatively short distances at a time before it turns off and forces you to land before it can be used again.

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

[100cp] Quadnoculars

An image enhancing device. It's helpful when looking at things from a distance, and for identifying points of weakness. Using it will alert you to nearby hidden LEGO objects in this and similar worlds. In future worlds, it may allow you to notice objects not normally visible to the naked eye.

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

[200cp] Heavy Blaster

The rapid fire of this heavy gun not only makes it a deadly weapon, but also allows it to overheat and destroy gold LEGO objects in this and similar LEGO worlds. It never runs out of ammunition, and can also be used as a grapple gun.

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

[200cp] Podracer

Your own custom podracer, with specs in line with the pods used by Anakin Skywalker and Sebulba. It never runs out of power, and general upkeep is not necessary, allowing you to use it as often as you like.

Though the podracer is not equipped with any weapons, it is somehow capable of carrying and firing the special proton torpedoes present in this LEGO version of the Star Wars galaxy.

Should your podracer be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp] Rocket Launcher

A rocket launcher, which never runs out of ammunition. It can be used to destroy most silver LEGO objects in this and similar LEGO worlds; excessively large silver LEGO objects will need greater ordnance though. It can also be used as a grapple gun.

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

[200cp] Sniper Rifle

A long range blaster with a scope, useful for picking off enemies at a distance. It never runs out of ammunition, and also functions as a grapple gun.

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

[200cp] Speeder

A speeder of your preferred type that is commonly found in the Star Wars galaxy, such as the XJ-6 airspeeder or 74-Z speeder bike. It never runs out of power, and general upkeep is not necessary, allowing you to use it as often as you like.

Your speeder is equipped with twin blasters that never run out of ammunition. Though not standard equipment, it is also somehow capable of carrying and firing the special proton torpedoes present in this LEGO version of the Star Wars galaxy. Lastly it comes with a TOW cable equipped, even for speeder models usually without one.

Should your speeder be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp] Thermal Detonators

Whenever you like, you can retrieve a thermal detonator from seemingly nowhere, no matter how improbable that might be.

A bounty hunter's friend, thermal detonators can not only be used to destroy your enemies, but can also blow up most silver LEGO objects in this and similar LEGO worlds; excessively large silver LEGO objects will need greater ordnance though.

[200cp+] Lightsaber

Those with the Force Powers or Dark Side Force Power perk receive the base version of this item for Free, but must still pay for add-ons.

A weapon commonly utilised by Force wielders. They are sometimes called laser swords by those unfamiliar with them, which describes their function quite well. Your lightsaber can cut through many objects, and yet also find sufficient purchase in certain walls to allow you to wall jump. With

access to the Force (or similar powers), you'll be able to throw your saber in order to hit distant targets, and have it return to you.

You are free to choose the hilt design for your lightsaber, so long as it does not provide an advantage beyond the norm. Note that more complex designs may not be apparent while your lightsaber is in LEGO form. You *may* choose a crossguard design; if you do so you can decide whether this is out of preference, or a necessary venting system for an unstable or cracked kyber crystal. You are also free to choose the colour the blade emits. For an additional 50cp, you can change the colour emitted whenever you like, even having your lightsaber cycle through colours like a disco effect.

For an additional 100cp, you may either receive a second lightsaber, or turn your lightsaber into a double-bladed lightsaber. If you have paid for the changing colours, your second lightsaber/blade also has this benefit.

You are familiar with the components of your lightsaber(s), and how they fit together; if you took a background in this setting, it is quite possible you constructed your lightsaber yourself. Your lightsaber retains upgrades.

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

[400cp] AT-ST

The AT-ST (All Terrain Scout Transport), is a lightweight biped walker, often utilised by the ground forces of the Galactic Empire.

Your AT-ST is equipped with two chin-mounted blaster cannons that never run out of ammunition; these can be fired rapidly to overheat and destroy gold LEGO objects in this and similar LEGO worlds. It never runs out of power, and general upkeep is not necessary, allowing you to use it as often as you like.

Should your AT-ST be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp] Power Ups

In your travels, you will occasionally encounter floating blue orbs. Generally, you might expect to encounter one during a mission, two if you are lucky.

When you come into contact with one of these balls, you will experience many benefits for a brief window of time, including: invincibility, health recovery, faster build and use of Force powers, more damage from your use of blasters and similar weapons, more range and damage from your use of lightsabers and similar weapons, and more powerful melee strikes.

No one other than you can see or interact with these symbols, so don't be surprised to encounter them as you infiltrate enemy territory. Attempts to move these symbols without using them will always fail. Hoarding them is impossible; either use them as you find them, or move on.

As this item merely provides access to this power up, rather than the power up itself, you cannot import another item into it.

[400cp] Proton Torpedo Generator

This large device generates proton torpedoes.

While there is no limit to the number of torpedoes it can produce, it does not release them endlessly. Instead, a vehicle capable of carrying and firing these torpedoes must approach the device, at which time a torpedo will be assigned to it.

While all vehicles traditionally capable of carrying this payload may still do so, you'll find that many of the LEGO vehicles here that are not normally able to fire proton torpedoes are also able to make use of this. Unlike the proton torpedoes of traditional Star Wars settings, these torpedoes float behind the assigned vehicle – this does make supplying a vehicle with them easier, but may alert enemies to them. An appropriate vehicle can carry up to three of these proton torpedoes at a time. Should the vehicle be destroyed, the proton torpedoes will briefly float in place, providing a window of time for another appropriate vehicle to pick them up, otherwise they vanish.

Should the generator be destroyed, a replacement will appear at a location controlled by you after 24 hours.

[400cp] RX-200 Tank

The RX-200 Falchion-class assault tank is an anti-aircraft tank employed by the Galactic Republic during the Clone Wars.

The tank has a powerful laser, which can overheat and destroy gold LEGO objects in this and similar LEGO worlds. The tank never runs out of power, and general upkeep is not necessary, allowing you to use it as often as you like.

Should your RX-200 Tank be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp] Tow Bomb Dispenser

A large machine, which manufactures and dispenses powerful bombs. Vehicles equipped with a tow cable would be able to grab the bomb and pull it to its intended target.

While there is no limit to the number of bombs it can produce, the machine will only ever provide one at a time, and won't make another one until the previous one is no more. Fortunately, should a bomb be lost instead of used, it will vanish after a few moments, allowing the dispenser to provide another.

Should the dispenser be destroyed, a replacement will appear at a location controlled by you after 24 hours.

[600cp] Cantina Hub

You've gained ownership of this property, which may either be a Coruscant-style diner, or a Tatooine-style cantina, chosen by you on purchase of this item. At the start of each jump, you may choose for the property to be attached to your Warehouse or another property you own, or to be placed

somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like. Post-chain, you may move your property either to your Warehouse or to another property once every ten years.

In addition to the usual services your property offers, and any profit you may glean from this, side doors within the property will take you to areas that allow you to take on simulated versions of missions you have been on before, even from past jumps. These simulations can be "freely played" by yourself or with a small group. Normally, you would not be able to take anything out of these simulations; however, if you possess *Stud Magnet* or a similar perk, you will still be able to gain currency via the perk's effects during them.

Your property comes with a handful of followers to run it on your behalf. Additionally, LEGO versions of individuals you have met across your chain may appear from time to time. They may get into fights with each other should their personalities or goals conflict, but this will never cause great damage to the property, or present any special risk to you or to the world at large. You'll never get anything out of these visitors beyond pleasant conversation, and they will not persist outside the bounds of the property, vanishing completely when they leave. You can toggle the appearance of these special visitors on and off as you like.

Inactive companions may even stay here, so long as they remain on the property.

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

[600cp] Resistance Base Hub

Located on a remote planet, far from the eyes of the powers that be, is this base. The base is well-suited to running a resistance operation out of it. It features a large hangar, that is presently empty. Your base comes with a handful of followers to run it on your behalf.

A console in the central command building will allow you to take on simulated versions of missions you have been on before, even from past jumps. These simulations can be "freely played" by yourself or with a small group. Normally, you would not be able to take anything out of these simulations; however, if you possess *Stud Magnet* or a similar perk, you will still be able to gain currency via the perk's effects during them.

Inactive companions may even stay here, so long as they remain on the base.

At the start of each jump, you may decide whether your base appears out in the world, or be attached to your Warehouse. Post-chain, you can make this decision every ten years. In settings where space travel is common, it will be located on a remote planet; if not, it will simply be located at a remote part of the world. You will be given its location each time it is moved.

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

-Starships-

There are no discounts in the section. Instead, you receive a **200cp stipend**, for use in this section only.

All starships in this section never run out of fuel, and general upkeep of them is not necessary, allowing you to fly them whenever you like. Ammunition is not an issue either, barring momentary breaks to allow weapon systems to cooldown. Unless specified, all starships are proton torpedo capable, but the proton torpedoes themselves are NOT included with its purchase. They are also equipped with a tow cable.

All starships received here will initially come in a LEGO form. Post-jump, you can freely toggle these items between their LEGO versions and a more "realistic" version. While starships are in their LEGO form, they will operate with LEGO effects. See the Notes section for more information.

Should a starship be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours. They retain any upgrades they have received.

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

[100cp] Droid Trifighter

A droid starfighter, this one has also been modified to allow it to be manually controlled by a pilot. On purchase, you can decide whether the droid is still capable of autonomous function, which causes it to be treated as a follower.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp] Republic Gunship

This LAAT (Low Altitude Assault Transport) has been modified to accommodate space travel.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp] TIE Fighter

The TIE/LN starfighter is general-purpose starfighter, commonly employed by the Galactic Empire. Yours has special access codes that will allow you entry into various areas in this particular Star Wars setting; strangely often in cases where the Empire does not yet exist.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp] TIE Bomber

The TIE/sa Bomber is a bomber, intended for taking out larger ships like frigates or capital ships. It is commonly employed by the Galactic Empire. Yours has special access codes that will allow you entry into various areas in this particular Star Wars setting; strangely often in cases where the Empire does not yet exist.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp] TIE Interceptor

The TIE/IN Interceptor is a Galactic Empire vessel, best suited for battling other starfighters. Yours has special access codes that will allow you entry into various areas in this particular Star Wars setting; strangely often in cases where the Empire does not yet exist.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp] Vulture Droid

This vulture droid has been modified to allow it to be manually controlled by a pilot. On purchase, you can decide whether the droid is still capable of autonomous function, which causes it to be treated as a follower.

It does not have a hyperdrive installed; you will have to rely on other vessels to travel the galaxy at large.

[100cp/200cp] Jedi Starfighter

Your choice of either the Delta-7 Aethersprite-class light interceptor, utilised by Obi-Wan Kenobi during the events of Attack of the Clones, or the Eta-2 Actis-class light interceptor, utilised by Anakin and Obi-Wan during the events of Revenge of the Sith. It comes in a colour scheme of your choice.

For 100cp, your starfighter lacks any kind of hyperdrive. However, for an additional 100cp (200cp total), it comes with a compatible hyperdrive docking ring, allowing it to take you across the larger galaxy.

[200cp] Clone Arcfighter

The Aggressive ReConnaissance-170 starfighter (ARC-170) is a heavy duty starfighter, utilised by the Galactic Republic during the Clone Wars.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[200cp] Imperial Shuttle

The Lambda-class T-4a shuttle is a multi-purpose transport, suitable for moving troops or carrying high-ranking officials.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[200cp] Naboo Starfighter

The N1 starfighter is a sleek yellow ship, which played a major role during the Battle of Naboo.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[200cp] Special Forces TIE Fighter

The TIE/sf space superiority fighter is an advanced TIE Fighter model reserved for the First Order's elite special forces. One such starfighter is hijacked by Poe and Finn as they escape the Finalizer. While this model of TIE is the most developed of those on offer, it lacks the access codes shared by other models.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[200cp] TIE Fighter (Darth Vader)

The TIE Advanced x1 is Darth Vader's personal starfighter. It has special access codes that will allow you entry into various areas in this particular Star Wars setting; strangely often in cases where the Empire does not yet exist.

Unlike the standard TIE Fighter, it is equipped with a hyperdrive, allowing it to take you across the larger galaxy.

[200cp] X-Wing

Your choice of either the T-65B X-wing, commonly used during the Galactic Civil War, or the T-70 X-wing, utilised by the Resistance decades later. You may also choose its colour scheme.

Your X-wing is equipped with four laser cannons, and a hyperdrive, allowing it to transport you across the larger galaxy.

[200cp] Y-Wing

The BTL-S3 Y-wing is a bomber is a bomber, intended for taking out larger ships like frigates or capital ships. However, it is relatively slow moving, and suffers against other starfighters.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[300cp] Kylo Ren's Command Shuttle

An Upsilon-class command shuttle, like the one frequently used by Kylo Ren of the first order. A general purpose shuttle that is notably more advanced than the Lambda-class T-4a shuttle used by the old Empire.

It has a hyperdrive installed, allowing it to take you across the larger galaxy.

[500cp] Millenium Falcon

A heavily modified YT-1300 freighter, like the iconic Millenium Falcon. It boasts an impressive Class 0.5 Hyperdrive, allowing it to take you across the larger galaxy quickly, and is well-suited for smuggling.

[1000cp] Venator Hub

A fully equipped Venator II-class Star Destroyer, utilised as flagships of the Galactic Republic during the Clone Wars.

Your Venator is equipped with turbolasers, a tractor beam, and a full complement of Clone Wars era starfighters. Optionally, your Venator can come with a crew, which can run the ship for you, provide basic security, and operate the starfighters. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

Positioned around the exterior of the Venator are several Proton Torpedo Generators, as described by the item, allowing your starfighters to arm themselves repeatedly during battle.

Lastly, installed on the bridge is a mechanism that allows you to take on simulated versions of missions you have been on before, even from past jumps. These simulations can be "freely played" by yourself or with a small group. Normally, you would not be able to take anything out of these simulations; however, if you possess *Stud Magnet* or a similar perk, you will still be able to gain currency via the perk's effects during them.

-Companions-

[50cp per.] Standard Companion Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species, as well as the 200cp stipend. They may not purchase companions.

[50cp per.] Custom Character

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species, as well as the 200cp stipend. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in LEGO Star Wars: The Video Game, LEGO Star Wars II: The Original Trilogy, LEGO Star Wars: The Complete Saga, LEGO Star Wars III: The Clone Wars, or LEGO Star Wars: The Force Awakens, along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[50 cp per.] Free Play Character

Want to challenge the Emperor… with the Emperor? Maybe you'd like to cut your way through separatist forces with Darth Vader?

With each purchase of this option, you can get a copy of any playable character present in LEGO Star Wars: The Video Game, LEGO Star Wars II: The Original Trilogy, LEGO Star Wars: The Complete Saga, LEGO Star Wars III: The Clone Wars, or LEGO Star Wars: The Force Awakens. You cannot select a custom character; use the Custom Character option if such a thing interests you. In cases where a character appears in multiple games, or exists as multiple characters within the same game, you must specify which game's version of that character you are acquiring. You can purchase multiple versions of the same character if you wish.

Characters acquired via this option have no history in this setting, springing forth into existence when you arrive. In addition to any powers they may have, they have the *Basic Piloting Ability*, *LEGO Builder* and *Mumblespeak* perks. They also have any personal equipment that playable character should have.

To ensure they fit neatly into whatever 'Free Play' plans you have for them, you are able to freely redesign the character's personality as you like on purchase. By default, they are absolutely loyal to you, but you may forgo this if you wish.

You can also use this option to import an existing companion; this grants them a new alt-form, as well as any powers or personal equipment that character has. You are not able to redesign the personality of any imported companions though. Any given companion can only be imported into a single purchase of this option, and this precludes them from being imported via the *Standard Companion Import* option.

-Drawbacks-

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

[0cp] Jumper History

Have you been to the Star Wars galaxy before? With this toggle, you can incorporate the events of some or all of those jumps into the background of this one, altered to fit within this world cohesively, as well as match the general tone of the Traveller's Tales LEGO games. This will not remove

characters from the setting, nor will it massively change events to come, though it may change how others perceive you.

Both Legends/EU and Disney Canon continuity jumps are valid to use with this toggle.

[0cp] Mumble Mode

Using this toggle, you can determine whether the residents of this world speak normally, or instead communicate using various mumbles, grunts, and other noises. You can even choose for residents to start with the latter, but inexplicably switch to the former either shortly before or after the Battle of Endor (4 ABY).

[0cp] Conflict Resolution

LEGO Star Wars: The Video Game/The Complete Saga and LEGO Star Wars III: The Clone Wars both adapt the Battle of Geonosis. LEGO Star Wars II: The Original Trilogy and LEGO Star Wars: The Force Awakens both adapt the Battle of Endor.

With this toggle, you can choose which version of the events occur in each case. If you like, you may even combine the adaptations as you like, so long as there are no conflicts. If you've also taken *Mumble Mode*, then this will allow you to change whether characters are mumbling or speaking moment to moment during the Battle of Endor.

[0cp] Expanding the Universe

The Star Wars galaxy is a vast one, home to many stories, many characters. And, despite being a pretty comprehensive attempt, the LEGO Star Wars games don't cover everything.

With this toggle, you can include additional elements from either the Legends or Disney Canon continuities. If you want to experience a more complete Clone Wars, finish an unfinished Sequel Trilogy, or simply enjoy a few personal favourite pieces of Star Wars media in LEGO form, this is the option for you.

Added content must not contradict or conflict with what is already present. An exception to this is made for post-Episode VI Legends content, so long as you aren't using the LEGO Star Wars: The Force Awakens Start & End Time option. Added content will be adapted in tone to match what is already present, and won't allow you access to significantly more power than what would otherwise be available to you.

[+100cp] Mumble Mishap

Cannot be taken with Mumble Mode.

As a result of taking this drawback, all native residents of this galaxy will speak in mumbles, and cannot be made to speak 'normally'. Additionally, the *Mumblespeak* perk, as well as similar effects from other perks, powers, or items you may possess fail to work for the duration of the jump.

[+100cp] Irritating Interruptions

During your stay, whenever you take a solid hit in the middle of building or when using the Force (or a similar power) to move objects, you'll be interrupted, and your progress undone. What you had built will immediately fall apart and need to be built from scratch. An object you were moving will start moving back to its prior position.

As a result, getting stuff done in the middle of battle will now be significantly more challenging.

[+100cp] Co-Op Complications

No matter how powerful or skilled you happen to be, circumstances will regularly present themselves where you must rely on others in order to progress to your intended destination. Hope you have a friend handy!

[+200cp] Four Hearts For Health

As a result of taking this drawback, you will find that any time a solid hit is landed on you that is not deliberately blocked or parried, it will always deal a quarter of your overall vitality as damage (but won't deal less if it was already doing more than that).

In other words, without recovering your health, you can only be hit a maximum of four times before death, regardless of your usual durability or vitality.

[+200cp] Endless Enemies

Often during missions, you will encounter moments where you simply can't defeat every enemy, as more will continuously pour in over time or as the others are defeated. In these situations, you'll have to discover some methods besides mindless slaughter to progress, such as closing off the enemy's access to the area, or defeating a commander who keeps calling reinforcements.

Extra enemies generated by this drawback do not exist and will not persist outside of these encounters, so at least you don't have to worry about them shifting battles or events outside of your control.

[+200cp] Boss Behaviour

During battle, you have a tendency to slip into repeating, straightforward attack patterns. Not only does this limit the extent to which you can exploit your combat prowess, you'll find it hard to break free of those patterns even when 'solved' by an opponent.

It will take serious efforts to shake off these habits, and sometimes you'll find it outright impossible.

[+300cp] Limits of LEGO

Wanting to flex all of those fancy powers and items? Then this… isn't the drawback for you.

As a result of taking this drawback, you find that any powers or items you have beyond the capacity or means of an ordinary person will have additional limits placed on them, generally to when and where you can draw upon them. The more powerful the item or ability is, the stronger the limits; for example, if you had Force powers, you would only be able to use them to assemble objects in specific pre-determined ways rather than as you like.

[+300cp] JN-1824

You are exceptionally weak-minded. Jedi mind tricks (and similar powers) not only always work on you, but work far more effectively than they typically would. A Jedi could use a mind trick to have you following them about in a daze, carrying out any commands they might give you.

[+300cp] Hunted

A serious bounty has been placed on your head. As a result, you'll have to deal with bounty hunters coming after you on a regular basis. While you might find them relatively simple to manage at first, the closer the jump is to ending, the more dangerous threats they become – culminating with bounty hunters on par with Jango or Boba Fett – maybe even *being* Jango or Boba Fett, depending on the time period.

-Ending-

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

Choose one of the following three options:

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

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

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

-Notes-

Thank you to everyone who assisted in making this jump.

On LEGO Effects:

When powers or items operate with “LEGO effects”, this means they act as they would if they were in a Traveller's Tales LEGO game. Not every effect will use LEGO particles or objects, though sometimes they will do so indirectly or as a knock-on effect. For example, while frost powers you possess might still appear “realistic”, they can still be used to turn normal water into LEGO ice objects.

Powers and items operating with LEGO effects are no less dangerous or powerful.

On exported and Free Play Character companions:

New companions gained via the Recruit or Free Play Character options gain the ability to switch between their LEGO form and a more realistic form, as described at the start of the Form & Species section. Personal equipment associated with these characters that is kept will likewise gain the ability to switch between LEGO and non-LEGO forms, as described at the start of the Items section.

Free Play Characters are intended to be generally at gameplay level, though you do have some wiggle room – a Jedi could use their Force powers at any time, not just on specific points. However, they would only be able to use the Force at levels present during gameplay, not within the lore of the original continuity.

On Followers granted by Cantina HUB, Resistance Base HUB, and Venator HUB:

Followers granted by these items can be of any gender makeup. They can be any species appearing within LEGO Star Wars: The Video Game, LEGO Star Wars II: The Original Trilogy, LEGO Star Wars: The Complete Saga, LEGO Star Wars III: The Clone Wars, or LEGO Star Wars: The Force Awakens, so long as they don’t provide notable advantages beyond humans. Droids are also a valid choice, provided they are of a model that is present within the aforementioned games.

Followers gained from these sources are intensely loyal to you. They will not offer significant advantages beyond what is needed for the follower in question. Should any perish, a replacement will appear at the start of the next jump. Post-chain, this occurs after ten years.

On Lightsaber Imports:

As a special consideration, and in addition to other item imports the *Lightsaber* item may qualify for, you may import a wand from the LEGO Harry Potter Games jump into it.

So, what exactly happens here, anyway?

LEGO Star Wars: The Video Game is an adaptation of the Star Wars prequel trilogy: Episode I The Phantom Menace, Episode II Attack of the Clones, and Episode III Revenge of the Sith.

LEGO Star Wars II: The Original Trilogy is an adaptation of the Star Wars original trilogy: Episode IV A New Hope, Episode V The Empire Strikes Back, and Episode VI Return of the Jedi.

LEGO Star Wars: The Complete Saga essentially combines these two games into a definitive version with all content and characters.

LEGO Star Wars III: The Clone Wars is an adaptation of the 2008 Clone Wars series. After a prologue during the Geonosian Arena battle from Attack of the Clones, it adapts episodes from the early seasons of the show. One level adapts a later part of the Battle of Geonosis from Attack of the Clones.

Adapted episodes include:

- The Hidden Enemy (S1 E16)
- Ambush (S1 E1)
- Blue Shadow Virus (S1 E17)
- Storm Over Ryloth (S1 E19)
- Innocents of Ryloth (S1 E20)
- Liberty on Ryloth (S1 E21)
- The Gungan General (S1 E12)
- Jedi Crash (S1 E13)
- Defenders of Peace (S1 E14)
- Weapons Factory (S2 E6)
- Legacy of Terror (S2 E7)
- Duel of the Droids (S1 E7)
- Shadow of Malevolence (S1 E3)
- Destroy Malevolence (S1 E4)
- Lair of Greivous (S1 E10)
- Rookies (S1 E5)
- Greivous Intrigue (S2 E9)
- The Zillo Beast (S2 E18)
- Hostage Crisis (S1 E22) (as a bonus mission)

Lastly, parts of the Clone Wars movie are adapted as well, in a bonus mission.

LEGO Star Wars: The Force Awakens is the only one of these games to feature voice characters instead of mumblespeak. After a prologue that covers the Battle of Endor, including the death of the Emperor and destruction of the second Death Star, it adapts Episode VII The Force Awakens as a whole. There are additional side stories to the events of the film that would not be considered canon to the non-LEGO version, but which explain certain elements of it, such as where Lor San Tekka got the map to Luke Skywalker, why C-3PO has a red arm, and how Poe Dameron survived the crash on Jakku and hot back to the Resistance.

These adaptations often insert kid-friendly LEGO-based humour, and to suit the gameplay trim and extend scenes. To suit the co-op capable games, scenes are sometimes changed to insert an additional playable character into them.

-Changelog-

0.1
Created the jump.

1.0
(i) Added a new species: **Rancor**. (ii) Added a new perk: **Iconic Death Sound**.