Star Wars: The Force Unleashed

By Neuron
Version 5



Welcome to a galaxy far, far away. A galaxy under the tyrannical boot of the GALACTIC EMPIRE and its forces of darkness, in this time period with no hope for rebellion. All of the Empire's opponents lie dead or in hiding with the Jedi as the fires of the Clone Wars have come to an end and the Jedi are hiding from Darth Vader, the Emperor's Fist, who hunts them down throughout the galaxy. On one of these hunts during a rebellion on Kashyyyk the Dark Lord comes across young Galen Marek, the child of two Jedi, containing the potential to help Vader overthrow his master. You start three years before the Battle of Yavin, which is one year before Darth Vader will send Galen Marek on his fateful mission to assassinate General Rahm Kota, a Jedi Master, in order to prepare him to aid in the overthrow of Emperor Palpatine. You now have 1000 Choice Points to spend to help you survive this dangerous galaxy.

Locations:

Feel free to choose your starting place as long as it's not actually inside the Imperial Palace, the old Jedi Temple, or the Death Star. If you're out of ideas or feel like being random, roll on the following table.

1. Imperial Center: The official name of Coruscant, the capital of the Empire, although one that'll never truly catch on. The galactic capital is a massive ecumenopolis that is the center of the Empire and home to around a trillion living beings. The planet is a massive cityscape from pole to pole and varies greatly with the lower you go the more dangerous it gets being a general rule of thumb.
2. Kashyyyk: The home of the fearsome Wookiees, a proud people that have been enslaved by the Empire in recent years and forced to use their great strength and stamina on various projects. The world itself has a large Imperial presence on it due to the unrest in the population and the jungles are truly primal places that are easy to get lost and die within.
3. Felucia: An exotic and dangerous world that is the hiding place of Jedi Master Shaak Ti and her apprentice. Much of the world's plants are in fact fungal and quite poisonous with the animals being quite dangerous as well. The natives currently serve the Jedi Master and are quite hostile to outsiders and will make this known quite abruptly. Later on the Empire will establish quite a base on the planet once the Jedi Master is slain.
4. Raxus Prime: A world of garbage and pollution covered in mountains of trash and salvage where mutated abominations live. Raxus Prime is not a friendly place as most will shoot first and ask questions later. It is the home of Jedi Master Kazdan Paratus, a skilled tinker who survived Order 66 due to the destruction of his clone army. While there isn't much in the way of civilization on the planet, there are salvagers, and someone with your skills should be able to "borrow" a ship.
5. Nar Shaddaa: The home of the Hutt cartels and a hive of scum and villainy much greater than Mos Eisley, the planet is a dark and dreary place with a sky full of pollution, an endless number of nightclubs and other, less reputable, businesses. The planet is also not without opportunities for those who know how to find them as the Hutts pay well so long as you don't disappoint them.
6. Bespin: A gas giant where Tibanna gas is mined for processing and then sale; as such much of the population works in the industry while living in massive floating cities that support it. The world currently also has relative autonomy from the Empire, something that its citizens enjoy quite a bit. Later, Galen Marek will come here to collect Senator Garm Bel Iblis for the Rebel Alliance.

Origins:

Gender and age may be chosen freely. Any origin may start as Drop-Ins if they wish. Drop-In Force-users are independently taught (via holocrons or otherwise) adepts with no history known to either the Jedi or Sith orders, and Senators are new faces on the political scene. You may choose to be any species within reason; Chiss and Wookies are fine, Vong are not.

Bounty Hunter: A dangerous profession that may yield great rewards for those who do well in it. While you're no Fett you've certainly become a decently well known hunter; you've successfully completed multiple jobs for a number of individuals including Jabba the Hutt and Lord Vader. Continue to prove yourself useful and you'll find a great deal of work will come your way, and with it wealth and power.

Senator: You're one of the select few men and women picked to represent their worlds within the Imperial Senate; though the Senate no longer wields any true power and is simply used to keep the masquerade of democracy going you still can wield considerable power through other "avenues."

Jedi Outcast: You were one of the lucky ones (or perhaps unlucky) who escaped the horrors of Order 66 and managed to evade the Empire. Since that day you've settled down in a remote part of the galaxy hoping to live the rest of your life in peace, though the fires of revolution are about to ignite and this new movement could use your help.

Dark Disciple: Perhaps you found a Sith Holocron or the suffering of Order 66 caused you to abandon the Light; nevertheless you have joined the ranks of those who wield the powers of the Dark Side of the Force. Your skills have grown considerably as the Force empowers you, though beware the Dark Side brings many dangers with its use.

Perks:

For each origin, the 100 CP perk is free and the others cost 50%.

General Perks:

0 CP Force Sensitivity: You were always peculiar as a child, always luckier, faster, and more intelligent than your peers and there's a reason for it. The Force has its eye on you and it shows; even without any training your reflexes, luck, etc are all boosted, being a bit higher than the norm. Even if you never used the Force directly, it can give you subtle boosts that can make a difference in a number of situations. If you do decide to pursue the path of a Force Adept you stand to gain wonderous boons. You have the same Force potential as an average Jedi Knight, although with enough training and research you can surpass this limit.

0/100 CP Battle Hardened: The galaxy is a dangerous place full of monsters and enemies of all shapes and sizes, most of which will want to kill you and we can't have that now can we? Henceforth, depending on your origin you gain basic mastery with either a Blaster or a Lightsaber (you may choose which form). While this would hardly let you fight the likes of Darth Vader or Boba Fett it's still a nice start and you have room to grow. Should you desire a basis in both 100 CP may be spent for the second.

400 CP Master of War: Remember what I said about not being able to face the likes of Fett or Vader in your choice of combat, well disregard that now. Should you use a Lightsaber you'll ascend as a duelist capable of matching Darth Vader stroke for stroke, with even the possibility of winning in a purely Saber based match up. With a blaster you'll similarly grow into

one of the best shots in the galaxy and have mastery over most, if not all common forms of the weapon. This only applies to one form of weapon, though for an extra 200 CP it can expand to cover the second.

0 CP Pilot's License: You won't be able to get around the galaxy very well if you don't have one of these. You gain basic competence in driving or flying any vehicle known to the Star Wars universe. Depending on your experiences and your strength in the Force, you may have even greater ability at piloting than others.

100 CP Master Pilot: Alternately, you may choose to have an ungodly level of talent at flying. You are now an ace pilot on the level of Juno Eclipse or Darth Vader, able to execute even the most insanely difficult maneuvers with reckless ease.

400 CP Balance: Many have walked the way of the Force, both Light and Dark, but that isn't you, is it? No, perhaps you wish to walk a far greyer path instead of purely Dark or Light and now, unlike many before, you can truly walk this path, for the power of the Light and Darkness will no longer clash for you. Instead, you'll be able to fuse the Light and Dark sides of the force into one Force that you may use in or outside of battle, retaining all the benefits of both with none of the drawbacks. Post-jump this applies to other systems letting you use Holy-Demonic magic or Order and Chaos magic at once. You also gain the perks **There Is No Passion, There Is Serenity** and **My Chains Are Broken** for free, to reflect your ideal balance within the Force.

200 CP One, Not Two: The idea that the force is separated into two sides which cannot become one is a concept that has taken root in the galaxy for millenia. Yet it's a concept you've chosen to reject, you've managed to gain the unique ability to wield the force as simply that, the force, one unified power. In the beginning this will be tiring and will drain you faster but with time and energy put towards mastering it you'll eventually gain complete control of it. Remember even Revan failed to use more than a single blast of this so don't expect it to simply bend to your will. Post Jump this will work with other systems and allow you to completely merge them into one.

500 CP Marek Blood: The greatest of the Jedi and the Sith have all had two things in common, skill and power. One without the other leaves the force user weaker than they could be, but this is irrelevant to you isn't it? Much like a certain Sith apprentice, you have a level of raw power that would allow you, a basic Sith to tear entire battalions apart or pull a Star Destroyer down from orbit. This power acts much like a muscle, in that the more you use it the greater it will become, eventually granting the power to recreate the greatest feats of power the Force has produced. Yet power is wasted without the ability to focus it into a tool, something you'll have no issue with. Knowledge pertaining to the greater mysteries will quickly flow into you as you study and train, allowing you to quickly master even the greatest force abilities.

Bounty Hunter:

100 CP Turning A Blind Eye: Bounty Hunting isn't exactly the most legal of all professions in the galaxy and could very easily end up with you on the Empire's Most Wanted list. So long as you don't directly move against a government or it's members it'll ignore your

less than legal activities, so feel free to track down and nail a high class bounty in Corusaunct's Upper districts without a single raised eyebrow from the nearby Stormtroopers. But as said before if said target is a ranking Imperial Officer this protection would fail. As one final note should you successfully conceal your identity then the perk will continue to protect you.

200 CP Fett's Pride: You wouldn't be much of a bounty hunter without the skills to back it up now, would you? This perk gives you skills on the level of Durge, Jango Fett, and Boba Fett and means you can easily secure even some of the most dangerous prey. You also gain a reputation to match; this reputation can also follow you to new worlds when you wish it to.

400 CP They Can Run, But They Can't Hide: So many targets believe if they run far enough or hide well enough you'll lose them, yet that couldn't be farther from the truth. So long as you know who you're pursuing you'll always have an accurate sense of where they're hiding; and how to get to them should it be within your capacity.

600 CP Force Killer: The Jedi and the Sith always think themselves so "invincible" with their power over the Force and in a way they're right: what chance does a mere man stand against someone who can, with a single thought, crush their heart or shred their starship? The answer is you, of course: whenever you face an opponent who has a mystical power of some sort, whether it be the force or some sort of magic, they tend to rely on it less than usual and instead take a far more physical approach. Where a Sith Lord might otherwise have choked you out you'll find they choose to try and engage you without the Force. Alongside this, those who would use the Force no matter what will find you to be "slippery" as supernatural forces find it hard to find purchase on you, allowing you to slip out of telekinetic grips or lightning to wash over you. This won't stop them from using their powers to enhance themselves so be wary of force empowered strength and such.

Senator:

100 CP One Foot in the Door: While raw charisma is a wonderful thing, that charisma is of no use if your target audience has no interest in giving you the time of day. Fortunately you no longer have any issues with that. Anyone that you wish to converse with, hostile or not, will at least allow you to present your words to them and will listen regardless of their or your intent, although any attempts to use this to buy time for an attack or any other underhanded means will immediately cause this to switch off.

200 CP A Fire Across The Galaxy: A politician isn't like the Jedi or Sith; they're not one man armies capable of personally toppling and forging Empires. They require pawns, minions - whatever you want to call them - to play their great game. Gathering followers will henceforth never be an issue; when this perk is enabled you'll often find like-minded people willing to follow your leadership flocking to your side. Most important is that each and everyone of them is useful in some way; while you're unlikely to get more than a few of the greats you'll still find yourself backed by an organization of men and women capable of doing their jobs well without fail.

400 CP Brilliant Speaker: As a member of the Imperial Senate you must be able to sway the masses lest you lose your seat; many consider this a job, you on the other hand have turned it into an art. Your ability to work a crowd is absolutely astounding. Turning a group of die hard opponents into your supporters or at least turning them neutral is well within your capabilities. You're also highly persuasive when speaking one-on-one or to smaller groups, but when it comes to the masses you *really* shine.

600 CP Galactic Governor: It would seem you actually earned your position as an Imperial Senator, unlike many within the Senate. By this I mean you have true ability when it comes to ruling, enough so that you could run a galactic government as bureaucratic and corrupt as the Old Republic smoothly and efficiently while also being able to easily juggle the various agendas of the parties within and quickly push new policies through. This governance skill also extends to the economy, allowing for galactic economic booms to be engineered with ease or even Great Depressions should that be the wish.

Jedi Outcast:

100 CP (Free Balance) There Is No Passion, There Is Serenity: The Jedi way is one of suppressing your emotions and forcing yourself to cast aside your passions, love, etc. This is the very reason many Jedi forsake the Light, falling to the Darkness due to their lusts and passions. You have a superlative ability to control yourself; your mind is always a bastion of peace and calm, allowing you to deal with your emotions without backlash. A dear friend or lover killed in front of your eyes? Such rage and hatred can be brushed aside with ease, to be confronted and resolved later.

200 CP Kota's Will: You lost everything in your life when Order 66 was activated: your friends, family, and livelihood, all of it gone, but you've kept on going regardless of this and you've realized there's truth to the saying "If there's a will there's a way", taking it to heart. As a result, you've gained a will of the strongest steel allowing you to pull yourself forward even through the darkest times and never break Even if the likes of the Emperor tried to pry open your mind he'd find a will of iron: unbreaking and unyielding.

400 CP Master Mechanic: Much like Jedi Master Kazdan Paratus you are a wizard when it comes to machines and, as such, can easily repair and build them. But the true benefit of this is that when it comes to designing new droids or machines; they're always nothing less than magnificent no matter what they're meant for.

600 CP Master of the Light: Hail Master Jedi, Champion of the Light. You have quite the history and power, don't you? In the old days you would easily have qualified as a member of the Jedi Council, someone who earned their seat not just through strength in the Force but also via knowledge and the wisdom of the ages. In addition to the skills and knowledge of a veteran Jedi Master, you have exceptional insight and empathy, able to clearly see both into the depths of an enemy's intrigues or the heart of a troubled soul and to either help or hinder them. You are also an unbelievably skilled teacher, capable of bringing out great potential from within even the most apparently unpromising student and rapidly guiding them to a mastery of themselves and

their abilities. This works especially well for instructing people in the ways of the Force, but you're also a highly talented instructor for anything else you might happen to know.

Dark Disciple:

100 CP (Free Balance) My Chains Are Broken: Passion. Such an easy concept for most Sith to accept, but such a hard one for them to genuinely understand. You have had an epiphany that so many of your brethren have been denied; that becoming the slave of your own inner darkness is not truly strength but merely another form of weakness. You are the master of your emotions and not vice versa, always able to summon the passion, anger, or other emotions necessary to drive yourself towards victory while at the same time maintaining total mental clarity and focus to best deal with the challenges that await you. Your rage is never blind, and your passions never foolish. The Force has freed you.

200 CP Always Check the Body: You're a resilient one, aren't you? From now on, much like one Galen Marek, you aren't dead until your opponent has made *absolutely certain* of that fact. This means that if, for example, your traitorous master were to run you through with a lightsaber and leave you to die without following up by also taking your head off then they'd be in for a rude awakening. Unless an enemy deliberately confirms the kill after you're already down and helpless, you will find a way to cling to life.

400 CP Creativity Is Key: So many Force users just use the same tactics over and over, choke this, telekinetically throw this, etc, but you're not the same as them and it shows. You have an incredibly creative mind and the ability to think up and design new and genius ways to use even the most basic of powers in new, useful and deadly ways.

600 CP Starkiller's Fury: The galaxy is a dark and hard place; many will meet the cold embrace of death helplessly raging against fate and the cruelty of the galaxy. This is not the case for you as you are able to enter into a state known as Force Fury, a technique used by many a Sith. By tapping into your hate, anger, etc you're able to empower yourself multiple times over, achieving feats of you'd never be capable of normally. Since you paid premium for it you no longer suffer the weakness that it normally leaves afterwards and its influence stretches to all your abilities. No matter what they are whenever you enter this state all of your stats will be multiplied by at least several times until the battle is won or lost.

Items:

For each origin, the 100 CP item is free and the others cost 50%.

General (Undiscounted):

100 CP: Lightsaber (Free Jedi Outcast and Dark Disciple): The weapon of choice of the Sith and the Jedi, you've now gained one of these valuable and rare weapons for you own use. You may choose any color regardless of attunement. One blade is free to the Dark Disciple and

Jedi origins with a second being 100 CP, you may also choose to have a double bladed lightsaber should you buy two.

100 CP: Flechette Launcher: An anti-personnel/vehicle weapon that has seen extensive use throughout more recent galactic history. Flechette launchers are in essence shotguns, each canister is filled with razor sharp durasteel shards which can be fired for immense amounts of damage, enough to drop an entire squad of soldiers. The weapons can also be equipped with mini-missiles to destroy light vehicles and repulsorcraft, making it a versatile weapon. Comes in either a handheld or wristmounted form; handheld form can either be a rifle or pistol.

700/1000 CP The Executor: The Emperor favors you it seems, for he has seen fit to grant you command of the greatest warship the galaxy has seen in the past millennium. Under your command is now the first Executor-Class Super Star Destroyer in existence. The nineteen kilometer long warship does indeed earn it's moniker as the "Executor" as well, bristling with some five thousand Turbolaser batteries and hundreds of missile emplacements you have enough power to slag planets with ease and decimate fleets on your own. The ship itself comes with all that a normal Super Star Destroyer would be equipped with, that being a complement of a few hundred TIE Fighters or various classes alongside other combat craft and shuttles/transports, and is given an entirely loyal Follower crew for the vessel, including some thirty eight thousand Stormtroopers. Individual members of the crew may be imported as companions in later jumps should you wish it.

The Death Star: The Executor is nice, but perhaps you want a bit more. If that's the case in exchange for shelling out another 300 CP you'll be granted something that shouldn't be possible to have, the DS2 will be given to you in all its glory. Equipped with a single superlaser and some forty two thousand and five hundred Turbolaser, Heavy Turbolaser, Laser cannons and Ion batteries this monster of a battlestation is capable of slaughtering entire fleets and annihilating planets in single shots. Unlike its predecessor the DS2 is lacking the exhaust port weakness, far more weapons and a much faster recharge time. Yours is finished unlike Palpatine’s and is crewed in a similar fashion to the Executor with its equipped with the thousands of spacecraft it would normally carry. Do be careful with this though, should the Emperor discover you have this he will hound you to the ends of the galaxy to seize control of it for his own purposes.

Bounty Hunter:

100 CP Trusted Blaster: No bounty hunter is ready without a trusted sidearm. You may pick any blaster-type weapon within the Star Wars galaxy to use as a sidearm, within reason. It’ll never break or run out of ammunition and will always be in peak condition unless you want wear and tear. Another weapon may also be imported into this.

200 CP Mandalorian Armor: No hunter is ready without a suit of armor to protect them, and you have something special indeed. A full suit of Mandalorian armor equipped with a heads up display, jetpack, wrist-weapons, etc, but best of all it’s made of Beskar Iron a virtually indestructible metal. While in the armor neither blaster bolts or lightsabers will be able to harm you and it’ll take consider firepower to pierce it. Of course don’t get cocky: enough blunt force

and the energy will kill you inside. Beyond that you may customize the armor however you like and may import another suit into this.

400 CP Terror Force: A gift from the Empire to you, you now have ownership of a task force of the Empire's Terror Droids. The force is equipped with four different types of droids: Terror Droids, which are small spider like creations that use melee combat and grasp their opponents to launch vicious melee attacks; Terror Troopers, humanoid droids equipped with advanced stealth technology and weapons meant to quickly move in and out of dangerous situations without leaving a trace; Terror Bioroids, large hulking machines equipped with two bladed arms capable of posing a challenge to Jedi although they come with their own weaknesses; and finally the Terror Walkers; these monstrosities are four legged juggernauts equipped with energy projectors, shields, missiles, and sharpened legs, each one capable of slaughtering basic soldiers en masse or board an enemy ship with minimal support, and is typically viewed as nigh unstoppable.. You have within your possession a Task Force of these droids numbering a thousand, the majority will be the weaker droids and will with each level up they'll be fewer of them but the exact composition is up to you.

600 CP Imperial Assistance: Friends in high places are always appreciated and you have many, three times per jump you may request assistance from the dominant government of the setting, whether that be the United States or the Empire it matters little. The assistance they provide will depend on the situation you're in, for instance, if you needed a task force to capture a powerful Hutt the Empire may grant you a force of Terror Droids or Stormtroopers. If a jump lasts longer than ten years then this will replenish every ten years.

Senator:

100 CP Protocol Droid: Your very own protocol droid, loyal to you and capable of acting as a head butler for your properties. Though most importantly for you whenever this droid is present it passively boosts your diplomatic abilities.

200 CP Manse: Much like Senator Bail Organa you have a lavish penthouse suite or manor on a world of your choice. The home comes with all the items a person of your status would require and is maintained by a group of droid workers.

400 CP Contacts: You're not alone it would seem: on this holopad you have a list of men and women, varying greatly, ranging from Imperial officers, to Senators, to bounty hunters. Each is a capable individual and is more than happy to scratch your back so long as you're willing to return the favor. Updates with new contacts in each world you go to.

600 CP Alliance to Restore [Insert Name Here]: No politician is complete without some backup and you've got it in spades: an entire organization now backs you and your goals up no matter what they may be. The organization is incredibly good at infiltration and hit and run attacks and committing all sorts of illegal actions without getting caught, or at least managing to get away without a problem. Lastly the organization is completely loyal to you and could only be subverted by means beyond the realms of nature, such as Chaos taint or Sith Sorcery.

Jedi Outcast:

100 CP Nondescript Clothing: When an entire galaxy is out after your head, you've got to be able to lay low. So long as you wear this scruffy-looking outfit people are all too likely to write you off as a harmless nobody, unless you do something to attract attention. Also, something about the cut of your jacket or robe works really well to hide your lightsaber so long as you're just wearing it, although it will be immediately obvious if you're given a pat-down or you draw it.

200 CP Hideaway: You must have hidden from the Empire somewhere, and this is that somewhere. Perhaps it's a temple made of junk held together by the Force, or a hut on an isolated desert world, the structure itself matters little. The location will act as a safehouse for you and your companions: so long as you remain here and attempt to stay hidden any pursuers will quickly lose your trail and be forced to give up the search. It should be said though that if you flee to this place while an enemy fleet is right on top of you don't expect them to simply give up just because you walked inside your house.

400 CP Jumper's Militia: Much like a certain Jedi you didn't trust the Clone soldiers of the Republic for one reason or another and instead elected to go another route and recruit your own army of volunteers for the Clone Wars. While these men and women are nowhere near as numerous as the armies of the Galactic Empire and only number about 500,000 they are still well trained and battle hardened veterans of the Clone Wars. They also come equipped with mid-tier weaponry and a small fleet of Clone Wars era warships. In future jumps they update to match the setting's tech and power levels.

600 CP Jumper's Fleet: Not satisfied with mere Clone Wars ships? So be it, your fleet has now been fully upgraded into a force even Imperials would be wary to engage. Each ship has now been extensively retrofitted and modified to allow it to throw down with the warships of the modern Imperial Fleet, and with the addition of a captured Imperial Star Destroyer to serve as your flagship you have a powerful starting force for your rebellion. In future jumps, to account for you paying extra CP, each of these warships will immediately be boosted beyond the current technological level of whatever world you're in by a noticeable extent.

Dark Disciple:

100 CP Wardrobe: Accessible via a gallery this is a complete set of Galen Marek's various attire, such as the Sith Stalker Armor, or his Jedi robes. While any benefit will mostly be cosmetic it still doesn't hurt to be able to look cool and fit in amongst the peoples of the galaxy.

200 CP PROXY: This training droid is an identical copy of the same droid used by Starkiller and comes with a complete database of fighting styles for each setting you visit, the droid will also scale with you to ensure you'll never be without a sparring partner.

400 CP Rogue Shadow: As it says on the tin you have in your possession a perfect match for Galen Marek's advanced stealth ship, the Rogue Shadow. The ship itself is a marvel of Imperial engineering and can easily travel undetected just about anywhere in the galaxy and is equipped with an advanced hyperdrive. In order to better avoid Imperial… entanglements, this ship is potentially available in the appearance of a more ordinary stock light freighter instead of the Rogue Shadow's distinct profile.

600 CP Cloning Vats: Attached to your warehouse is a new room filled with kamino cloning technology. In total you possess twenty Vats capable of growing a fully matured clone within a year. All you have to do is provide the machines with genetic material and they'll produce fully functional and stable clones of whomever you wish. These clones may also be imbued with their progenitor's personality or one of your own design. Do note though that the more powerful a being the more independent it'll be and the more DNA you'll require.

Companions:

Recruiting: Anyone may be taken as a companion for free so long as they are convinced without hindering their free will, so no hostages or mind warping social-fu perks will work, just your own charisma and your body mod's charisma so long as it does not violate the above rules.

Importing: On the other hand you may import or create up to eight companions for 50cp each or 200 CP for a set of eight. Each companion will receive 800 CP to spend on perks and items within the jump. Companions may take drawbacks, although drawbacks that change the setting may only be taken by one person.

Drawbacks:

Jumpers may take as many drawbacks as they feel they can handle.

+0 CP: At The Beginning: Rather than the default start time of the jump, you may start as early as up to 18 years before the Battle of Yavin (or one year after the fall of the Jedi Order and the birth of the Skywalker twins), the day before Jedi Knight Kento Marek was killed by Darth Vader and his young son Galen was taken by Vader to be his secret apprentice.

+0 CP: Guest Character: You may self-insert into any canon character from the Force Unleashed games *except* Galen Marek (that option is below), Palpatine, Vader, Obi-Wan Kenobi, or either of the Skywalker twins. Regardless of origin you will start off at their location and in their canon role instead, although this will not give you any abilities that you have not paid for.

+100 CP (cannot take At The Beginning): Another One?!: It seems that Vader's been running the cloning facilities again. You are now a clone of Galen Marek (genderbent if necessary), with all that entails. For one reason or another Vader is unaware you are still alive at jump-start, or else this Drawback would be worth far more points. This does not affect your origin and doesn't give you Galen's level of mastery over the Force unless you pay for it

(imperfect clone?) but it does mean that certain possible plot complications may occur if you interact with the plot. After the jump, this becomes an alt-form.

+100 CP: You'll Have To Be More Specific: You've suffered a fate many in this galaxy have: when you were young you lost both your parents and were forced to survive the harsh reality of the world much earlier than normal. While this doesn't affect your current status it does saddle you with memories of an unforgiving childhood and a sense of loss.

+200 CP: Amnesia: For whatever reason some of your memories have been blocked by unknown means, leaving your memory a jumbled mess akin to a jigsaw puzzle until you begin to sort it out. On a more positive note so long as you actively work to regain them all your memories will return by the 5th year.

+200 CP: Starkiller Who?: You it seems, as you may have guessed, have just replaced the protagonist of the Force Unleashed series, that being Galen Marek, with all the baggage that entails. You could complete the various objectives he himself completes within the books/games if you wish to have Palpatine and Vader stop breathing down your neck, or you could just take the direct route and stop both of them yourself. Either way, it doesn't matter. So long as the Alliance is founded *or* the Empire is ended and you don't die, you succeed. As a small mercy, the memories of years worth of Sith training under Darth Vader will be numbed just enough that they're only very uncomfortable as opposed to psychologically shattering.

+400 CP: For My Ally Is The Force: And a good thing too, seeing as how you just lost access to all out-of-jump powers and items for the duration, as well as your Warehouse access. The only exception is Force powers and related abilities from other Star Wars jumps.

+400 CP: Fett's List: Someone important seems to have put a sizeable bounty on your head and now the infamous Boba Fett is out to bring you in, dead or alive. This is a bounty hunter who is feared across the galaxy and was able, with preparation, to challenge Starkiller,so be wary as each and every time he encounters you he'll adapt his tactics and equipment to the outermost limits of his ability so as to better suit the task at hand.

+400 CP: Die For Vader: Much like Galen Marek after he goes rogue, you've been labeled as an enemy of the Empire, and the Emperor himself has assigned Lord Vader the mission of bringing you to him personally. To fulfill this task, Vader will have the full might of the Imperial Army and Navy as well as any other horrors the Empire can cook up, and will hunt you down in a brutally cold and efficient fashion. The only way to bring an end to this is to remove the Dark Lord from play, a task easier said than done, especially if Marek is still his apprentice at the time.

+600 CP: Dying Stars: It seems that you've managed to enrage the protagonist Galen Marek in one way or another and now he's out for your blood. He won't attack you at first but will train and seek to undermine any and all of your operations to pick away at your powerbase. Once he's ready, he'll come after you personally intending to kill, and with each engagement he survives he'll reach higher and higher levels, so you'll be better off killing him earlier, although

if you try hard enough diplomacy isn't impossible, just improbable. If this is taken with "Starkiller Who?" you still retain your position as the original Galen Marek but to account for the drawback the Clone Marek from the second game will have been created earlier and unleashed against you. He'll be convinced you're a fake and that you're trying to replace him; much like earlier diplomacy will also be still be possible, just harder due to your unique circumstances.

+600 CP: A New Empire: You have been placed in a much darker universe, a universe in which the Galactic Empire advanced much faster and is all but identical to the reborn Emperor Palpatine's Dark Empire in technology and power, but now with the full resources and industrial capacity of the entire galaxy as all have been made to kneel. To add to this, Palpatine has succeeded in transferring his twisted soul into a clone body and has become immensely powerful as a result, and after a foolhardy attack on the Death Star that resulted in Darth Vader's death at the hands of a fallen Galen Marek, Palaptine's new apprentice who has all but crushed the rebellion of his making. So take heed, Jumper, for the galaxy is a much darker place as the Sith rule unopposed and the corruption of the Dark Side has continued to spread.

+1000 CP: The Bringer Of Chaos: During the Clone Wars, the Jedi Anakin Skywalker, Ashoka Tano, and Obi-Wan Kenobi encountered the beings known as the Ones, the embodiments of the Force. These beings were three and their names were the Son, the Daughter, and the Father, with the Son representing the Dark Side, the Daughter the Light, and the Father the Balance of the Force itself. Unfortunately, after a series of events all of them would end up dying, and much later a prison they held shut would open, releasing the being known as the Mother, or Abeloth. This insane eldritch abomination wouldn't have escaped for quite some time, but due to your entrance into this world, her seal has been immensely weakened, and in five years time she will escape with the intention of bringing all life in the galaxy under her sway. You being a part of said galaxy and the one who "freed" her will cause her to zero in on you as she attempts to make you apart of her new "family" by forcing you to either drink or bathe in the Font of Power or Pool of Knowledge. Should this come to fruition your chain will end and you will remain in the Star Wars galaxy as the new One of your side of the Force.

Scenarios:

The Force Unleashed: Ultimate Dark Side Edition:

Requires: Starkiller Who?

Your name is Galen Marek, former apprentice to Darth Vader and Jedi Master Rahm Kota. That was the past. Now after the disastrous attack on the First Death Star resulting in the deaths of the captured rebel leadership and grievous injuries at the hands of Darth Sidious you have risen once again. Rebuilt through an incredibly painful process you are now Sidious's new apprentice. Your suit is the only thing that sustains you and while you still have all your limbs, unlike the late Lord Vader, and don't suffer in the Force department, the physical activities required of the new Emperor's Fist will leave you in pain much of the time.

Enough of that though, you now have a goal, that monster in his Palace murdered Juno and tore down everything you built, and so his wages are death. You must, through any means,

kill Darth Sidious and seize control of the Empire as Vader once intended. Only once everything Palpatine built kneels unto you and his head sits on a pike without any ability to return to the realm of the living will you be satisfied. While this may not seem a great challenge Sidious is a master of the Force and quite aware of your hatred for him; he will plan to counter whatever you do, so long as he's aware of it. You may or may not be powerful enough to kill him on your own but there has been word of a young boy with immense potential in the Force who would make a wonderful apprentice indeed.

Reward - To the Victor Goes the Spoils: For completing this task your rewards are great indeed: to begin your body will be restored to its height and all damage inflicted upon both your mind and body erased. More importantly though, it is your throne, is it not? You usurped the Emperor's position and now you may keep it, within a pocket dimension the entire Star Wars galaxy sits, now almost entirely under your rule. In future jumps the Empire may be imported into the setting as either a nation that scales to the setting, such as a world wide Imperium, or remain a grand Galactic Polity within the wider galaxy.

The Light Strikes Back:

Requires: Jedi Outcast

The days of the Jedi Order died with Order Sixty-Six, the remnants of the once great order are scattered to the winds and the darkness holds the galaxy. This is, a state of affairs that can no longer remain, the Sith must be toppled. This will see you once more assisting in igniting the flames of rebellion against the Empire, you would help restore the Republic and resurrect the Jedi Order. To complete this path you must first ensure the Galactic Empire is completely destroyed and its remnants and supporters are purged from the galaxy, this includes the Sith naturally and all wielders of the Dark Side must be burned away as well. Furthermore you must restore the Jedi Order as its new Grandmaster, rebuilding the Order's ranks to at least half of the original ten thousand Jedi so that your new Order may continue to help bring peace to the galaxy. Yet your work is not yet finished, your Order must adapt and change, the ways of old failed and the constant suppression of emotions has led many Jedi astray. So your final work will be to reform the Jedi in a way that prevents the emotional issues that seem to plague it, how you do this is up to you.

Reward - A Light Restored: For bringing true peace and light back into an oppressed galaxy your rewards are two fold, to begin, for restoring the Jedi Order from the brink of destruction and becoming its greatest Grandmaster it will now follow you into new Jumps in its entirety with all assets and members accounted for. Yet that is not all, the Force itself has looked upon you and smiled, henceforth you will be the Herald of the Light Side of the Force, whenever you enter a new Jump should you wish it the Light Side of the Force will use your entrance to begin to manifest within these new worlds.

Republican Pride:

Requires: Senator

TBD

The End:

Your time here has ended; you've undoubtedly had many adventures and perhaps made a lasting impact on the galaxy, for better of worse.

End of the Line:

Perhaps you've grown tired of your journey and just want to go home; this can be arranged. You'll be sent back to Earth with all powers, perks, and items intact. As for your point of entrance, right after you left.

A Galaxy Far Far Away:

This will be your final destination then, you've chosen to stay and the Star Wars galaxy will remain your home and your Chain will end here.

Prepare to Jump to Lightspeed!:

The Star Wars galaxy is a truly beautiful place but it is not the end of your journey, there are still other tales to tell and places to see for you and that's where you'll go; off to the next Jump.

Notes:

- Balance stops powers from clashing with each other and allows you to use them together without issue but will not protect from fundamental parts of the power, so for instance if the power will always make you go mad from use it won't stop that and you'll need another perk.
- I feel it's prudent to leave an honorary mention to Jason Chang as well as Mac Ibach for taking the time to correct much of my atrocious grammar.
- Master of the Light's beginning text speaking on your status as a Jedi Master is fluff, while you do gain abilities on par with the Council members (around Mace Windu's level) it does not in fact give you history unless you want it to, so drop ins will remain drop ins even if they take the Outcast tree.
- The militia item retains upgrades made to it by the Jumper and can have troops added to it via other Army items.
- Any changes you make to the Empire will remain, so devastating large portions of the galaxy will stay just as much as uplifting the Star Wars galaxy with Forerunner tech.
- The Executor/Death Star item comes with both if you buy the upgrade to the DS2.

Changelog:

Version One: Created the WIP and began construction of the Jump.

Version Two: The first complete edition of the jump was completed including the Senator, Jedi Outcast, and Dark Disciple Origins and Scenario.

Version Three: Added the Bounty Hunter origin and perk line and made a number of grammatical corrections.

Version Four: Added the “Executor” item to the Undiscounted Section of Items.

Version Five: Added “Battle Hardened/Master of War” to the General Perks section.