KOTOR Anon – 2/7/2018

Star Wars: KotOR

JumpChain CYOA

Peace! it is the year 3960 BBY and with the conclusion of the Mandalorian wars, both the Republic and the Jedi take a sigh of relief and celebrate victory over their malicious foes. However, victory in this conflict has come at a massive cost, dozens of worlds lay devastated from the conflict, millions are dead, and the rogue Jedi Revan and Malak have disappeared into unknown space.

Within the next year, the galaxy will be plunged back into violent conflict. Revan and his army will return to spark the Jedi civil war, and if history goes uninterrupted, the first Jedi purge will follow soon after.

You are a young Force sensitive placed in the perfect position to change the course of the coming events. Armed with your lightsaber and some essential supplies, will you succeed in your quest for greatness, or fail and lose everything.

You have **1000cp** to spend.

Starting Planets

Roll 1d8 to decide your starting location, or pay 100cp to decide for yourself.

1. **Coruscant:** This planet wide metropolis is the capital of the Republic and the home of the Jedi Order. The city is stacked upon hundreds of levels, each one becoming more dangerous as you descend. Despite the crime that occurs below the surface, Coruscant is probably the safest place in the entire galaxy.
2. **Dantooine:** A peaceful farming planet, and home to secret Jedi enclave. Much of Dantooine is still uninhabited, and there are dozens of Force sensitive ruins spread out across the planet. Pretty much the only threats on Dantooine are the raiders, the wild animals, and the occasional fallen Jedi.
3. **Korriban:** The ancient homeworld of the Sith, this planet is deeply entrenched in the dark-side of the Force. Korriban is one big wasteland with only a single small settlement. The Exchange has a small presence on the planet, and the old Sith tombs currently lie undisturbed.
4. **Manaan:** The entire surface of the planet is one big ocean, and the only terrestrial settlement is the massive artificial island know as Ahto city. Manaan is the Selkath homeworld, and the galaxies sole provider of Kolto, a powerful healing substance. The planet is neutral, but maintains an alliance with the Republic.
5. **Telos IV:** Telos is a major Republic world, and the headquarters of the Jedi Agricultural Corps. The diverse and fertile environment supports planet wide farming, and both the Republic military and Telos Security Force provide protection for planet.
6. **Onderon:** Onderon and It's moon were some of the most heavily occupied planets during the Mandalorian wars, and despite being liberated by the Republic, some of the people of Onderon have developed a new distaste for both the Mandalorians and the Republic. Xenophobia and isolationism is sweeping across the planet, and it may not be long till differences in opinions led to direct conflict.
7. **Taris:** Taris is essentially the poor man's version of Coruscant. The society is human centric, the rich have even more control, and crime occurs much more often and is more widespread. The planet has been recently liberated from the Mandalorians, and is currently free of oppression from the Exchange. Taris has only be a small Republic force defending it.
8. **Free Pick:** The Force has given you the opportunity to make your decision for free. Pick any of the starting planets above and pay no cp.

Origin and Appearance

Each origin will give you a new history and set of memories from this universe. The memories will affect your personality and influence how you act. However, you're still yourself, and you can overcome some of these new instincts through time and willpower. Your age may be reset to anywhere from 18-25 and you can either keep your current gender or change it.

1. **Drop-In [Free]:** You start off in a transport ship heading toward your chosen planet. You have a bag with you that carries your lightsaber, I.D, and some essential supplies. When you arrive you will be given a datapad that shows the location of your home, and any unique items you've chosen. You start off with no Jedi training, no history, and only your current knowledge of the KotOR universe.
2. **Jedi [Free]:** You're currently a Padawan in the Jedi Order. You've spent nearly your entire life with the Jedi, you have friends, a caring master, and even a rival. You start off on your chosen planet with your master.
3. **Sith [Free]:** You left the Jedi at some point during your training, believing that they were weak and foolish, and that you were destined for greater things. You embraced the dark side of the Force, and became a dark Jedi, you also met another young Padawan who agreed to be your apprentice. You're both currently hiding out on your starting planet in a luxurious home that you, “acquired”.
4. **Gray Jedi [100cp]:** You were taught the ways of the force by your parents who had abandoned the Jedi Order years ago. You learned that things shouldn't be categorized into black and white, and gained insight into both the light and dark sides of the Force. You've recently left home to find your place in the galaxy, and begin your adventure on your starting planet.
5. **Mandalorian [100cp]:** You were captured by the Mandalorians years ago while you were still a young Padawan. They were initially going to kill you, but decided to take you in instead. You received training and tutelage in the Mandalorian ways, and were eventually accepted into a clan. You managed to survive the war with a few other Mandalorians, and you're all now hiding out on your starting planet.

Specialization

Every Force user must decide how they wish to develop their powers. Pick one of the paths given.

1. **Strength:** The path of the Jedi guardians and the Sith warriors. Your physical abilities are stronger and you have a natural talent for combat related skills.
    - **Bonus power:** Protection Bubble. A Force power that allows the user to create a defensive sphere around their body. The sphere appears as a shimmering blue globe of energy. It can protect the user from a wide range of attacks, deflect laser blasts, defend against lightsabers, vacuums and even inflict certain amounts of damage upon contact with an enemy.
2. **Intelligence:** The path of the Jedi consulars and the Sith inquisitors. Your mental abilities are stronger and you have an easier time learning skills and force powers.
    - **Bonus power:** Force Heal. This ability lets you rapidly accelerate your body’s natural healing process. It can be used to mend injuries and cure diseases. Dark Sided individuals can use a corrupt version of this power that allows them to focus their anger to suppress incredible amounts of pain.
3. **Balance:** The path of the Jedi sentinels and the Sith assassins. Both your physical and mental abilities are strengthened by a small degree, and you have improved talents in all skills.
    - **Bonus power:** Force Cloak. A Force power that allows the user to become invisible by bending the light and sound around them. This power works on both living beings and droids.

Species

You can either remain human, or become an alien. Choosing an alien species will add additional memories, instincts, and beliefs to your origin that will affect your mind and personality. You'll be able to understand alien languages regardless of species, but you'll only be able to speak the languages that are listed in your selection.

1. **Human [Free]:** The most common species in the galaxy, humans in this universe are exactly the same as normal humans in our universe. They can speak galactic basic. Humans have the greatest population and the most control in the galaxy.

2. **Twi'lek [Free]:** The second most common species in the galaxy, Twi'leks are omnivorous humanoids with colorful skin and long head tails. They can speak galactic basic plus their native language. Twi'leks are one of the many races in the galaxy that are often enslaved, females especially so.

3. **Zabrak [50cp]:** A common species in the galaxy, Zabrak are carnivorous humanoids with a wide range of skin tones and short horns covering their head. Zabrak traditionally receive facial tattoos to mark their lineage, place of birth, or personality, but you can choose not to receive them if you wish. They can speak galactic basic plus their native language. Zabrak possess an extra heart and incredible resistance to physical pain.

4. **Togruta [50cp]:** A common species in the galaxy, Togruta are carnivorous humanoids with colorful skin, long stripped head tails, and horns. They can speak galactic basic plus their native language. Togruta possess passive echolocation that grants them better perception and spatial awareness.

5. **Nautolan [50cp]:** Rarely seen away from their homeworld, nautolans are carnivorous amphibian humanoids with colorful skin, solid black eyes, and multiple long head tails. They can speak galactic basic plus their native language. Nautolans possess low light vision, excellent swimming skills, and the ability to breathe underwater.

6. **Cathar [50cp]:** Currently a rare species in the galaxy, the Cathar were almost completely wiped out by the Mandalorians 13 years ago. They are carnivorous feline humanoids with fur and retractable claws. Cathar can appear more or less lion-like depending on their race and the amount of fur thy have. Cathar possess rapid healing abilities. They can speak galactic basic plus their native language. Cathar are one of the many races in the galaxy that are often enslaved, females especially so.

7. **Miraluka [50cp]:** Although they look like normal humans at first glance, the miraluka are actually a unique species who's people are born without eyes. To compensate for their natural blindness miraluka are born with the ability to use Force sight, which actually makes them some of the most perceptive individuals in the galaxy as they are able to sense beings and objects both through obstacles and across great distances without effort.

8. **Other [100cp]:** If none of the options above seem interesting, you may instead choose to become any mammalian, reptilian, or amphibious humanoid species that is both Force sensitive and common to this galaxy. Any species from the blue skinned chiss to the fish-like selkath is open for purchase with this option.

Companions

Anyone purchased here will respawn after a week.

Old Friends [Free/50-400cp]: You can make up to eight of your current companions inhabitants of this world, granting them a Drop-In, Jedi, or Sith background as well as a human or twi'lek body for free. If you spend any amount from 50cp - 400cp on this option you can grant each imported companion double the amount of cp you spent, (Ex. Spend 200cp your companions will receive 400cp each.) so that they may purchase perks, items, a different background, or extra Force powers. Companions cannot purchase any companion options or drawbacks. Companions will only gain the free items, perks and discounts given by their backgrounds if you spend cp on imports, otherwise they will only benefit from their new memories, a new form, a free lightsaber, and the free basic Force powers.

New Friends [50-400cp]: Each individual purchase of this perk will grant you a single a new custom companion from this world. Newly purchased companions may select a human, twi'lek, zabrak, togruta, nautolan or cathar body for free as well as either the Drop-In, Jedi, or Sith background. Additionally each individual companion gains double the amount of cp spent on them but just like imported companions they cannot select drawback or purchase any companions options or their own. **This option also allows you to spend 200cp for the chance to take single existing individual from this world with you on your adventures.** In order to make someone your companion you must convince them to come with you willingly.

Skills, Powers, and Abilities

Additional starting boons that you would've either had to have been born with or spent years learning. Discounts are 50%.

1. **Tactical Info [100cp] (Free: "Drop-In"):** You gain a HUD that shows your health and the amount of Force energy you have available. It will also display the amount of damage you do per hit, show you a list of the powers and abilities you have available, and automatically record all of your current and completed tasks in an electronic journal.
2. **Enhanced Mind [100cp] (Free: "Jedi"):** You possess a perfect photographic memory and instant mental recall. Learning new skills should be easier with such a boost to your intellect. You've also gained a small bit of wisdom into the ways of the Force, this will allow you to exert your powers a bit more before exhausting yourself and resist other Force users slightly better.
3. **Enhanced Physiology [100cp] (Free: "Sith"):** You've become strong enough to deal severe damage with melee weapons and easily lift heavy blasters, resilient enough to ignore non-fatal injuries, and dexterous enough to dodge most melee and ranged attacks.
4. **Demolitions [100cp] (Free: "Mandalorian"):** You gain a natural affinity for explosives. You know everything there is to know about mines, bombs, and grenades. You can easily make and disarm explosives and any explosive weapon you use will deal slightly more damage.
5. **Persuasion [100cp] (Free: "Gray Jedi"):** You gain a natural affinity to speech and psychology. You can easily make people do what you ask them to, and you get better deals with merchants.
6. **Medicine [100cp]:** Pretty much anyone can inject themselves with a stimpak or wrap an injury in bandages, but unlike you most people don't know how to do it right. You possess enough medical know how to make stimpaks and other quick healing items repair twice as much damage as they normally would and you can also treat minor injuries about as well as regular field medic. So long as you have the right supplies that is.

7. **Perception [200cp] (Discount: “Drop-in”):** You can easily spot hidden threats even if they're concealed by stealth technology or illusion powers. Your sharp vision has also greatly improved your aim, allowing you to do more damage with ranged weapons.
8. **Piloting [200cp] (Discount: “Jedi”):** Why rely on computers or other people to ferry you around the galaxy? You're an expert pilot capable of flying freighters, shuttles and starfighters with ease. You're also skilled at driving speeders and swoop bikes, enough so that you could participate in dangerous high-speed races without crashing.
9. **Computers [200cp] (Discount: “Sith”):** Droids, networks, and personal computers are your playthings. You're an expert at manipulating and improving digital devices, and you can cut through most security systems like a lightsaber through butter.
10. **Martial-Arts [200cp] (Discount: “Mandalorian”):** Gives you training in hand-to-hand combat. You know several forms of martial arts, including a powerful Mandalorian style. Your skill with melee weapons is also improved.
11. **Hardware [200cp] (Discount: “Gray Jedi”):** Gives you training in how to operate, repair and improve machines. You can easily rebuild broken droids from salvaged parts, and you'll even be able to fix starships given enough time and equipment.
12. **Stealth [200cp]:** You're an expert at sneaking past foes both with and without advanced technology. On your own you could easily navigate around threats by keeping your foot steps light and ducking under cover. With tech like stealth field generators however, you could become undetectable to all but the most perceptive of droids and humanoids.
13. **Sever Force [400cp] (Discount: “Drop-In”):** This power will allow you to cut individuals of from the Force by creating a wall of light side energy around them. The affects of this power may only be temporary at first, but with practice you will be able to permanently remove an individuals connection to the Force. Sith receive a weaker version of this power, and only true Jedi can unlock it's full potential.
14. **Drain Knowledge [400cp] (Discount: “Drop-In”):** A dark side Force power that allows you to both subtly read people’s minds and painfully rip information from someone’s skull. Only dark sided individuals can use this power to it's full potential.
15. **Beast Control [400cp] (Discount: “Jedi” & “Gray Jedi”):** A Force power that allows the user to control an animal. Once calmed, animals can be used in various ways, such as mounts, guards, or servants.
16. **Drain Life [400cp] (Discount: “Sith” & “Mandalorian”):** A Force power that allows the user to absorb the lifeforce of living things. Drained creatures can suffer from extreme fatigue, and even death if drained completely. Only dark sided individuals can use this power to it's full potential.
17. **Force Stasis [400cp] (Discount: “Jedi” & “Sith”):** A Force power that allows the user to temporarily stun organic creatures by trapping them in non-lethal energy fields. This power will only keep foes trapped for a few seconds, but you can improve it's length with practice.
18. **Disable Droid [400cp] (Discount: “Mandalorian” & “Gray Jedi”):** A Force power that allows the user to temporarily deactivate machinery. Electronic devices and droids affected by this power will not only be shut down, but they will also sustain light damage. This power can be significantly strengthened with practice.
19. **Telekinetic Lightsaber Combat [600cp] (Discount: “Drop-In”):** This incredibly rare ability will grant you the knowledge and skill necessary to control up to three lightsabers using only your mind. These blades will be about as deadly as if you were actually wielding them, but it will be difficult to move them faster than your own walking speed and you won’t be able to move them outside of your visual range.

20. **Battle Meditation [600cp] (Discount: “Jedi”):** A Force power that allows the user to boost the morale, stamina, and overall battle prowess of their allies while simultaneously reducing their opposition's combat-effectiveness by destroying their will to fight. At it's basic level it can only affect small groups of people, but at it's most powerful it can affect an entire fleet.
21. **Force Lightning [600cp] (Discount: “Sith”):** A Force power that allows you to fire arcing bolts of electricity from your hands. Jedi receive a weaker version of this power and only true Sith can unlock it's full potential.
22. **Force Rage [600cp] (Discount “Mandalorian”):** A Force power that, when activated, sends you into a berserk state that slows down your perception of time, and significantly increases your strength, speed and endurance. This power can only remain active for short periods of time, and will leave you exhausted when deactivated.
23. **Pyrokinesis [600cp] (Discount: “Gray Jedi”):** A Force power that allows the user to manipulate existing sources of fire and heat, combust flammable objects, and project weak flames from their hands. You will be able to create stronger flames with practice. This power does not depend on any alignment.
24. **Force Crush [600cp]:** This advanced telekinetic ability will allow you to lift grown men and kill or severely injure them with a massive application of force. Armor will prove useless against this power as it primarily targets internal organs. Droids and vehicles can also be targeted by this power but it won’t do significant damage without training.

Free Skills & Powers

Regardless of what you pick each origin starts off with everything listed below.

1. **Lightsaber Training:** Many people would call you skilled for a padawan, you could easily take on a few trained soldiers by yourself, duel with an experience bounty hunter, and maybe defeat a dark jedi. You also know how to deflect blaster bolts and you can adapt your skills to other melee weapons.
2. **Pistol Training:** Unlike many other Force users you actually know how to fight with a blaster. You’re a fairly good shot but if you fought alongside a veteran soldier or an experience bounty hunter you’d end up with fewer kills.
3. **Telepathy:** You can communicate across long distances with your mind.
4. **Telekinesis:** You can manipulate matter and energy with your mind.
5. **Force empathy:** You can sense the emotions of people and creatures.
6. **Force speed:** You can use the force to slow down your perception of time and move at supernatural speeds.
7. **Farsight:** A Force power that allows you to see events from the future, the past, and the present.
8. **Force stealth:** A Force power that allows you to hide your presence in the Force, and make yourself less noticeable in crowds.
9. **Force sight:** Improves your visual and spiritual perception and allows you to see through obstacles like darkness and solid objects.
10. **Mind trick:** A Force power that allows you to influence the thoughts of sentient creatures.

Items, Vehicles and Gear

Supplies, equipment, and other things that would be difficult to obtain anywhere else. Discounts are 50%.

Anything purchased here will reappear after 24 hours if it has been permanently lost or destroyed.

1. **Lightsaber [Free/100cp/200cp]:** The signature weapon of Jedi and Sith alike. Right now you wield a single unaugmented blade of your own custom design but you may purchase an additional lightsaber for 100cp or a double-bladed lightsaber for 200cp. (A double-bladed lightsaber will replace the free single saber if purchased.)

2. **Basic Equipment [Free]:** These two helpful gadgets that'll make your adventures a little easier. The first is a personal computer tablet known as a **Datapad** that can wirelessly connect to any nearby computer network and comes equipped with a journal, map, digital storage drive, holoprojector, calculator, and sketchpad. The second is a **Portable Communicator** about same size and weight as a cellphone. It has a 50 kilometer signal range, a frequency scanner that detects nearby comm devices, a satellite link for planet wide range, and a security system that prevents unauthorized use. Both devices are powered by long lasting rechargeable batteries.

3. **Advanced Blaster Pistol [50cp] (Free: "Drop-In"):** An enhanced version of the standard blaster pistol, capable of killing most humanoids and creatures with a few hits. Aside from doing slightly more damage than it's basic counterpart, this thing can be enhanced with various upgrades that can be found throughout the galaxy.

4. **Medkit Collection [50cp] (Free: "Jedi"):** Five advanced medpacs and five antidote kits full of supplies. These things have a built-in computers that automatically scan for injuries and diseases, and provide instructions for treatment. Each kit is about the size of a small package.

5. **Sound Dampening Stealth Unit [50cp] (Free: "Sith"):** Personal invisibility belt. Only works while you're moving slowly, and deactivates completely once you engage in combat. Quiets your movements to make you even more hidden.

6. **Breath Mask [50cp] (Free: "Mandalorian"):** Air recycling mask that protects against poisons and allows the wearer to breathe underwater and in a vacuum. Powered by a rechargeable battery.

7. **Stimulant Collection [50cp] (Free: "Mandalorian"):** A dozen Hyper-adrenal stims that will significantly boost your physical capabilities when Injected, but only for 2 minutes. Four of these will enhance your strength, the next four will enhance dexterity, the final four will enhance your constitution.

8. **50,000 Credits [50cp] (Free: "Gray Jedi"):** Galactic standard currency, tax free and legally owned by you.

9. **Electronics [50cp] (Free: "Gray Jedi"):** A large supply of computer spikes and repair parts that can be used with nearly any modern machine in the galaxy. Computer spikes overwhelm electronics with junk data and are used by hackers to aid them in bypassing electronic security doors and terminals. Repair parts are packages of universally adaptable components that can be used to fix or upgrade droids, vehicles, and other machines.

10. **Protective Gear [100cp] (Discount: "Drop-In"):** Two basic protective outfits for different circumstances. The first is a flexible combat suit that offers light protection against blades and blasters. The second is a sealed self-contained environment suit that allows for survival in hostile environments such as poison filled rooms, deep underwater, or outer space. Internal air supply lasts for one hour.

11. **Armored Robes [100cp] (Discount: "Jedi"):** A Jedi robe with cortosis plates woven in. It can protect against blaster fire, and deflect lightsaber attacks.

12. **Prototype Vibroblade [100cp] (Discount: "Sith"):** Lightsaber resistant short sword enhanced by ultrasonic vibrations. Powered by a rechargeable battery. Can be modified to increase it's power.

13. **Mandalorian Heavy Blaster [100cp] (Discount: "Mandalorian"):** A more powerful version of the standard blaster pistol, and the heavy blaster pistol. This weapon possesses incredible power and accuracy and is known to be used by the infamous bounty hunter, Calo Nord.
14. **Health Package Implant [100cp] (Discount: "Mandalorian"):** A regenerative implant that employs nanotechnology to speed up the healing process. It coaxes the healing sections of the brain into working harder to repair damage.
15. **Pack of Thermal Detonators [100cp] (Discount: "Gray Jedi"):** A bag containing 24, highly dangerous, nuclear fusion grenades. 6 meter blast radius and adjustable timer. Capable of damaging or destroying nearly anything, even starships.
16. **Mark IV Assault Droid [100cp] (Discount: "Gray Jedi"):** A small four legged battle droid equipped with a shield and twin blaster cannons. Good for scouting, security, and ship infiltration.
17. **Solari Crystal [100cp] ("Jedi" origin only):** A lightsaber crystal that not only enhances the users blade, but also strengthens their willpower. It can only be used by individuals who are aligned with the light side of the Force.
18. **Qixoni Crystal [100cp] ("Sith" origin only):** A lightsaber crystal that not only enhances the users blade, but also strengthens their Force powers. It can only be used by individuals who are aligned with the dark side of the Force.
19. **Mantle of the Force Crystal [100cp]:** A lightsaber crystal that allows the user to ignore the alignment (I.E. origin) requirements for the Solari and Qixoni crystals. It also slightly enhances the qualities of other lightsaber crystals.
20. **TT-6 Landspeeder [100cp]:** A fast hover car capable of seating two people. Relatively easy to pilot and maintain. Comes with a built in Comlink. Cannot be stored in starfighters.
21. ***AeroChaser S*peeder Bike [100cp]:** A small, fast hover bike built for a single pilot. Somewhat difficult to control. Faster than a basilisk war droid. Cannot be stored in starfighters.
22. **Eriadu Strength Amplifier Gauntlets [100cp]:** This device uses micro-bursts of repulsorlift energy to assist actions in combat, making the user slightly stronger than normal.
23. **Star Forge Robes [200cp] (Discount: "Drop-In"):** This unique set of armor was created by an ancient and mysterious device for a powerful Force user. Aside from providing a surprising amount of protection and freedom of movement these garments will fully conceal your identity and physical features. Additionally, Light sided individuals wearing these robes will find their Force powers slightly improved, while Dark sided individuals will find themselves slightly stronger. Comes with a full face mask and can be tailored in either light or dark colors.
24. **T3 Series Utility Droid [200cp] (Discount: "Jedi"):** A small robot designed to maintain and interact with computer systems and other types of machines. This droid comes with a single blaster weapon but it can be equipped with more advanced offensive weapons, energy shields, armor, and other systems. If left for to long without a mind wipe it will develop it's own personality. Can only communicate with electronic sounds. Purchasing this also gets you the schematics for the droid so you or someone else can make more.
25. **HK Series Droid [200cp] (Discount: "Sith"):** Say hello to your own personal assassin droid. This 2 meter tall metal humanoid killer is proficient with pretty much every weapon in the galaxy and is able to expertly carry out assassination missions, sabotage operations, and other various lethal infiltration missions. It can also execute Jedi if given enough time to prepare. This machine is also equipped with advanced translation software and a highly interactive personality, allowing it to also serve as a protocol droid, although some people may be disturbed by it's somewhat sociopathic personality. Completely loyal, armed with a standard blaster rifle, and comes in your choice of color. Purchasing this also gets you the schematics for the HK Droid so you or someone else can make more.

26. **Beskar Armor [200cp] (Discount: "Mandalorian"):** A full set Mandalorian neo-crusader armor made from Beskar iron. Highly resistant to lightsaber strikes and other energy attacks but not completely immune. Comes with a built in stealth field generator.

27. **Verpine Prototype Shield [200cp] (Discount: "Gray Jedi"):** The absolute best personal energy shield available. Protects against temperature extremes, as well as both sonic and energy attacks. Completely useless against melee attacks. Can be repaired or recharged after it soaks up too much damage.

28. **Mandalorian Ripper [200cp]:** Energy powered ballistic pistol. Ignores personal shields and most armor. Can be modified with attachments like a scope or silencer. Shots cannot be completely deflected by a lightsaber. More durable than regular blasters. Highly illegal to own.

29. **Personal Lightsaber Crystal [200cp]:** Oh, now this is a very rare treasure indeed. This lightsaber crystal has formed a bond with you and responds to your presence. It will absorb your excess Force energy and constantly grow to match your power. Whenever you wield a lightsaber that holds this crystal your physical abilities and Force powers will be strengthened and your blade will deal more damage, but the exact amount by which these things are improved will depend on your strength in the Force. The crystal can absorb both dark and light energy and it will adapt to any change in your alignment with the Force. Finally, since the crystal is bonded to you personally, anyone else who attempts to use it will discover it to be powerless in their hands.

30. ***Aurek*-class Tactical Strikefighter [300cp] (Discount: "Jedi")*:*** A standard republic starfighter, 9 meters long, armed with twin laser cannons and proton torpedoes, able to carry a single pilot. Comes equipped with a hyperdrive, cargo space, and some supplies.

31. **Sith Interceptor [300cp] (Discount: "Sith"):** A small, nimble starfighter that will soon be used as the standard attack craft in Revan's sith empire. It seats a single pilot and is armed with twin laser cannons. Unlike the basic model this ship has been upgraded with a hyperdrive.

32. **Basilisk War Droid [300cp] (Discount: "Mandalorian"):** A heavily armored large bearlike battle droid equipped with laser cannons, missile launchers, and jet boosters. The user controls it by riding it's back. It can survive atmospheric re-entry. Cannot be stored in starfighters. Highly illegal to own.

33. ***G-Type Light Shuttle* [300cp] (Discount: "Gray Jedi"):** This simple civilian vessel can ferry a single pilot and up to three passengers across the galaxy. Comes equipped with twin laser cannons and a standard hyperdrive.

34. ***Dynamic*-class Freighter [400cp] (Discount: "Drop-In"):** This thing is basically an unmodified version of the "Ebon Hawk". It comes with a hyperdrive, weapons, cargo space, supplies, and enough room/amenities to carry about eight average sized humanoids, plus some droids. The ship can be flown by a single person but you'll need at least a co-pilot if you want to use the powerful laser turrets on this thing, or have someone help navigate while you try to avoid blaster fire and other hazards.

35. ***Hammerhead*-class Cruiser [800cp]:** The main capital ship of the Republic fleet. This 300 meter long vessel can hold several hundred crew members and passengers, and is able to carry a single squadron of starfighters plus a few shuttles. The armament consists of four dual turbolaser cannons, two medium turbolasers, and a tractor beam emitter all mounted on the front of the ship. Numerous point-defense cannons are also scatters along this vessel to protect against enemy starfighters. Typical rooms and facilities such as crew quarters, storage areas, medical, engineering, escape pods, dining, and holding cells are all installed on this vessel.
    A full crew of maintenance and combat droids will help you navigate, operate the onboard systems, fire the ship's weaponry, and engage enemies until you can gather a proper crew. Additionally this ship comes fully stocked with supplies, a full compliment of starfighters stored in the hanger bay, and two shuttles. Starfighters and droids will respawn 24 hours after they're destroyed or upon total ship respawn. Food, medicine, spare parts, and other supplies will replenish at the start of each jump.

36. ***Interdictor*-class Cruiser [1200cp]:** Although only a prototype, this sleek and intimidating vessel is far more powerful and advanced than the current Republic capital ships. The Interdictor measures 600 meters long and can hold several thousand crew members and passengers. It's armament consists of approximately twelve dual turbolaser cannons, numerous point-defense canons, tractor beam emitters, and a powerful gravity well projector that can pull ships out of hyperspace. About 50 starfighters can be stored in the ship's hanger bay as well as a few small shuttles. Typical rooms and facilities such as crew quarters, storage areas, medical, engineering, escape pods, dining, and holding cells are all installed on this vessel. A full crew of maintenance and combat droids will help you navigate, operate the onboard systems, fire the ship's weaponry, and engage enemies until you can gather a proper crew. Additionally this ship comes fully stocked with supplies, a full compliment of starfighters stored in the hanger bay, and two shuttles. Starfighters and droids will respawn 24 hours after they're destroyed or upon total ship respawn. Food, medicine, spare parts, and other supplies will replenish at the start of each jump.

Complications

If you desire more points to increase your power, take up to +600cp worth of complications below.

1. **The Crusaders [+0cp]:** Perhaps you're interested in seeing the conflict that led to the current state of the galaxy? If so, this drawback will have you arrive sixteen years earlier than you normally would've, during the time when the Mandalorian's launch their first few raids against the outer rim, triggering the conflict that will eventually become the Mandalorian Wars. If you choose this option you'll remain in this world for a total of twenty six years and have the opportunity to change many things for the better, or put the galaxy in even worse peril if you wish.

2. **Slow [+100cp]:** Your connection to the Force comes with a slight delay. Your visions will come to late to be useful, your reactions will be slowed, and your Force powers will have varying amounts of lag. You may be able to overcome this complication through long periods of training.

3. **Wild [+100cp]:** You have difficultly controlling your Force powers. Telekinetic abilities will react to your emotions, and your other powers will randomly stop working for short periods of time. You may be able to overcome this complication through either strong willpower or long periods of training.

4. **Broken [+100cp]:** Several years ago one of your limbs or major organs was damaged and had to be replaced with a cybernetic prosthetic. The replacement functions just as good as the original for day-to-day tasks but it will suffer damage from combat and other strenuous activities, and some Force powers may cause the prosthetic to temporarily fail. It's possible to remove the prosthetic's flaws if you're sufficiently skilled with electronics but it would take time and some good quality parts.

5. **Blind [+200cp]:** Years ago your eyes were severely damaged and couldn't be replaced. You can still see by using the Force but your vision is in black and white and you can't see any fine details in things, however your vision may improve with time and training. If you pick this drawback as a miraluka your natural Force sight will simply start off greatly impaired.

6. **Speciesist [+200cp]:** For some reason aliens always think that you're trying to offend them. Non-humans will act rude, and sometimes even hostile towards you just for looking at them funny. This will also make working with aliens extremely difficult. If you are an alien the effects of this complication will be inverted, humans will act hostile towards you and see you as untrustworthy. Your companions are exempt from the effects of this complication.

7. **Hunted [+200cp]:** For some reason a powerful bounty hunter on par with the Infamous Calo Nord is after your head. This person cannot be negotiated with and they will continue to hunt you until one of you is dead.

8. **Notorious [+300cp]:** You are believed to be guilty of a terrible crime, and now both the Republic and the Sith are after you, they're even willing to put aside their differences to kill you if the opportunity ever arises. Any companions you have are also believed to be guilty so they will stick with you throughout your adventure.

9. **Phobia [+300cp]:** You're afraid of starships. Speeders and space stations are ok, but being in any vehicle that goes up into space will cause you to have a crippling panic attack. You can be knocked out and dragged onto ships unconscious, but you'll have terrible nightmares about dying in fiery explosions or floating in the endless void of space.

10. **Aura [+300cp]:** Living things can sense that you're an anomaly in the Force. People will feel frightened and agitated around you, animals will be act hostile towards you, and trained Force sensitives will see you as an abomination and try to capture you for study. Any companions you have will also suffer the effects of this drawback.

Future

1. **Go Home:** You return to earth and resume your life as you left it. You get to keep your Force powers, all your unique items, plus whatever lightsaber you have at the time of departure. You will also keep the gifts you received from any other universes you've visited.
2. **Stay:** You remain in the Star Wars universe, which has probably be changed forever thanks to your actions, whether this is a good thing or a bad thing is up to you to. You will also keep the gifts you received from any other universes you've visited.
3. **Move On:** You leave and continue on to a new universe. You get to keep your Force powers, all your items and supplies, plus whatever lightsaber you have at the time of departure. You will also keep the gifts you received from any other universes you've visited.

Departure Notes

1. See the Star Wars Supplement for notes on general topics about the setting.
2. All companions and stasis pod followers automatically gain a connection to the Force if they accompany you into this jump regardless of whether or not you took the companion import.
3. If you purchase a starship without getting piloting as well it'll run on autopilot until you learn how to fly it.
4. You cannot make focusing crystals or teach Force powers to people in other universes. At least not right now...
5. You need focusing crystals from the Star Wars universe to build more lightsabers. All the other parts can be replicated.
6. Any complications you may have chosen are removed at the end of the ten years regardless of what option you choose.
7. If you have alien form it will become an alt. form post-jump.
8. The Mantle of the Force crystal won’t change the color of your lightsaber if you buy it in jump.
9. If you buy an origin specific lightsaber crystal then change your alignment later you won’t lose access to the crystal.