
STAR WARS
BATTLEFRONT
EA

Star Wars Battlefront (Modern)

Star Wars Battlefront (2015) & Star Wars Battlefront II (2017)

A Jumpchain CYOA by WoL_Anon

Ver. 1.1

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

This is a galaxy filled with many stories of war, and of adventure. One story of particular note is that of Iden Versio, a member of Inferno Squad, and her defection from the Empire. Will you have a role to play in that tale, or do other battles interest you? The choice is yours.

You have 1000 choice points (cp) to spend.

-Game Mode-

Before anything else, you must decide which of the following ways you will approach this jump.

Campaign Mode

You will approach the jump in a traditional manner. You arrive here four years after the Battle of Yavin (4 ABY), just before Iden Versio is interrogated aboard the Invincible Faith. You will be staying here until the end of 5 ABY.

Multiplayer Mode

Instead of arriving at any particular time or place in the Star Wars setting, you will instead appear in a strange lobby area. Every so often, you will be transported to a battle taking place in the Star Wars setting, across any of the three trilogies. You will be able to take any personal equipment you have with you, as well as use any powers you possess. Any companions you have may join the battle on either side.

While you are participating in these battles, death will not result in chain failure, and you will respawn after a short amount of time if the battle can still be won, or when the battle ends if it cannot. Injury or undesirable influence over your mind will not persist between battles either. However, in exchange for this safety, **you cannot gain cp from drawbacks**, and **you cannot keep any items you pick up in these battles**.

You will experience a total of ten years in this jump, split between participating in these battles and resting in the lobby area.

-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.

-Species-

There are many species to choose from here, hopefully you can find something to suit your tastes. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

Humans are a common sight across the galaxy. You probably know what a human is.

[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. If you are using this jump in Campaign Mode, your young appearance is likely to surprise many; the clones that do exist during this time period are quite aged.

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

[Free] Abednedo

A humanoid, mammalian species originating from the planet of the same name. Their face features a pair of dangling tendrils, and two fleshy nostrils.

Examples of Abednedo are Prauf and Ello Asty.

[Free] Aqualish

An amphibian species that can breathe both air and water. Some members of this species possess two eyes, whilst others possess four.

Examples of this species are Gleb and Ponda Baba.

[Free] Caphex

A humanoid species, most easily identifiable by the white wispy hair that grows out of the sides of their face.

Seossra Thwisp is an example of a Caphex.

[Free] Duros

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

Examples of Duros are Shriv Suurgav and Cad Bane.

[Free] Ishi Tib

An amphibian species that can breathe both air and water, Ishi Tib can be identified by their beak-like mouth. They commonly possess either a green or blue colouration.

Gume Saam is an example of an Ishi Tib.

[Free] Nikto

A humanoid species native to the planet Kintan. They have coarse skin, and their heads are covered in horns and spikes.

Ima-Gun Di is a Nikto.

[Free] Ovissian

A bipedal species that hair two pairs of horns on their head, one of which juts out from under their chin.

Boolio is an Ovissian.

[Free] Quarren

An amphibian species that can breathe both air and water. Quarren can be identified by their squid-like heads, and in fact they are also referred to in a derogatory manner as ‘Squid Heads’. The Quarren are native to Mon Cala.

Examples of Quarren are Christo and Kragan Gorr.

[Free] Rodian

A green-skinned, humanoid reptilian species. Rodians are native to the planet Rodia.

Examples of Rodians are Greedo and Onaconda Farr.

[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] 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 Hera Syndulla 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 Darth Maul and Asajj Ventress.

[Free] B1 Battle Droid

Cannot purchase the Force Sensitive 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.

[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] Trandoshan

A species of large reptilian humanoids. They have a strong natural healing ability that can allow them to even regrow limbs and their larger bodies afford them more physical strength than most.

Examples of Trandoshans are Bossk'wassak'Cradossk and Ciddarin Scaleback.

[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.

Examples of Wookies are Chewbacca and Krrsantan.

[100cp] B2 Super Battle Droid

Cannot purchase the Force Sensitive perk in this jump.

Larger and bulkier than standard battle droids, which affords you greater strength. You possess twin wrist blasters, which never run out of ammunition. You also possess a wrist-mounted rocket launcher; this is equipped with a single rocket. After the rocket has been fired, a new one will appear following a short cooldown period.

[100cp] BB-series Astromech Droid

Cannot purchase the Force Sensitive perk in this jump.

A type of astromech droid, which became popular during the Cold War between the Resistance and the First Order. It has a spherical body, which it rolls on in order to move. If you are using this jump in Campaign Mode, your appearance is likely to surprise most.

In addition to all of the usual features of an astromech droid, you are equipped with a shock prod, providing you with some additional combat utility.

[100cp] Commando Droid

Cannot purchase the Force Sensitive perk in this jump.

An advanced battle droid, which served as a commando within CIS forces. Though notably more dangerous than standard battle droids, their cost limited the number that could be deployed.

[100cp] Droideka

Cannot purchase the Force Sensitive perk in this jump.

A type of battle droid. You are able to take on a wheel-like form, which allows you to move quickly around the battlefield. You have twin blaster cannons installed, which never run out of ammo. You can also maintain an energy shield around your body for periods of time, requiring cooldown between uses. You are able to shoot through your own shield without damaging or disrupting it, but your shield can be disrupted by various means, such as ion weaponry.

[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.

-Background-

You may choose to Drop In to the setting with no memories or history in this world. Alternatively, you may design a background in this world, based on what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made.

If you took the Jumper History toggle, you may use your actions in other jumps you are applying to this one to help determine your background.

-Location-

If you are using this jump in Campaign Mode, 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.

Invincible Faith

A Rebel security cruiser. Iden Versio is currently imprisoned here, though not all is as it seems…

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.

Fondor

The shipyards above this planet are used for Imperial research and development of top-secret technology, such as the climate disruption arrays that will become a key part of Operation: Cinder.

Pillio

An uncolonized planet. One of Emperor Palpatine's secret observatories is located here.

Vardos

The homeworld of Iden Versio and her father Garrick. Should events proceed as usual, it will be devastated by Operation: Cinder.

Naboo

The homeworld of Emperor Palpatine. Should events proceed as expected, the Rebellion will manage to drive off Imperial forces before they can devastate the planet as part of Operation: Cinder.

Takodana

This forest planet is home to Maz Kanata's castle, which is commonly frequented by smugglers and those who move in similar circles.

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.

Sullust

A volcanic planet. It is being used as a staging area for the Rebel fleet, as they prepare for the Battle of Endor.

Jakku

A desert planet, overlooked by most of the galaxy. Should things play out as they normally would, a decisive battle between Rebel and Imperial forces will play out here, turning it into a graveyard of destroyed Imperial ships.

-Perks-

You may choose 2 100cp perks, 2 200cp perks, 2 400cp perks, and 1 600cp perk to be discounted. Discounted 100cp perks are free, and all other discounts are 50% off. For perks you may purchase multiple times, any discount applied only counts for the first purchase.

[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.

[100cp] Assault

You have been trained in the use of most kinds of blasters present in the Star Wars setting. This broad range of training makes you a Jack of Many Trades on the battlefield, but a master of none.

[100cp] Heavy

You are trained in the use of heavy blasters. Perhaps as a result of such training, your body is somewhat stronger and more durable than it would typically be.

[100cp] Officer

You are trained in the use of blaster pistols. More importantly, you are able to give clear orders during the chaos of battle. Your presence of the battlefield even seems to inspire your allies, causing them to perform slightly better than they otherwise would.

[100cp] Specialist

You are a skilled sniper, and stealth comes naturally to you. When it is time for someone in your squad to get behind enemy lines, you are probably going to be the best person for the job.

[200cp] Infiltration

With this special ability, you are able to make yourself and any personal equipment undetectable to enemy scanners and similar abilities for a short period of time.

Whilst you require short breaks between uses of this ability, it is nonetheless a helpful tool when trying to get behind the enemy or infiltrate their bases.

[200cp] Technical Expertise

Experience working as an engineer on capital ships has given you a baseline level of technical expertise when it comes to technology employed in the Star Wars setting. Whilst ancient or futuristic technology may take longer to intuit, you will be capable of repairing and utilising most kinds of technology you come across. Force-related and unique technology are not covered by this perk.

Post-jump, you will also have an easier time learning how to operate and use technology from other settings, so long as it does not rely on supernatural powers or exotic physics.

[200cp] Trusted Defector

It can be difficult for others to believe the words of a defector; someone who is self-admitting to disloyalty. Fortunately, this is much less of a problem for you.

When you are genuinely trying to defect from a group or organisation, other groups or organisations you are moving to will be able to tell you are being sincere. Additionally, any intel you are bringing in will be considered to be at least somewhat reliable; as long as you aren't lying about it, they will come to the conclusion that at the very least you believe it to be the truth.

[200cp] A Choice

When you encounter someone that you know belongs to an opposing faction, in a non-combat situation, you will have a good sense for whether you can interact with them without having to resort to violence. If you are able to, you will find that interacting with them in a positive manner will undermine their resolve in their chosen faction. This might not lead to them joining your group, but it will at least cause them to reflect on the values and choices of their own group. Perhaps in time they will come to see things your way.

[400cp] Heroic

Through a combination of luck, skill, and/or training, you are head and shoulders above the common soldier in terms of effectiveness. Armed with a blaster pistol only, you could clear rooms of stormtroopers single-handed.

As a result, your success in the field is likely to shift the direction of battles. It may also make you a target, if a reputation begins to spread.

[400cp] Ace Pilot

Where the above perk applies to ground battles, this applies when you take to the skies.

You are now able to get the most out of any starfighter or similar vehicle you pilot. Your raw talent makes you a monster in space battles, such that you could even briefly hold your own against a squadron of TIE Fighters whilst piloting something as basic as a Cloud Car. You are also able to make quick and precise hyperspace calculations, allowing you to get your ship in and out of danger zones as fast as possible.

Battles have been won and lost on the back of exceptional pilots like yourself. Don't let your team down!

[400cp] Health Regeneration

You now possess a strange regenerative ability.

This ability will kick in when you go at least five seconds without taking damage. It will gradually restore you to full health over a period of about ten seconds. Taking damage during this time will interrupt the regeneration.

This regeneration enables you to recover from most kinds of traditional injury. It cannot cure illness or bring you back from death. It is able to repair robotic bodies or cybernetic components that are a part of your body.

[400cp] Scan

You have gained access to a curious power, for the curious-minded.

When activated, you will begin to give off 'pulses', not unlike sonar. These pulses will 'ping' off of those you would consider to be enemies, alerting you to their presence. If you have access to augmented reality vision or updating minimaps, whether via technology or another power, you can feed this information into them, allowing you to track the movement of your enemies for a brief amount of time, even after your use of this power comes to an end.

You can only sustain these 'pulses' for a relatively short period of time. Once used, you must wait through a short 'cooldown' period before you can attempt to use them again.

[600cp] Force Sensitive

You are strong in the Force, and have learned how to effectively wield a lightsaber.

In both of these regards, you are an equal to Luke Skywalker as he is in Episode VI: Return of the Jedi. This does not include any additional potential Skywalker had not yet tapped into at that point in time.

You do have some freedom in exactly which areas of the Force you excel, provided your particular mix of talent and training does not make you greater than Skywalker overall. If you wish to go down the dark path, training in dark Force abilities such as the Force Choke or Force Lightning is also possible.

[600cp] Card System

After taking part in battles, or completing missions, you will sometimes receive unusual cards, which hold a special power for you and you alone. Some of these cards will slightly increase a general attribute of yours, some are conditional (such as only working when you are in poor health), and some improve or alter the properties of your powers or personal equipment. Some of them do not actually apply to you, but rather apply to a starship you are piloting. Occasionally, you will find an additional copy of the same card; this will merge with the existing card and increase its effect. You can keep cards you find in this jump, even if you are using it in Multiplayer Mode.

How do you use these cards, you may be wondering? Well, attached to your 'spirit' are six slots. Three of them can accept cards that apply to you, and three accept cards that apply to starships you are piloting. While equipped, these cards are not tangible or visible, but you will have no difficulty in removing them, and will always know which ones are currently equipped.

Because the cards granted by this perk are attuned to you specifically, even if someone else has this perk they will not be able to equip your cards. Should the cards be destroyed or go missing, they will appear in a place of convenience the following day.

-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.

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.

[Free] Faction Attire

This is attire appropriate to your faction, ensuring you aren't accidentally fired upon. It may be a pilot suit if you like. If you are a droid, it instead takes the form of a paint job. It will not afford more protection that standard stormtrooper armour.

If you are using this jump in Multiplayer Mode, then this will change at the start of each battle, ensuring you always fit in with your side. At the end of the jump, it will align with a faction of your choice.

If the attire is an outfit and not a paint job, and it is lost or destroyed, a replacement set will appear in your Warehouse after 24 hours.

[50cp] Star Wars Battlefront Console Game Bundle

Dejarik not your kind of game? This bundle contains:

- A 2015-era television.
- Either a PlayStation 4 or Xbox One.
- Two controllers for your chosen console.
- An indefinite online subscription for your chosen console.
- A copy of Star Wars Battlefront (2015) and Star Wars Battlefront II (2017) for your chosen console. All downloadable content is included.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Any saves made on your chosen console will automatically be backed up on Jump-chan's special cloud server, ensuring your save data is never lost. You will also be able to play online in any world with an internet connection, even ones where Sony or Microsoft do not exist. Who exactly are you playing with, anyway?

[50cp] Star Wars Battlefront PC Game Bundle

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

- A high-end gaming PC, by the standards of 2017.
- A copy of Star Wars Battlefront (2015) and Star Wars Battlefront II (2017), each for the PC. All downloadable content is included.

Should any of these be lost or destroyed, a replacement will appear in your Warehouse 24 hours later. Your save data for each of these games will be backed up on Jump-chan's special cloud server, ensuring it is never lost. You will also be able to play online in any world with an internet connection, even ones where these games do not exist. Who exactly are you playing with, anyway?

[50cp] Card Collection

A complete set of physical versions of the cards present in Star Wars Battlefront II (2017). These are ordinary cards that possess no special properties.

To store your cards, you also receive a Star Wars branded card album. The album will be able to expand indefinitely, without appearing any bigger externally or getting any heavier. You will always be able to find whichever page it is you are looking for right away. You can also sort any cards stored inside in any order you like, just by holding the album and willing it so. Cards stored inside the album will not degrade for as long as they remain inside.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. If a loose card or cards were lost or destroyed, you may have the replacement instead appear inside the album at this time.

[50cp] Trooper Celebration Collection

This is a collection of nearly twenty different trooper helmets from across the Star Wars series. Included are different variations of Clone Trooper Helmets, Original Trilogy Stormtrooper Helmets, and Sequel Trilogy Stormtrooper Helmets.

Unfortunately, this only includes helmets, not the rest of the armour, so it is perhaps best used as a souvenir of your time here.

[100cp] Blaster Pistol

Each purchase of this item grants you a type of blaster pistol present in either Star Wars Battlefront (2015) or Star Wars Battlefront II (2017). Examples of this type of weapon are the Blurrg-1120 and the RK-3.

You will never have to worry about running out of ammo, however the weapon builds up heat as you use it. To combat this, you must occasionally vent the weapon; if you fail to do so, it will briefly overheat, rendering it inoperable for a few moments, and potentially causing minor burns to the wielder's hands.

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

[100cp] Blaster Rifle

Each purchase of this item grants you a type of blaster rifle present in either Star Wars Battlefront (2015) or Star Wars Battlefront II (2017). Examples of this type of weapon are the E-11 and the A280.

You will never have to worry about running out of ammo, however the weapon builds up heat as you use it. To combat this, you must occasionally vent the weapon; if you fail to do so, it will briefly overheat, rendering it inoperable for a few moments, and potentially causing minor burns to the wielder's hands.

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

[100cp] Heavy Blaster

Each purchase of this item grants you a type of heavy blaster present in either Star Wars Battlefront (2015) or Star Wars Battlefront II (2017). Examples of this type of weapon are the TL-50 and the DLT-19.

You will never have to worry about running out of ammo, however the weapon builds up heat as you use it. To combat this, you must occasionally vent the weapon; if you fail to do so, it will briefly overheat, rendering it inoperable for a few moments, and potentially causing minor burns to the wielder's hands.

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

[100cp] Grenades

Each purchase of this item grants you access to a single type of grenade. Your options are: Thermal Detonator, Impact Grenade, Flash Grenade, Shock Grenade, and Smoke Grenade.

Whenever you like, you may retrieve one of your chosen grenades from seemingly nowhere, no matter how improbable that might be. While there is no limit to the total number of grenades you can acquire in this manner, you will experience a short 'cooldown' period after retrieving a grenade where you cannot retrieve a grenade of the same type. Purchasing the same type of grenade multiple times will reduce this cooldown period.

[100cp] Thermal Binoculars

These are digital macrobinoculars, which are capable of detecting enemy heat signatures – even through solid walls. A specialist's best friend.

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

[200cp] Vanguard

Whenever you like, you may retrieve this powerful slugthrower from seemingly nowhere. After a minute or so it will disappear, and you will have to wait for a short 'cooldown' period before you can retrieve it again.

This powerful slugthrower is most effective at close-range, and can even penetrate deflector shields. It cannot run out of ammunition, nor will it overheat from repeated use. This means it is ideal to pull out in cramped conditions, or when rushing headfirst into the enemy.

The slugthrower will always be in perfect condition when it is retrieved, even if it was previously damaged or destroyed.

[200cp] Sentry

Whenever you like, you may retrieve this heavy rotary blaster from seemingly nowhere. After a minute or so it will disappear, and you will have to wait for a short 'cooldown' period before you can retrieve it again.

In addition to being a powerful heavy weapon, it possesses a curious special ability. While someone has it equipped, they are able to utilise any regenerative powers they possess, ignoring any requirements or costs those powers would normally have – such as not being damaged for a period of time first.

The heavy rotary blaster will always be in perfect condition when it is retrieved, even if it was previously damaged or destroyed.

[200cp] Combat Shield

This device attaches to an arm. When activated, it generates a disc-like energy shield, which you can hold out in front of you.

This energy shield is able to block incoming blaster bolts. You can shoot through your own shield just fine, without disrupting or damaging it. The energy shield lasts for a short period of time before deactivating, but if it takes sufficient damage it will shut off early. It can also be manually turned off.

Once deactivated, the device will require a short 'cooldown' period before it can be used again. Should the device be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Blaster Turrets

Whenever you like, you may retrieve one of the blaster turrets from seemingly nowhere. After retrieval, you will have to wait for a short 'cooldown' period before you can retrieve a new one in this way. You can only have one of these turrets out at a time; attempting to retrieve a new one will cause the previous turret to disappear.

These turrets never run out of ammunition, and are able to identify those you recognise as enemies and fire on them whilst leaving your allies unharmed. You can even choose to detonate a placed turret as a last-ditch measure, though doing so resets your cooldown.

[200cp] ID10 Seeker Droid

This seeker droid is programmed to serve you.

The droid is a capable 'slicer', allowing you access to data ports. Its ability to fly and its small size means it can scout ahead effectively, but can also be conveniently carried on your person. It has been modified with an electro-shock prod, which allows it to disable those it catches by surprise.

Your ID10 Seeker Droid is considered to be a follower, and should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. However, it may be imported as a companion in a future jump, in which case it operates under companion rules instead.

[400cp, First free with the Force Sensitive Perk] Your Lightsaber

A Jedi weapon. They are sometimes called laser swords by those unfamiliar with them, which describes their function quite well.

On purchase, you must decide whether you receive a typical single-bladed lightsaber, or a crossguard lightsaber.

You are free to choose the hilt design for your lightsaber, so long as it does not provide an advantage beyond the norm. Likewise, you are free to choose the colour of the blade it emits. If you are choosing a crossguard design, you can decide whether this is out of preference, or a necessary venting system for an unstable or cracked kyber crystal. You are familiar with the components of your lightsaber, 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 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 used by the Galactic Empire for reconnaissance and ground support roles.

Your AT-ST is equipped with two chin-mounted blaster cannons, anti-vehicle missiles, and a grenade launcher. Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[400cp] Sentinel Droids

You have acquired a handful of specially made droids. These 'sentinel' droids have a body which resembles B1 Battle Droid (which can be easily masked with robes and gloves), but their heads feature screens that can display holographic images. By recording a message, one of these droids can replay it, creating an effect where it appears as though you are wearing a transparent helmet but are otherwise there in person.

The droids are good at emoting their body when delivering your messages, and can run complex algorithms to determine how loyal others are to you with a high degree of accuracy. In combination, not only does this make them ideal to carry messages to your allies, but also to run contingency plans in the event of your death or incapacitation.

Your Sentinel Droids are considered to be followers, and should one be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. However, they may be imported as a companion in a future jump, in which case those imported as companions operate under companion rules instead.

[600cp] AT-AT

Standing over 20 meters tall, with blast impervious armor and powerful cannons the All Terrain Armored Transport is a symbol of the Galactic Empire's military might.

This imposing combat walker is not only a powerful force on the battlefield, but it serves as an effective command centre for those leading a ground assault. Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp] Sith Observatory

You have acquired coordinates to a secret observatory left behind by Palpatine. Should you make your way to those coordinates, and use the access provided by this item to get inside, you will find a small vault of items of interest to the Sith, as well as some of his writings. Exactly what else you may find is unclear, and without knowledge of the Force it may be easy to write it off as junk, but Palpatine considered it valuable for a reason.

In each future world you visit that features the Sith, an analogue to them, or another secretive and powerful evil religion, you will receive coordinates and access to a similar kind of item vault relating to that group. The power and value of the items inside will vary depending on the power of the setting, and the group, in question.

As this item merely provides access to these locations, rather than the locations themselves, you cannot import another item into it.

[800cp] Climate Disruption Array

A series of satellites, like those used during Operation: Cinder. Once in a planet's orbit, they can fire beams down at the planet, which cause various extreme weather events that will seriously threaten, if not kill, that planet's population.

Moving the satellites to different planets is possible, but typically requires something like a Star Destroyer to pull off successfully. Fortunately for you, at the start of each jump, you may choose to have the satellites stored in a special subspace until you need them. When you like, you can cause the satellites to appear in the orbit of the planet you are on or nearest to. Once the satellites have been placed in this way, they cannot be returned to this subspace until the start of the next jump (post-chain, they can be returned to their subspace after ten years).

Should the satellites be destroyed, replacements will appear in the same location after 24 hours. If that location is no longer viable, then you will not receive a replacement until the next opportunity you would have to put them in their special subspace, at which time the replacements will appear in there.

-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. Weapons like lasers can be used as you like, and munitions like proton torpedoes or rockets are restocked daily up to the starting amount. Should they 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] Cloud Car

A vehicle used to patrol the planet of Bespin. This one has been modified so that it can leave the atmosphere. Despite this, it has minimal weaponry and protection, and no Hyperdrive installed. Even a standard TIE Fighter outclasses this ship.

[200cp] TIE/LN Fighter

The TIE/LN is the unforgettable symbol of the Imperial fleet. It is designed for high-speed dogfights against Rebel starfighters.

Importantly, the TIE/LN fighter lacks a Hyperdrive, meaning it will need to be transported across greater distances by a larger starship.

[200cp] TIE/IN Interceptor

Flown by the elite pilots and the Imperial Navy, the TIE interceptor combines high speed and four laser cannons to hunt down Rebel starfighters.

The TIE/IN interceptor lacks a Hyperdrive, meaning it will need to be transported across greater distances by a larger starship.

[200cp] TIE/sa Bomber

Slower than the standard TIE fighter, the TIE bomber boasts increased armour and an impressive arsenal of missiles and heavy blasters to assault large targets.

The TIE/sa bomber lacks a Hyperdrive, meaning it will need to be transported across greater distances by a larger starship.

[300cp] T-65B X-Wing

As the backbone fighter of the Rebel fleet, the T-65B X-wing is an all-purpose strike craft that can fulfill many roles.

The T-65B X-wing is equipped with a Class 1 Hyperdrive, allowing it to move throughout the greater galaxy under its own power.

[300cp] RZ-1 A-Wing

Since the early days of the Rebellion, the RZ-1 A-wing's speed and agility has proved an effective counter to Imperial starfighters.

The RZ-1 A-wing is equipped with a Class 1 Hyperdrive, allowing it to move throughout the greater galaxy under its own power.

[300cp] BTL-A4 Y-Wing

Repurposed by the Rebel Alliance, these older starfighters became the workhorse of the Fleet. Utilising their Ion Cannons and Missile payloads to cripple larger ships of the Galactic Empire.

The BTL-A4 Y-wing is equipped with a Class 1 Hyperdrive, allowing it to move throughout the greater galaxy under its own power.

[500cp] Millenium Falcon

Piloted by the renowned heroes of the Rebellion, Han Solo and Chewbacca, this heavily modified YT-1300 freighter uses its quad laser cannons to great effect against the Imperial Navy.

Your copy of this iconic ship is equipped with an impressive Class 0.5 Hyperdrive, allowing it to move throughout the greater galaxy under its own power. Off the battlefield, it would make an impressive vessel for a smuggler.

[600cp] Raider II-class Corvette

This corvette runs at a length of 150 metres. It is used by the Empire, both as a complement to Star Destroyers, and to serve smaller, elite forces, such as Inferno Squad. The hangar, though presently empty, can comfortably fit two or three starfighters. It is equipped with a Hyperdrive.

Optionally, this corvette can come with a crew, which can run the ship for you, and provide basic security. This crew count as followers. Your inactive companions can even stay here, provided they remain inside the vessel.

-Companions-

[50cp per.] Import

You may pay 50cp to import a companion you already have. They get 600cp each, to spend on a species, perks, and items, and are entitled to the same freebies and discounts as you, including the 200cp stipend. They may not purchase companions. Like you, they may Drop In, or have a background in this setting.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive 600cp to spend on perks, items, and their species, and are entitled to the same freebies and discounts as you, including 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 Star Wars Battlefront (2015) or Star Wars Battlefront II (2017) 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.

-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? Well with this toggle, you can import the events of any previous Star Wars jumps you would like to, smoothing out any inconsistencies between them in a manner of your preference. This includes jumps set in the 'Legends' continuity, though incorporating them may have unexpected effects on the galaxy. Attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

If you are using this jump in Multiplayer Mode, this won't stop iconic characters from appearing, although it might change how they feel about you.

[0cp] Resurrection

Requires Campaign Mode.

Taking this toggle will cause the jump to come to an end decades later than normal, at the end of 34 ABY. This will allow you to see Iden Versio's final mission, provided you don't take events off-course.

[0cp] Welcome to Inferno Squad

Requires Campaign Mode, and the Human species.

Inferno Squad is an Imperial Special Forces commando unit. Normally, it would have four members, but taking this toggle will insert you as a fifth member.

If you are incorporating a history that would put you at odds with the Empire, you have somehow infiltrated the group without anyone discerning your true identity. For now, at least.

[+100cp] Hot Hands

You are bad at managing the heat of your blasters. You will often forget to vent the heat from your blaster when you have the opportunity, causing it to briefly overheat.

Not only does this put you in danger by rendering your weapon inoperable for a few moments, but also risks minor burns to your hands.

[+100cp] Generic Soldier Model

Your appearance is fairly generic, making it hard to tell you apart from other members of your species. This also reduces you to an average appearance, and nullifies any appearance enhancing effects.

[+100cp] Stormtrooper Aim

Your ability to aim your shots is noticeably worse than usual, and you find it difficult to train or hone this ability. Maybe sniping isn't the right role for you?

[+200cp] Bad Matchmaking

It seems you have terrible luck when it comes to squad mates. They will always underperform when they fight alongside you.

This only applies when they are fighting alongside you, so expect a sudden boost in competence if you betray them, or they betray you. On the plus side, you won't have to worry about a soldier in a completely different battle letting down your faction because you fought beside each other in the past.

[+200cp] Connection Issues

Randomly during your battles, your shots will inexplicably miss, and you will experience periods of 'lag' where you move noticeably slower than usual.

As you might expect, this will make winning and even surviving battles a greater challenge than usual.

[+200cp] Dogmatic Allies

It seems everyone else in your chosen faction(s) are hardline zealots. This will prevent them from trusting would-be defectors. It will also mean that they refuse to pick up the tactics and tools of the enemy, either out of an elitist mindset, or out of some misguided idealism. If you aren't careful, they may even turn on you for perceived 'treason'. Fortunately, companions are not subject to this effect.

This drawback only applies to factions you genuinely belong to; acting as a double agent will not cause your enemy to weaken.

[+300cp] Legend of the Loot Box

You are reduced to your Body Mod, and lose access to all items that cost 400cp or more in this document (before discounts), as well as all items you have brought into this jump with you. Starships you have bought in this document are retained.

In order to recover these, you must offer up currency. This allows you to summon 'loot boxes' to your location. The more you spend, the more boxes you get. Most of the time the boxes contain nothing but useless junk. Occasionally, the box will instead vanish, and one of your perks or items is returned to you. The more useful the power or item is to you, the less likely it is the one you recover. Perks and items that directly provide you with money will always be the last to be recovered.

All perks and items will be returned to you at the end of the jump, even if you haven't recovered them via these loot boxes.

[+300cp] Special Forces Difficulty

As a result of taking this drawback, enemies you face are significantly more competent than they would otherwise be. Ordinarily soldiers will be as effective as special forces, with tougher enemies scaling up in an equivalent manner.

This is a temporary buff that only applies to enemies that you are currently fighting a battle against. This means that you cannot buff your allies by briefly facing them, but also means your side won't suddenly be crushed by hyper competent foes.

-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.

Timeline of important events possibly occurring within the jump:

Note: This jump occurs within the new continuity established after the Disney acquisition of Star Wars.

4 ABY

- The events of Star Wars Episode VI: Return of the Jedi take place. The second Death Star is destroyed. Emperor Palpatine's original body is destroyed, and he is presumed dead. Darth Vader dies. The Empire is massively diminished.
- Shortly before the Battle of Endor during Episode VI, the campaign of Battlefront II (2017) begins.
- Sometime after the destruction of the second Death Star, the main story of Star Wars: Squadrons takes place. It finishes within the year.

5 ABY

- The Battle of Jakku occurs, serving as the final battle of the Galactic Civil War. The New Republic are victorious. The Galactic Concordance is signed between Mon Mothma and Mas Amedda, signalling the formal end of the Empire, though Imperial remnants continue to fight in various places.
- The main story of Battlefront II (2017), minus the epilogue, concludes during the Battle of Jakku.

9 ABY

- The events of The Mandalorian take place.
- The events of The Book of Boba Fett take place.
- The event of Ahsoka take place.

21 ABY

- The First Order is formed.
- Rey is left on Jakku.

28 ABY

- Leia Organa is forced to resign from the Galactic Senate after her relation to Darth Vader is revealed to the general public. She forms the Resistance.
- Ben Solo destroys the Jedi Temple of Luke Skywalker. He becomes Kylo Ren.

29 ABY

- The Cold War between the New Republic and the First Order begins.

32 ABY

- Poe Dameron forms Black Squadron, and begins the search for Lor San Tekka.

34 ABY

- The events of Star Wars Episode VII: The Force Awakens takes place. The Cold War comes to an end with the First Order using Starkiller Base to destroy Hosnian Prime, the capital of the New Republic. Han Solo is killed. Starkiller Base is destroyed by the Resistance.
- The epilogue of Battlefront II (2017) as well as the Resurrection DLC occurs shortly before and during the events of The Force Awakens.
- The events of Star Wars Episode VIII: The Last Jedi take place. Luke Skywalker dies. Supreme Leader Snoke is killed by Kylo Ren, who becomes new Supreme Leader of the First Order.
- The events of Star Wars: Galaxy's Edge take place, with Kylo Ren beginning a manhunt for the remaining members of the Resistance.

On the Force Sensitive perk:

This perk does not remove any potential for growth that you already have, or gain in the future from other sources. However, it does not provide any potential for growth; if you only have this perk and no other source of Force Sensitivity, you will never become greater than what the perk initially offers.

On Followers granted by the Raider II-class Corvette:

Followers granted by this ship can be of any gender makeup. They can be any species on offer within this jump, as well as other species that are within the same scope of power, and that appear within the Disney continuity during this approximate period in the timeline (4 ABY). Droids are also a valid choice, provided they are of a model that is appropriate to this time period, and that does not offer significant advantages beyond what is needed for the follower in question. These followers are loyal to you, rather than the cause, so don't worry about being shot in the back should you choose to defect.

So, what exactly happens here anyway?

Iden Versio, commander of Imperial special forces group Inferno Squad, is interrogated aboard the Invincible Faith, but refuses to provide information to the Rebellion. Unbeknownst to them, she has allowed herself to be captured; the Invincible Faith is holding an encrypted communication that will reveal that the Imperial Fleet is poised to ambush the Rebels at Endor. Using her droid, Iden is able to free herself, destroy this communication before it can be decrypted, and escape the ship via airlock, coordinating with her squad to land on the Corvus (Inferno Squad's Raider II-class corvette) just as it emerges from hyperspace, and so that the Corvus can retreat via hyperspace before it is fired upon.

Later that day, the Battle of Endor takes place. After Vader's Super Star Destroyer Executor crashes into the second Death Star, Admiral Garrick Versio (Iden's father) contacts Inferno Squad, who are on Endor's surface and scouting the destroyed shield generator. He orders them to wipe out the Rebel troopers there and return to the Corvus. Agent Meeko provides sniper support as Commander Versio and Agent Hask take on the Rebels. They wipe out the Rebels present, but the commanders (Solo and his group) have already moved on. As the trio discuss their next move, they witness the destruction of the second Death Star. They receive orders from Garrick; they are to survive and get

back to the Corvus as Vice Admirable Sloane has issued a retreat. On the way to Platform 4, Iden blames the Emperor for this failure, and Hask warns her that she is coming close to treason. Inferno Squad save some Stormtroopers from Rebel forces, and manage to deal with more Rebels before they sabotage the TIE Fighters on Platform 4. Inferno Squad leaves Endor on the fighters; Hask gets to the Corvus first, whilst Iden and Meeko fight off incoming fighters and bombers as the Corvus undergoes repairs. When they are done, Iden receives a message from Garrick; she is to send the Corvus on ahead to the rendezvous coordinates whilst she meets him on the bridge of the Eviscerator, her father's Star Destroyer.

On the Eviscerator, Garrick informs Iden that the Emperor is dead. He shows her a Sentinel droid he has received, which has instructions from Palpatine to begin Operation: Cinder immediately. Garrick gives Iden her new instructions.

First, Inferno Squad is sent to an imperial shipyard in the orbit of Fondor. Satellites essential for Operation: Cinder are being placed on Moff Raythe's Star Destroyer, the Dauntless. The shipyard comes under Rebel attack, and Inferno Squad are able to provide protection for the Dauntless, even infiltrating a Mon Calamari star cruiser to disable its ion cannons. During the course of events, Moff Raythe tells Iden that Operation: Cinder will purge the galaxy of the Rebels.

Next, Inferno Squad is granted access to one of the Emperor's secret observatories, located on the planet Pillio. This observatory must be destroyed in order to prevent its contents falling into the wrong hands. Agent Del Meeko is sent alone, with some stormtrooper support. Unbeknownst to them, Luke Skywalker is already on the planet, having sensed something in the Force. Luke is forced to fight through the stormtroopers, and finds Meeko trapped in amber. Luke frees him with his lightsaber, and the pair work together to reach the observatory, battling through hostile bugs. Reaching the observatory, Luke asks if he can take a compass he finds inside, and Meeko agrees. Luke tells Meeko that he senses conflict in him, and suggests he search for a better way. The two go their own ways.

Inferno Squad's next mission is to extract Protectorate Glen (the mentor of Iden and Hask) from the planet Vardos, Iden's home planet. When they arrive, they see that the Dauntless and Eviscerator are present, as well as the satellites the Dauntless had procured. Iden's goes to the bridge of the Eviscerator. Garrik reveals that Vardos is but one of the targets of Operation: Cinder, in which the Empire will purge the galaxy. Iden tries to convince her father that the people of Vardos are loyal to the Empire, but he doesn't listen to her. The satellites, which are actually a climate disruptor array, fire on Vardos. Garrick reminds his daughter that her mission is to recover Glen, and no one else. Iden storms out, and Garrick asks to be put in contact with Agent Hask.

Inferno Squad lands on Vardos and heads to Gleb's location. When Iden and Meeko attempt to rescue additional civilians, Hask pulls his gun on them, reminding them of the mission and warning them that continuing down this path would constitute treason. Iden and Meeko choose to betray the empire, incapacitating Hask by shooting him in the leg. While Gleb remains with Hask, the other civilians are escorted to the Corvus. As Iden and Meeko leave, Hask alerts Garrick, and is told to focus on securing Gleb. Iden and Meeko manage to hijack an AT-AT in order to disable the anti-air batteries that would prevent the Corvus from taking off, and then leave on the Corvus with the civilians they manage to rescue as well as the crew members still loyal to Iden. On the Eviscerator, Gleb is brought to Garrick, who promotes Hask to commander.

Iden and Meeko choose to surrender to the Rebels, and provide them intel on Operation: Cinder. The pair are taken aboard the Restoration. Eventually, they meet with General Lando Calrissian and

Shriv Suurgav. They are provided with an X-Wing each, and given a choice: they can take the starfighters and flee somewhere, or they can assist the Rebellion in order to prevent Operation: Cinder being carried out on Naboo. Iden and Meeko agree to join the space battle above Naboo, helping the Rebellion shoot down the Cinder satellites in orbit, and destroying a Star Destroyer. However, Iden recognises that the transports evacuating were not following Imperial protocol for retreat, and thus were likely to attack Theed.

On the ground, Iden, Meeko, and Shriv, meet up with Leia Organa. She splits them into two groups, with Meeko joining her due to his technical expertise. Each group reactivates power relays around the city. The Rebels retreat into the Royal Palace, and activate an ion pulse, which disables Imperial ships and weapons, allowing the Rebels to win the day. Iden and Meeko ask to join the New Republic.

Months later, Leia contacts Iden, requesting her help in tracking down General Han Solo, who is believed to be on Takodana.

On Takodana, Han Solo meets with Imperial defector Ralsius Paldora. Imperial forces arrives soon after, and Han Solo battles through them to retrieve data cubes Paldora had left out, and then gets him to the Millenium Falcon. Iden's new Inferno Squad arrives to provide support.

Paldora's information suggests that Admiral Garrick Versio has operations on Bespin and Sullust. Iden requests permission to pursue her father, and Leia agrees.

Iden and Meeko head to Bespin. Admiral Versio is refuelling his ships there, and intel suggests Hask is there as well. Iden and Meeko sneak in, disguising themselves as stormtroopers. However, Hask reveals via hologram that he knows that they have arrived, and the pair are forced to watch as he leaves on a Star Destroyer. With Hask gone, the pair fight their way through Imperial forces, hijack a Cloud Car, and use it to destroy refuelling stations, setting off a chain reaction that downs three Star Destroyers.

Sometime later, Shriv is sent to investigate a supposedly abandoned Imperial weapons factory on Sullust. He is accompanied by Lando Calrissian. When they arrive, they find that despite the planet being liberated, Imperial forces are present at the factory. The pair are unable to salvage any weapons, but destroy the factory by causing an overflow of lava.

Admiral Ackbar orders all forces to Jakku where the Imperial forces have regrouped, and the Battle of Jakku takes place. Iden and Shriv take off on X-Wings to respond to various distress calls, whilst Meeko commands the Corvus. On the pairs return, they find the Corvus under attack from the Eviscerator. They destroy the TIE Bombers attempting to destroy the Corvus, and Iden shoots down Hask's starfighter. The Eviscerator takes damage and is going to go down. Iden orders the others to retreat, and lands her X-Wing on the exterior of the Star Destroyer. She fights through stormtroopers to reach a gap in the hull and get to the interior of the ship. She finds her father on the bridge, and attempts to rescue him. Garrick recognises that Iden was right about the Empire, but chooses to go down with his ship, telling his daughter to survive and live. Iden gets to an escape pod and ejects. When she comes to, Meeko is opening up her pod after the Battle of Jakku has finished, with the New Republic winning. Iden and Meeko share a kiss.

Decades later, in 34 ABY, Kylo Ren lands on Pillio. Protectorate Gleb and Jinata Security have captured the Corvus and taken Del Meeko as prisoner. Ren uses the Force to interrogate Meeko for information relating to Luke Skywalker. When he is finished, he leaves Meeko to Hask, who is now

an officer of the First Order. Meeko recognises that he is to be killed, but warns Hask not to go after Iden, as it will lead to his downfall. Hask kills Meeko.

Iden practices X-Wing manoeuvres with her daughter Zay (Meeko is the father). They get a signal from the Corvus, but are surprised to hear from Shriv instead of Meeko. They head to Pillio's orbit to find the Corvus, and speak to Shriv. He explains that he was sent to investigate Project: Resurrection by General Leia Organa. When he arrived at Pillio he found the ship empty and the planet strip-mined. The ship logs suggest that Meeko visited Athulla, so the three head there.

When they arrive in orbit, they are contacted by an Athullan who expected to be talking to Meeko, who was investigating Jinata Security kidnapping families from the planet. The ship is attacked by J-Sec frigate Opportunity, captained by Leema Kai. Iden and Zay take to their X-Wings to battle the frigate; Zay is forced to return to the Corvus for repairs, and Iden destroys Kai's starfighter, killing him. Meanwhile, Zay bluffs the Opportunity into giving them all of the information they have. The group learns that Protectorate Gleb is running Project: Resurrection out of Vardos.

The Corvus arrives at Vardos. Iden has Zay wait in the ship as she and Shriv head to the Archive. On the way, they see an ominous red light in the sky. When they reach the Archive, they find that Gleb has been killed by Hask, as she has outlived her usefulness to the First Order. Hask reveals that Meeko is dead, and that the red light they just saw was the destruction of the New Republic (specifically it was the destruction of the Hosnian system by Starkiller Base). Project: Resurrection is the kidnapping of children to turn into First Order soldiers, though Hask describes it as 'rescuing' them. Hask tells Iden that her daughter will be next, and has his Star Destoyer shoot down the Corvus. He returns to his ship, leaving Iden and Shriv to be interrogated. However, fighting between J-Sec and the First Order breaks out, allowing the pair to escape. They find a beacon signal, leading them to Zay – who had managed to escape the Corvus in time. Zay is brought up to speed. Iden decides to join the Resistance, and the three commandeer TIE Fighters in order to get aboard Hask's Star Destroyer. Unfortunately, the ruse fails, and they have to fight off TIE before entering the Star Destroyer via a heat sink in the back of the ship, right before it enters hyperspace.

Although the three survive the rough entry, their TIEs are destroyed. They resolve to explore the ship to find any possible information of value to the Resistance. Eventually, they find plans for the First Order Dreadnought, which are stored on Iden's droid. They split up; Shriv goes to find a ship to escape on, whilst mother and daughter destroy the hyperspace generator and backup generator in order to pull the ship out of hyperspace so that they can escape. They use Iden's droid to redirect the stormtroopers in the ship as they head to the backup generator. Hask sees through the deception, and manages to take Zay hostage. Zay breaks free; in the scuffle, Hask is killed, and Iden is mortally wounded. The backup generator is destroyed, and the ship drops out of hyperspace before it can reach Starkiller Base. Iden succumbs to her injury, saying farewell to her daughter as Starkiller Base is destroyed. Shriv and Zay escape on a TIE.

The pair arrive in the orbit of D'Qar. After being held up by some Resistance pilots, they are contacted by General Organa, who has received their intel. She explains that the First Order are on their way, and asks them to head to the Outer Rim in search of allies.

-Changelog-

0.1
Created the jump.

1.0
(i) Added a new note: **On the Force Sensitive perk.**

1.1
(i) Minor typo fixes.