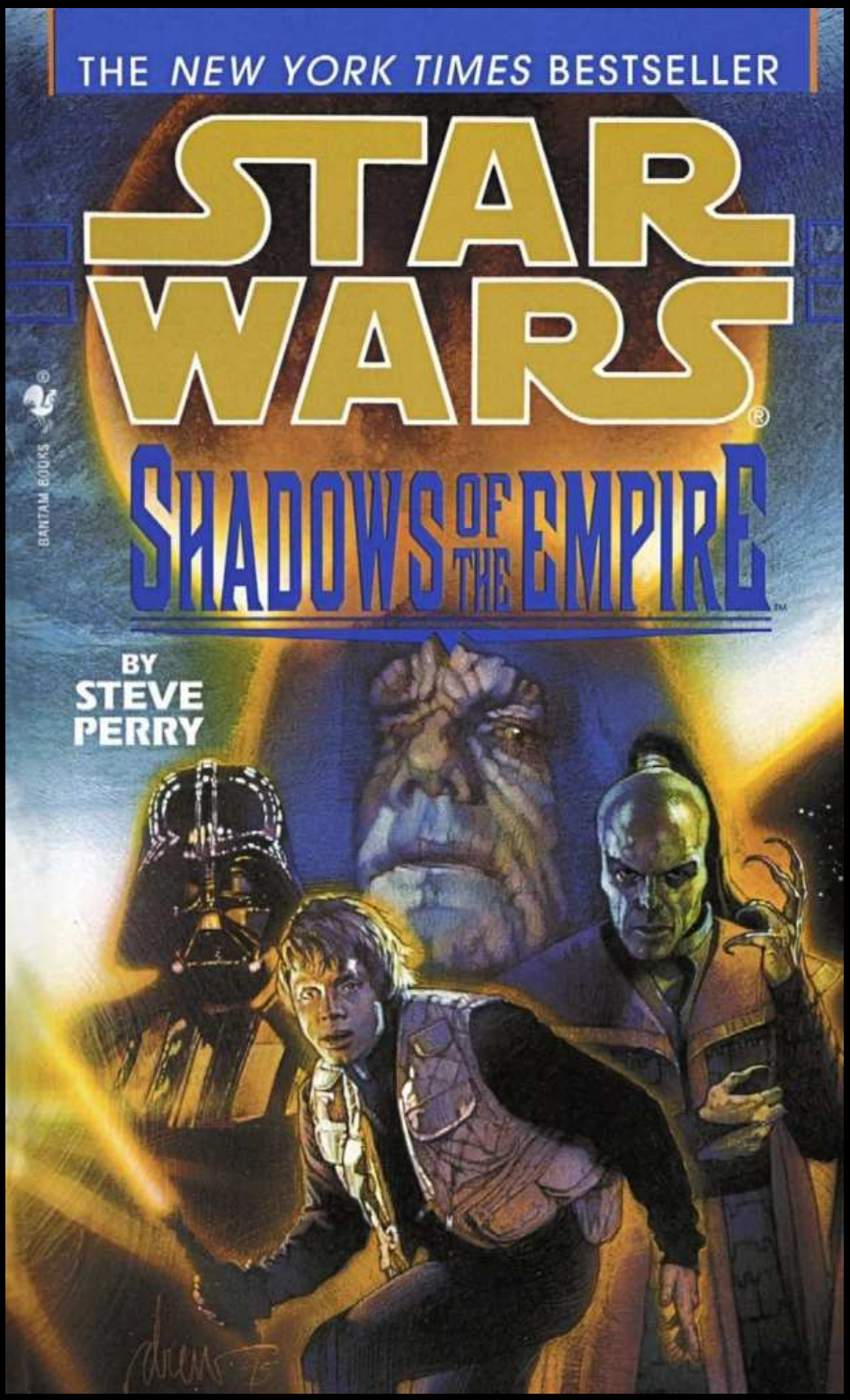
Star Wars: Shadows of the Empire Jump

Version 1.0.1



In 1996 Star Wars was not a dead brand – what would come to be known as Legends or the EU had begun to solidify in comics and novels in 1990 – but it had not had a major release since Return of the Jedi. With the possibility of a prequel series on the horizon it was time to see what sort of market there really was. So they released a story set not after the films, but during them, taking place between Empire Strikes Back and Return of the Jedi, explaining what happened in the months separating them.

Where previous projects had been comics, or books, or video games, or toys, this one was all four, everything you'd expect to come out with a major motion picture except the movie itself. Shadows of the Empire was a success at its time, as comics, as a novel, and as a video game; its first Hoth level inspiring much of the later Rogue Squadron game.

And that is the story you will be entering. It is one that takes place in the shadows, as the Rebel Alliance hides after the defeat on Hoth, and explores the criminal organization Black Sun which occupies the underbelly of the Galactic Empire. Of course the three stories are none complete in their own regard – the comics demonstrate what happened with Boba Fett before covering an abridged version of the events of the book, the game details Dash's own adventures beginning with his work on Hoth and covering how he found out for the Rebellion where Boba Fett was, before giving him a larger role in the battles covered in the book. The book of course is the most detailed version of the core events covering them in a depth neither of the others do alone.

As such events from all three are joined together here, and you will be entering into this world of multimedia, and not necessarily any given media's version of it. You will be spending a decade here, certainly long enough to see the events of Return of the Jedi, the sequel comic Shadows of the Empire Evolution, and should allow you to – if you don't change things – see the end to the Galactic Civil War and the formation of the Imperial Remnant as a recognized territory of space.

To help you with your time here, we got these off of a charming rogue of a smuggler and you might need them:

+1000 Corellian Points

May the Force be with you, here and in your future jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Smuggler: You are a smuggler, someone living on the edges of Galactic Civilization and specializing in moving illicit goods from one place to another. You've got few connections and fewer things that tie you down, instead drifting from place to place following pay. Or maybe you have no connections or history as you may choose to take this as the drop-in option.

Bounty Hunter: You are a bounty hunter, or maybe an assassin, someone whose job is to go out, track down individuals, and capture or kill them for pay. You're not exactly part of polite society in the Galaxy, but there are many who find uses for your kind.

Criminal: You are part of the criminal underbelly of the galaxy. Perhaps you're an agent of Black Sun, potentially even working closely to one of its Vigos, or perhaps you're simply a spy – there are many extensive intelligence networks in the Galaxy and they all have need of agents – or someone else willing to work outside of the legitimate system in exchange for payment.

Force Sensitive (requires Force Sensitivity): You are in tune with the Force. You may not be powerful like the Skywalkers or Emperor, and you aren't necessarily trained in it like Vader or the rare surviving Jedi, but your connection with the Force seems to define your place in this universe. It guides you. It leads you. It has shaped you and your place here. What that is, you'll have to find out for yourself.

Species:

You may purchase one species. Unless you drop-in, you must purchase a species.

Human (Free): You're a human.

Bothan (Free): You're a bothan. You are a furred, mammalian anthropoid whose species is best known for their extensive intelligence network.

Twi'lek (Free): You are a twi'lek. You are humanoid with colorful skin, and whose most notable feature is the pair of brain-tails or lekku which give your species its name. Your two stomachs make you even more omnivorous than humans.

Ubese (Free): You are an ubese. A particularly xenophobic breed of near humans who evolved in lower oxygen planets and require breathing apparatuses to breathe in Type 1 atmospheres.

Barabel (50 CP): You are a barabel. A reptilian species with unusual flexibility and increased resistance to electricity, heat, and blasters.

Trandoshan (50 CP): You are a trandoshan. Reptilian anthropoids who are traditional enemies of the wookies. They possess significant strength and razor-sharp claws, though their claws offer less manual dexterity than normal fingers, and are not as strong as wookiees. They are capable of regenerating lost limbs until middle-age, though they are also shorter lived than humans.

Rodian (50 CP): You are a rodian. Reptilian anthropoids notable for their tapir-like snouts and rounded antennae on their foreheads. They possess the ability to see into the infrared and use it to see the body heat of animals in the dark, and dexterous and agile fingers ending in suction cups which aid with their ability to climb surfaces.

Wookiee (50 CP): You are a wookiee. A heavily furred, large mammalian anthropoid species standing on average more than 2 meters tall, they possess greater than human strength and associated toughness. Their life spans are also quite long.

Gand (100 CP): You are a gand. A chitinous, exoskeletoned species they are capable of regenerating lost limbs and surviving wounds significantly beyond those a human could survive, as well as having resistance to blasters due to their armoring exoskeleton. You may either be a lungless gand – who obtains their necessary gasses from their food – or a breathing gand – who require a breathing apparatus to breathe in type 1 atmospheres due to breathing an ammonia heavy atmosphere.

Hutt (100 CP): You are a hutt. An extremely long lived gastropod species, they possess oily bodies, and surprising speed and strength for their great bulk, though this speed can be reduced by their tendency towards excessive corpulence.

Falleen (200 CP): You are a falleen. A cold-blooded, reptilian species, they possess above average reflexes, longer than average lives – though below wookiees much less hutts – and resistance to the Jedi mind trick. They also possess powerful pheromones which are capable of affecting humans, and even other humanoid or anthropoid species, and are capable of creating intense attraction towards them from members of the opposite sex and clouding even powerful and determined wills with this need. By meditating they can temporarily increase the amount and potency of these pheromones to the extent that many would call them irresistible. When producing pheromones their scale color changes towards a red-pink from the normal green.

Droid (Varies): You are not a living creature. Instead you are a droid. You possess an electronic computerized mind, and as a machine you have no biological requirements or necessities. You do have an internal power supply which requires recharging from time to time, but your 'battery life' is extremely impressive.

For 150 CP you are a Class 5 droid which is approximately human in size and physical capabilities; that is you are a droid designed for cheap manual labor.

For 200 CP you are a Class 5 droid which does not approximate humans in size, shape, and capabilities; that is one of various forms of simplistic labor droids. You possess the body of an industrial machine, a portable power source, or some other droid build for primarily machine use.

For 200 CP you are a Class 3 droid. These droids are typically fairly human in shape and physical capabilities and are designed for interaction and socialization with biological species. Service droids and protocol droids are examples of this type. You possess programming that aids you with some sort of socialization and interaction – such as a protocol droid's extensive linguistic programming and knowledge of etiquette and protocol.

For 300 CP you are a Class 2 or Class 1 droid. These droids tend to be the most intelligent, with class 1 droids including droids designed for scientific research, or high precision medicine. Class 1 droids are masters of their field. Class 2 droids are designed for technical tasks such as astromechs, repair droids, engineering droids, and the like. They tend to be less specialized than Class 1 droids with a greater breadth of skill if lacking the true masterclass skills of Class 1 droids.

For 400 CP you are a Class 4 droid. Specifically, you are an (illegal) assassin droid. You are programmed with a great variety of ways to kill humans, and greater levels of freedom and improvisation than other droids. You can be a Human Replica Droid like Guri, a nearly flawless imitation human, or an IG series droid similar to IG-88 or IG-72. Regardless of your decision you are strong enough to casually snap (light) durasteel bindings, possess the speed and reflexes to challenge a Jedi using the Force to increase their own, and are generally designed for battle able to take substantially more sustained assault than biologicals. As a Human Replica Droid you are a nearly flawless imitation of a human, able to pass intimate inspection, to eat and drink, and while highly sophisticated sensors can tell you aren't human even they would have trouble identifying you as a droid. As a Human Replica Droid you may purchase a second non-droid species to replicate; this is free instead of the normal price for the species unless that species is Falleen (as most of the other qualities of a species are already included in being a high end assassin droid). As an IG series droid you possess 360 degree optical sensors, visual and auditory sensors with greater range (both in distance and frequency) than humans', and built in blaster weapons like IG-88 would have had if he had been completed before going rogue. You do not gain IG-88's sentience program.

For 600 CP you are a Class 4 droid. However you are instead a Gladiator Droid. You tower over a human, with much greater bulk, and a vast array of built in weapons including seeker missiles, high power blasters, flamethrowers, and pulse rifles. You are armored to an extent to compare favorably to Imperial walkers such as AT-STs, and possess enough redundant systems to continue to function and fight if reduced to just a head, and can even fly with either just your head or just your upper torso. Even weapons such as Disruptors will not substantially damage you in a single shot, and bringing you down will be a real fight even for a Jedi.

Location:

Roll 1d8, or pay 50 CP to choose freely:

1. Ord Mantell: An industrial world, most notable in the story for its junkyards where IG-88D will soon be arriving to scavenge parts with which to repair his ship after losing a battle to Boba Fett.
2. Gall: An imperial world which will soon be visited by Boba Fett bringing with him Han Solo's carbonite frozen body, perhaps you could intercept him and claim the 10,000 credits from Jabba yourself.
3. Rodia: The homeworld of the Rodians, and the site of Lando's contact who has affiliations with the Black Sun. The casinos are pretty nice and there's a pleasant beach.
4. Bothawui: The homeworld of the Bothans and center of what may be the single largest intelligence network in the Galaxy. It is a place where there's a cool peace between Rebel, Imperial, criminal, and other spies.
5. Kothlis: A Bothan colony world with fabulous coast lines and shallow oceans. It is part of the Bothan intelligence network and includes some fantastic data analysts and computer specialists. The 2nd Death Star plans will be delivered here to crack them if you don't change things.
6. Galactic Center: Formerly known as Coruscant and still called such by most. This is the shining jewel in the center of the Galaxy, the very heart of Galactic Civilization, and the seat of power of the Empire and Black Sun.
7. Tatooine: An arid dessert world, known for being the furthest point from any shining center of civilization. That's not necessarily literally true, but it is a galactic backwater and a hive of scum and villainy. It's also the home of Luke Skywalker and where he will go to follow Obi-Wan Kenobi's journal on Jedi techniques to create his new lightsaber.
8. Free Choice: You can go anywhere in the Galaxy, not merely the 7 listed above which show up prominently in the story of *The Shadows of the Empire*.

Age and Gender:

If you're a drop-in your age and gender remain unchanged from the end of your previous jump (though it may be the equivalent age if you gained a new species). Otherwise you may choose freely within the natural range for your species; hutts are hermaphrodites whose gender is purely their preference and live much longer than humans while trandoshans have short lifespans and droids can vary wildly in age.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Artistically Sculpted (200 CP; discounted for Droids, free for Human Replica Droids): Wow. You look good. In fact it's almost uncanny how good you look. Almost uncanny; you aren't so perfect as to fall into that valley. No, a master artist doesn't make that mistake, and every part of you seems to have been crafted by a master artist to be beautiful. Your proportions are perfect, not perfectly perfect where scientific instruments would find you to be exactly symmetrical and everything at some theoretical ideal, but actually perfect with the small imperfections that keep you looking human (or whatever species you are) and fantastic. You can choose the exact aesthetic you're going for, but your body simply seems to have been crafted by a master artist.

If you're a droid, this can give you a luxuriously ornamented and masterfully designed bespoke chassis. Even if you're not a droid your body definitely qualifies as a masterfully designed bespoke chassis.

Since you're paying CP for this, your body will naturally gravitate back towards this, and you'll find that the physiological flaws or weaknesses of your chosen aesthetic are loosened; having the muscles of a bodybuilder will have less of an effect on your flexibility, being a buxom waif will see your strength not as negatively impacted compared to a muscle mountain and your back less strained by your chest, and so forth.

Gambler (200 CP): You're something of a card shark. You can calculate gambling odds for cards and the like in your head, and even follow how it changes as the cards are played; yes you can 'count cards.' Perhaps more importantly, you're an excellent bluffer, able to hide tells, convincingly bluff, and gauge how far you can push a bluff.

HRD (200 CP; discounted for Human Replica Droids): You possess the ability to 'wear' a biological alt-form of a similar size to any of your mechanical or robotic alt-forms over it. This allows you to be fully in your mechanical alt-form with your biological form covering it externally so that you look, sound, and smell identical to your biological form. While deeper scanning might be able to detect your mechanical form – this won't make you lighter for example and you do have metal under your flesh – you will be able to pass normal casual inspection flawlessly as a member of the biological form worn.

You will have full access to your mechanical alt-form's abilities, though you may find that wearing a skin suit blocks certain sensors or you can't use certain weapons without firing through your skin suit. You will also have full access to your biological alt-form's abilities while it is worn.

Once You Know How It's Done, It Doesn't Impress (300 CP): You have extraordinary and phenomenal force of will able to resist external influence on your behavior and thought processes. While you're not immune, the Jedi will not find you to be a weak mind easy to manipulate, and even something like drugs or pheromones will find that you naturally push back against their influence. And that's when you are unaware that someone is trying to manipulate you. When you know that your mind is being played with, and can identify how they are attempting to influence you, you will find it much easier to resist, and even supposedly irresistible influence can shatter in moments once you are aware of how you are being manipulated.

The Will of the Force (400 CP): Guides events, shaping them, and ensuring that what is supposed to happen happens. Oh, powerful Dark Siders seem to have some ability to force their will against this, but in the end the will of the Force wins out; Luke Skywalker survives the best attempts to stop him, and is instead positioned to turn Anakin back from the Dark, fulfill the prophecy, and get rid of the distortion. Even if Luke Skywalker was slain there'd be another in Leia anyway and she would succeed in his place. The Force seems to actively smooth over attempts to disrupt the natural flow of events.

And now you carry something similar with you. Call it Fate, Destiny, or the Will of the Force, you will find that there is some power which actively works to guide the world back in line with canon events. Deliberate action and/or sufficient power might be able to change things, but don't expect it to be easy; killing the hero might manage to stop his role in the story, but he'll have a lot of luck to avoid it, and you'll have to make sure no one else can take his place. Still this power is not absolute, and you can overcome it if you are smart, skilled, and/or powerful enough. On the beneficial side, this means that your actions which would logically disrupt canon if only by accident are unlikely to do so, and minor things – or even relatively major things – you do manage to change are unlikely to ripple out into larger changes; stopping Han from being frozen in carbonite, killing Han, or seducing Leia away from him are unlikely to change the events of the Battle of Endor and similar actions are unlikely to change events in future worlds.

If you want to get away from this force pushing things back onto the rails of canon, you can toggle this perk off, though once you turn it off for a jump you can't turn it back on.

Force Sensitivity (200 CP/400 CP/800 CP; incompatible with Droid): You are force sensitive. For 200 CP you could have maybe, if your personality was right and you picked up skills quickly enough, have made it as a padawan in the Jedi Order, and become one of the weaker Jedi Knights. Even at this low level the Force is still a potent tool that provides advantages, but you would have been below average for potential as a Jedi Knight at the end of the Order, and a good deal weaker than most of the big names.

For 400 CP you possess a similar level of natural attunement to the Force as many who once sat on the Jedi Council. You're still no Yoda, but assuming you were properly trained and had their experience you would have been able to sit on the council in the dying days of the Old Republic without being weaker than your peers.

For 800 CP you could pass as a prophesied chosen one and your strength in the Force is similar to that of Luke Skywalker, Darth Vader, or the Emperor himself. You are one of the strongest Force Users in history.

The Dark Side (400 CP; requires Force Sensitivity): The Dark Side and its exact nature is quite inconsistent across Star Wars as a whole, but for Luke during this story it was something that lurked as a temptation over his shoulder, promising more immediate and easy power should he just tap into it. Vader showed more of how to tap into it, by giving himself over completely to his anger and hatred, and pushing away anything else except his anger and inner darkness he was able to temporarily restore his body to functionality… until he let himself feel joy at having succeeded. Vader might not be the best suited to the Dark Side.

This won't make you any more suited to it than you already were, but it will allow you to tap into the Dark Side for any and all supernatural powers you possess. By aligning your mind and being with anger, hatred, and your darkest and worst nature and your desire to impose your desire over reality regardless of how it affects others (or even better hoping it affects them negatively) you are able to draw upon this Dark Side to exert more power with them, and even possibly apply them in ways that would normally be considered wrong, or impossible. This is primarily in ways that would twist or corrupt life or reality, and it does have to be something at least close to what they can already do. Unfortunately you do need to keep your hatred and anger pure, and feelings such as love, compassion, joy, and satisfaction can break your connection with the Dark Side immediately.

This also allows you to use hatred and negative emotions in place of other emotions that would fuel supernatural powers and abilities.

Smuggler Perks

Platformer (100): You're surprisingly athletic; even for someone who isn't supposed to be a shipjockey. You have excellent endurance, and can hold your breath something like twice as long as a human should be able to even if you're doing intense physical activity at the same time. You are a fast runner, near the peak of human capability, and possess impressive leaping capabilities. You might not have the skill of a professional long or high jumper, but for someone with absolutely terrible form you are truly impressive, able to casually leap at least 2 meters in the air and with a similarly impressive long jump; this is without particular skill or form and if you actually learned how to jump properly you'd be easily breaking world records.

Shadows of History (200): Dash Rendar showed up, saved Luke's life multiple times, was the most important pilot in acquiring the 2nd Death Star's plans, and most important figure in saving Leia Organa from Prince Xizor and bringing down the largest criminal organization in the Galaxy. And since he faked his death at the end, no one in the Rebellion who wasn't there even knows who he was or what he did.

You seem to have a similar ease at fading into the shadows and minimizing your image, or perceived role, in history. Stories of your exploits just don't seem to spread as readily as they would otherwise, and if you disappear – either because you're (presumed) dead or just lay low where people can't find you – your deeds will seem to fade into the background, forgotten by the world at large. This does have limits; it works better if you're not acting directly in the public limelight to begin with, if you publicly killed the Emperor while it was being broadcast live across the HoloNet to every Galactic World people won't be forgetting too easily, but if you were a major general well known across the Galaxy and then went to live on a backwater world as a hermit with a new name you might find that within a decade or two the vast majority of people would have forgotten you.

Hotshot Pilot (400): You are one of the best pilots in the Galaxy. You might not be the best, but if we ignore those who cheat to victory by their extraordinary connection to the Force, it becomes hard to find someone who is clearly your superior. Even legends like Wedge Antilles and the pilots of Rogue Squadron are 2nd rate in comparison to you, and that's if you're both in X-Wings. You could pilot any number of other fighters, transports, or speeders just as well, and this even extends to land vehicles like AT-STs and AT-ATs. You won't necessarily already know how to fly vehicles from other universes, but you do seem to pick them up quick and a large number of the skills do carry over.

This also applies to acting as a gunner. You might not be an ace-shot with a blaster pistol – at least not due to this – but behind the controls of a ship's guns you're a master shot. If you fail to shoot down a missile it's almost certainly because it was armored beyond your weapons' ability to damage and not because you did something unbelievable like missing.

Player Character (600): You possess the essential qualities of a video game main character. You can, with a thought, instantly identify your current health percentage, and your 100% health apparently includes enough an ablative shield capable of taking multiple hits from the guns of an AT-ST – or several blaster shots – without dying or having you actually be injured or wounded save for losing some of this 'health percentage.' Once this ablative toughness is burned through you can be injured like a normal person, but until then a blaster hitting you won't leave you with crippling burns and you won't be breaking bones or losing limbs; you can recover this ablative toughness with rest and time like healing wounds or even with medical treatment, apparently things just become flesh wounds.

Beyond this unnatural ability to take blows, you have exceptional awareness of foes and threats around you, and an ability to determine where attacks will come from. You are also highly able to identify enemy's blindspots, or those areas they cannot attack into, and how to move to take advantage of them. In fact it's oddly easy for you to do so, helping you to (literally) run circles around your enemies. Combined with your uncanny accuracy with weapons such as blaster pistols and other guns – enough to casually put a bolt between eyes and where missing once in a hectic firefight with high movement would be notable – even out to great distances and ranges, you could put up a fight against, and possibly beat, an assassin droid, Boba Fett, or even a powerful Gladiator Droid brimming with weapons, and capable of taking many times the damage of an AT-ST. You might actually be able to fight an AT-ST, or bring down a transport sized spaceship tooled for combat with nothing more than a blaster pistol.

Bounty Hunter Perks

Menacing (100): One thing that successful bounty hunters in this Galaxy seem to have in common is a certain level of intimidating presence. You've got your share of it as well. You know how to move, and to carry yourself, so as to simply ooze menace and danger. They won't necessarily know exactly how dangerous you are, or what powers you have, but you can certainly make it clear you've killed before, you could kill again, and that they shouldn't test you lest you do so now. All without a single word.

Combat Training (200): You are highly skilled in a variety of forms of combat. You are an expert in several forms of unarmed combat, as well as being an expert in any common weapon in the Galaxy. You're not a top class master with any given weapon necessarily, but you are good enough to be recognized as an expert with almost any weapon you care to name. You can even use a lightsaber without being force sensitive.

Galactic Hunter (400): You'd not be much of a bounty hunter, if you couldn't actually hunt your bounties. You are a master at finding people throughout the galaxy. This isn't as simple as tracking spoor left when they're running through the woods; this requires you to predict where people with space ships would travel based on piecing together information about them and their goals, and tracking who they have had dealings with across the Galaxy. Thankfully you are a master at it, able to put together information about individuals to find them, and excelling at using information about locations to predict where they'd go even with the mass of options that hyperdrives allow for.

Skill alone isn't enough, though. Thankfully you seem to have uncanny luck in finding information on individuals you are hunting down and tracking. You'll meet the people they met, hear news about sightings of them, and generally seem to have the information flow in towards you almost of its own accord.

Best There Is (600): Like Boba Fett you excel at improvisation and coming up with new, short term plans on the fly. A bounty hunter just attacked you in a bigger ship, when your own is already damaged and only partially functional, and sent a team of your peers to board you and take your bounty… odds are you'll have already figured out a way to turn surrendering into a means of disabling their ship with demolitions, while returning to your own and getting away with your bounty. You're not necessarily smart when you're relaxed and planning long term, but when the shit hits the turbine you think fast and you are dangerously clever.

Criminal Perks

Diplomatic Fencing (100): You excel at small talk, conversation, and diplomatic niceties. You know how to carry on a conversation, how to keep a partner engaged, and how to subtly probe for information while not giving information of your own. You'd make an excellent diplomat.

Cold Blooded (200): A criminal can be emotional or successful; blood feuds are not good business. You possess excellent, albeit not perfect, emotional control. You still feel emotions, but you can easily recognize them and keep them from ruling your behavior. Oh, you can choose to act on them – if someone kills your family you could coldly plan your vengeance for decades if needed – but you are not ruled by them. It is possible for this control to be overwhelmed, but it'd take some rather extreme circumstances.

This also helps you to derive entertainment and enjoyment from even the most prosaic of acts.

Reading People (400): Is something that you excel at. You can figure out how people will act or behave, and easily get into their heads. A Sith Lord might be able to use the Force to predict your actions, but you wouldn't need such a mystical power to predict theirs, you are simply a master at understanding the levers of others and how they behave, think, and act. This isn't perfect, and works better the more you know about a person and more you have personally interacted with them, but while it's not flawless you are very good.

Underprince (600): Planning and scheming are second nature to you. You possess the sort of mind necessary to command an organization like Black Sun – a galaxy-spanning criminal network combining legitimate and criminal holdings – or rise to the top of it. You are a Galactic class schemer and plotter, able to recognize the steps needed to achieve your greater goals and weave plans and schemes that could ensnare even Dark Lords of the Sith or Jedi. Of course, the larger the plan the more information and resources you'll need to pull it off, and you should be careful not to underestimate your enemies, but except for the most exceptional individuals it should be easy for you to scheme around them.

Force Sensitive Perks

Mechanical Aptitude (100): You have a talent at working with mechanical devices. You seem to have an intuition as to how they work, and how to make them work. While you're not a trained engineer, you're good at salvaging, scrapping, and making things work either from intuition or following instructions. You'd be an excellent mechanic with proper training, but with just your intuition you're merely good at figuring things out.

I'm in Charge Now (200): You find that it's easy for you to take control of a situation when there is clear and present danger. This works best when there is no clear leader, but in general you seem to have an air of authority and reliability which makes it easy to get others to follow you when there's a need for clear and decisive leadership. This won't keep you in power if you make mistakes, but people default to following you.

Jedi Training (400): Unlike Luke Skywalker, you have been fully trained in the ways of the Jedi and the use of the Force, how to make lightsabers, and how to wield lightsabers. This training is rather hard to acquire now; holocrons can help but they're not sufficient to fully train individuals on their own and hard to acquire. If you're not force sensitive you still have the training of a Jedi, knowing how the force works, as well as meditation techniques, and things like lightsaber training.

You can choose to be trained in another force using tradition that is extant and being taught in the current time such as Gand findsmen, Dathomir force witches, or Palpatine's dark side adepts. You cannot choose those that are not being taught to others (other than the Jedi way) even if they still have living disciples somewhere in the Galaxy.

May the Force be With You (600): When Luke Skywalker and his companions win remarkable victories, others may call it luck, but we know better. It wasn't luck which destroyed the Death Star, it wasn't luck which brought down Xizor, and it wasn't luck that saw the Emperor die. It was the will of the Force.

Whether it's the Force or something else, you seem to be favored by something that governs reality around you. This manifests in the form of 'luck' and serendipitous or beneficial coincidences which happen to aid you in the pursuit of your goals. The grander the scale of your actions and goals, the grander the scale of this luck; if you just want to live day to day life in isolation and safely you might get a bit of luck helping keep those who'd seek you out away, if you are going up against the Galaxy's largest criminal organization you'd have friends or even just mutual enemies arrive just at the time you need them, and go up against a galactic empire and you might have a starfighter crash into the bridge of an enemy ship in just the right way to bring down their biggest weapon

through pure chance. This won't do everything for you, and you still can die especially if you go up against something simply out of your league, but you seem to live a charmed life where serendipity guides you to unprecedented successes and gives you something of a safety net when you engage in adventure and throw yourself into danger.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Datapad (50 CP): This is a datapad, or a common, simple, handheld computer used throughout the Galaxy. You will find yours comes with a universal adaptor to help connect it to other data-storage devices and to ensure you can plug it in to charge anywhere with electricity.

Single-Channel Comlink (50 CP): This rectangular box is a long-range, shielded, single-channel comlink. While most comlinks might have a range of 50 km, if there's no big thick objects or electromagnetic interference, this one can communicate easily with ships in orbit around the other side of a planet or even around another planet – though it is light speed so you might get a communication delay.

You get a pair that use the same channel and encryption.

Wampa (50 CP): A species native to Hoth, this beast resembles a Yeti. They are a large, bipedal, ape-like white furred creature with long arms, and very powerful claws. They are also rather carnivorous and see humans as potential prey. This wampa has taken an odd fondness to you, and is oddly docile and tractable for you.

Astromech Droid (100 CP): This is an R2 series astromech droid. While astromech droids, especially the R2 series, are known for developing personalities and growing, yours seems to be oddly immune to that trait, remaining robotic and without a will of its own. The good news about that is that it doesn't count as a companion but simply a follower.

Thermal Detonator (100 CP): This is a handheld thermonuclear device about the size of a grenade or a base ball. It can be set with a deadman's switch or on a 5 minute timer, and can produce a rather large boom. You get one, and it will restock after 1 month if you use it.

Breathing Apparatus (100 CP/150 CP): This is a helmet with a built in breathing apparatus. It comes with a supply of atmosphere suitable for you to breathe which automatically refills itself over time.

For the higher price of 150 CP, this is part of a full vacuum suit meant for extravehicular action. That is to say it's a spacesuit.

Snow Speeder (200): An Incom T-47 Airspeeder modified for combat on the frigid world of Hoth, this a fast – 600 km/h combat speed with 1100 km/h maximum speed – maneuverable – able to fly up to 250 meters above the ground – combat vehicle. While its armor is somewhat lacking compared to the armored walkers of the empire, it is massively faster and its twin laser cannons aren't lacking. They also have power harpoons which can be launched to anchor into a durable enemy and then drag them or tangle them in the (detachable) cable that holds the harpoon in place.

Yours will refuel, repair, re-arm, and maintain itself over time when not in use.

Modified Transport (300 CP): The Outrider, Slave-1, the Millennium Falcon, Guri's Stinger… It feels like anyone who is anyone around here has some transport class vehicle which has been extensively modified and customized to perfect it as their vehicle. It's not surprising. Small enough to be piloted by a single pilot, though often relying on a gunner for full combat functionality, but large enough to carry groups, light cargo, more firepower than a fighter, and much faster hyperdrives.

This one is yours. It's roughly equivalent to the likes of the Outrider, Millennium Falcon, or Slave-1. It won't be faster than the Millennium Falcon, or more weaponized than Slave-1, but you can choose the specific build and type, and yours may have other advantages as long as overall it is roughly equivalent to the Outrider, Millennium Falcon, or Slave-1.

As you're paying CP for this it will refuel, repair, re-arm, and maintain itself over time when not in use; you won't have to scavenge junkyard worlds to repair it like IG-88's IG-2000.

Life Support Armor (400 CP; discounted with It Hurts to Breathe): This is a full suit of armor similar to Vader's own. While it won't stand up long against a lightsaber, this suit is fairly effective against lesser weapons such as blasters. It is also a full-body life-support system designed to keep you alive. It possesses a variety of systems to continuously monitor your vital signs, and automatic systems to help with things like restarting your heart if that's needed or providing you with a medically maintained

atmosphere and even pumping the air into you directly should your lungs become non-functional, and various other systems intended to keep you not only alive but able to fight despite organ failures.

This suit also doubles as a vacuum suit, completely sealing you in against the environment, and being capable of prolonged function as an environmental suit. In fact you can wear it indefinitely – its life support systems does include collecting and disposing of your bodily waste – as the internal atmosphere will regenerate at a rate faster than you would use it even in periods of high exertion and activity.

Super Star Destroyer (1200 CP): At 19,000 meters in length and carrying more than 5000 turbolaser, this is one of the most powerful warships ever built. This warship is able to reduce the surface of entire planets to slag over the course of an hours-long bombardment, and with enough firepower to overcome many planets' defensive shields. With a crew of nearly 300,000, and surpassing it if it carries its full complement of storm troopers, and carrying 144 TIE fighters of varying classes from the TIE/LN Starfighter (the iconic TIE-Fighter) to bombers, interceptors, and even defenders as well as their pilots, the ship is practically its own fiefdom in space. And it's yours.

It comes fully crewed, and with a full 6 years of supplies; though it won't automatically regenerate food or water so you'll have to supply it yourself. It will automatically repair, refuel, maintain, and re-arm itself if allowed to land in a drydock or simply drift in space or remain in a stable orbit. The crew does not include a troop contingent, but does include pilots for the 144 TIEs that come with it.

If purchased with the **All-Terrain Scout Transport** item, this vessel will come with a full contingent of Imperial walkers and crew for them, though it still will not have a full contingent of Storm Troopers.

This optionally comes with the rank of Imperial Admiral for the duration of this jump. You have to be somebody pretty high ranking to have a ship such as this. It is the equal to Darth Vader's personal flagship after all.

Smuggler Items

Hand Blaster (100): This is a common heavy blaster pistol. Except that it seems to recharge itself in a few moments after a shot. You can fire it indefinitely, but the power will be only a fraction of what it should be unless you give it a second or two to fully recharge itself.

Swoop Bike (200): A favorite of certain gangs, a swoop bike is sometimes described as an engine with a seat. A more detailed description would be that it is a speeder bike which has been heavily modified to increase its power and speed. They're known for being hard to control, and dangerously fast. Some swoop bikes carry blasters on their front, and while those in the video game did not those showing in the comics did so yours will.

Yours will refuel, repair, and maintain itself over time when not in use.

Jetpack (400): This is a jetpack capable of lifting an individual through the air. While it has a limited amount of time it can function – especially if you're using it to ascend and not merely slow a fall – it recharges itself quickly when not in use. Simply land for a few seconds and it will be fully refueled and recharged.

It also works underwater.

Disruptor Pack (600): This is a pack which can be inserted into a blaster pistol similarly to how a magazine would be inserted into a regular gun. It can also be inserted into a slugthrowing gun. When inserted into a weapon this pack will modify it to shoot disruptor rounds. While based on similar technology to blasters, a disruptor is far more powerful, firing off a pulse of energy which after a certain distance or on impact expands into a large sphere of energy and then disrupts molecular bonds within the area. A single shot might bring down an AT-ST or similar armored transport, and expands over a large enough area you could destroy multiple with the same shot. Unlike a thermal detonator it also typically goes far enough for you to be at a safe distance; unless you shoot something within a half-dozen or so meters.

This pack has 6 disruptor shots after which point the weapon will return to normal. These shots refill at a rate of 1 per week.

Bounty Hunter Items

Credit Chip (100): This is a chip that can be loaded with credits. It actually comes with 10,000 credits already loaded on it. However they aren't what you're really paying CP for. This credit chip is usable anywhere, and can freely convert credits into the local currency or currencies into digital credits and back again. This credit chip can also access money stored in your warehouse.

All Terrain Scout Transport (200): Better known as an AT-ST, this is a small, two-legged scouting walker. Standing over 8 meters tall, it possesses two different types of twin blaster cannons, and a concussive grenade launcher albeit with only a few grenades. Built for a crew of two, and able to go up to 90 km/h, its armor and arsenal makes it an effective combat vehicle.

It will repair, refuel, recharge, re-arm, and maintain itself when not in use.

Jetpack (400): This is a jetpack capable of lifting an individual through the air. While it has a limited amount of time it can function – especially if you're using it to ascend and not merely slow a fall – it recharges itself quickly when not in use. Simply land for a few seconds and it will be fully refueled and recharged.

It also works underwater.

Mandalorian Armor (600): This is a suit of armor similar to Boba Fett's own. With armoring duraplast plates, and power armor lining it provides excellent protection from most physical hazards you could expect to see in battle throughout the Galaxy whether that's energy bolts, blasts, explosions, heat, cold, electricity, acid, or poison. Its helmet is capable of pressurizing and sealing to keep in air, and possesses an array of sensors able to record audio and video, intercept and unscramble comlink (or radio) communications, automatically compensate for varying levels of light, range finders, and many more sensory tools, as well as a straw that can be extended on command, oh and a single-channel comlink hard linked to a ship you purchased here (if you purchased any). This armor is also full of weapons, from a back mounted heat-seeking missile, knee mounted rockets, various wrist-mounted weapons including a rocket, flamethrower, blaster, and razor wire.

It does not come with Boba Fett's jetpack, unless you purchase it separately. If you'd prefer another style of armor instead of the Mandalorian design you may choose to have this armor be in that style instead.

Criminal Items

Luxurious Refresher (100): This is a very nice bathroom. It has sinks, a toilet, and of course a tub. It's large enough for two people to share an intimate, romantic moment together. It is voice controlled, and the water within it always seems to be the temperature you'd desire. It comes with a small room, and its own plumbing which doesn't have to attach to local infrastructure – so no worry about a Jedi coming up through the sewer at least due to this bath – and will exist as a warehouse add-on or a room in a property you possess as preferred.

This refresher is also self-cleaning.

Expensive Wardrobe (200): This is an expansive collection of clothing. Not all of it fits you. Perhaps 20% of this wardrobe is for you, with the other 80% being in various sizes and cuts intended to be able to clothe any lovers you may have; meaning that if you have a certain 'type' much of it will be sized for the type in question. Of course even 20% of this wardrobe is enough for a CEO – or crime boss – to have an outfit for every occasion they might encounter. And this is an expensive wardrobe not merely expansive, as each piece of clothing in it is of the highest quality and price tag.

This wardrobe won't double in size each jump, but you will find that it gets at least a few outfits for you, and four times as many for your potential lovers, at the start of each new jump, representing the heights of its expensive fashion.

Boss's Chair (400): This is a luxurious, comfortable chair. It has repulsor technology built into it to allow it to float and move on its own, and can be controlled by your voice. It can even talk back, and serve as a basic personal digital assistant. As noted it is extremely comfortable, and possibly the most comfy chairs you could find in the Galaxy.

It also possesses myo stim units which are able to artificially stimulate and train your muscles while you sit in it. Simply sitting in this chair with this field on is like receiving moderate intensity full-body exercise as it works and trains each of your muscles. You can program it to focus on certain muscles over others, or to aim for a certain type of physique. It will not have the potential side-effects of other myo-stim units such as the sometimes reported rapid muscle atrophy if one stops using these units.

Skyhook (600): This is a repulsor lifted vehicle of massive size. Or perhaps it'd be best to say this is a large compound which is held in the upper atmosphere by repulsor technology which allows for it to ascend, descend, or move over the world. Whether you call it a fortress or a vehicle, it is a match for Prince Xizor's own *Faleen's Fist*; meaning

it's 1,200 meters in length, with a 'passenger' capacity of 1,000 individuals (though this is not a maximum occupancy limit so much as how many it is designed to house comfortably long term), a cargo capacity of 50,000 tons, and supplies for 6 months of continuous operations. You won't need to worry about its power supply, as whatever fuel it uses will be replaced at a rate to allow for it to remain aloft indefinitely, and even move at low to average intensity indefinitely – if you push it to its limits you might have to let it rest for a time to reach full charge and capacity again – but food, air, and water will require you to supply it as it will only restock to its 6 months stores at the start of each jump.

It does come with several landing vehicles capable of ascending into the atmosphere and descending. They're not the best vehicles by Galactic standards but they include a mix of small passenger ships and a larger cargo one for resupply purposes. Of course, the skyhook itself can descend into the thicker air of the lower atmosphere, though it is not designed for landing and it will strain its engines to remain in place or move about with the additional pressure and gravity, or to ascend; despite being primarily powered by repulsors it seems to be able to leave the atmosphere and even gravity well completely though it is painfully slow for space flight.

Force Sensitive Items

Plain Outfit (100): This outfit consists of a coarsely woven, dark gray hooded cape and cowl, a plain shirt and a simple vest, pants and jacket, knee boots, all in black, without any insignia.

It doesn't have much in the way special about it, but it cleans itself overtime – even as you wear it – dries quickly, and seems to help you blend into crowds just a little more easily, but if you choose to confront an individual it instead lends a minor air of enigmatic danger to you.

Homemade Lightsaber (200): This is a lightsaber. It was made by you. At least it seems to have been. It is made with either your skills at making a lightsaber, or a passable level whichever is higher, and it gains any benefits which would come with having been made by you.

As a CP backed item it will return to you if lost, and be replaced if destroyed. It will also update its design regularly if your skill in making lightsabers increases. It can even incorporate materials you possess which you could work into a lightsaber to improve its function, though if it is lost or destroyed and has to be replaced you will need to provide these materials anew.

X-Wing (400): The Incom T-65 X-Wing may be the most famous starfighter in the Galaxy, if not now then by the end of the Galactic Civil War. And this one is your. 12.5 meters long, with 4 laser cannons and 2 proton torpedo launchers, the X-Wing is a powerful fighter for this period. Unlike TIE-Fighters they come with proper life support, shields, and a hyperdrive allowing it to travel across the Galaxy without need for a larger carrier. It also has a slot for an astromech droid if you have one.

This vehicle will refuel, recharge, repair, re-arm, and maintain itself when not in use.

If you'd prefer another type of starfighter than an X-Wing you can get an A-Wing, B-Wing, or an elite TIE variant which was produced before the Battle of Endor and is roughly equivalent to an X-Wing (such as Vader's custom TIE).

Training Droids (600): These six droids resemble ASP-19 battle droids. They have had the same modifications made to them that Darth Vader has made to his lightsaber training droids; yes that does mean they have lightsabers.

These droids will be repaired or replaced if damaged or destroyed. However their true usefulness comes when you destroy them in training. Each time you overcome and

destroy these droids in training when they return they will be improved. For purposes other than your personal training – say murdering your enemies – they will remain the same as they were before, but you will find that when you engage them in combat training they will be better than before. With each destruction they will grow more challenging and better adapted to your combat abilities. The more you battle them the more powerful they will become to challenge you in your training, and no matter how powerful you become eventually these droids will be able to defeat you if you defeat them often enough. You can dial them back down if they get too difficult, but they only improve if you destroy them when they're at their full power.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin and may purchase a species as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (Varies): Most canon characters who appear in the game, comics, or book cost 50 CP (each) to recruit. Boba Fett, Dash Rendar, Leia Organa, Prince Xisor, or Guri cost 100 CP (each) instead. Luke Skywalker, Emperor Palpatine, Darth Vader, and IG-88 cost 200 CP (each) instead.

Canon Star Wars characters who do not appear in Shadows of the Empire, or are frozen in Carbonite during it, cost 100 CP by default, increasing to 200 CP if they are Force Sensitive or otherwise show substantially above normal abilities, and 400 CP if they are Force Users on a scale comparable to Luke Skywalker, Palpatine, Vader, or Yoda.

Expert Horticulturist (50 CP): Don't let Xizor, or Palpatine, learn about this individual. This is the best horticulturist and gardener in the Galaxy. Even better than the horticulturist in charge of Palpatine's Skyhook, who was skilled enough that Xizor attempted to steal him away from the Emperor. If you ever needed an excellent gardener, they are one. Other than that, they're just a common citizen of the Empire, who seems rather adverse to adventure and danger.

Droid Who Would be Underprince (100 CP): This analysis droid was made to take large amounts of data and information and analyze it. It has decided that it no longer wants to be an object, but to obtain luxury, power, and authority for itself. It has decided that as long as you treat it as a person and not a possession, it is happy to accept being 2nd compared to you, and existing as your underboss so long as you provide it with luxury, power, and authority. It is a 1st Class Droid designed for information analysis and has the Diplomatic Fencing, Cold Blooded, Reading People, It's Almost Too Easy, and Artistically Sculpted perks.

Green Skinned Alien Space Babe (100 CP): Somehow you saved the life of this beautiful falleen bounty hunter and she's decided she ought to repay you with her loyal companionship. She's actually quite the skilled bounty hunter having the Menacing, Combat Training, Galactic Hunter, Best There Is, and Artistically Sculpted perks as well as the Credit Chip item. She's also, naturally, a falleen.

Jedi Princess (100 CP): This woman claims to have been a survivor of the Jedi. Given she's in her early 20s she's probably lying. Still she has a lightsaber, and seemingly knows how to make one, and she is good with it. She also definitely has the ability to use the force, even if she's not as good as she likes to pretend she is and doesn't seem to know advanced techniques like the Mind Trick. She claims the Force has shown her visions of you, and that you and her share a destiny together, but she doesn't seem to know what it is. She has the Combat Training, I'm in Charge Now, May the Force be With You, and Force Sensitivity (400 CP level) perks as well as the Plain Outfit, and Homemade Lightsaber items.

Serially Upgraded Droid (100 CP): It's hard to tell what this droid was originally built for. Maybe it was a humanoid repair droid, or maybe it was some sort of service droid. Its chassis has been mostly rebuilt from spare parts and parts from different droids and its programming has been heavily modified over time. You picked it up from someone who needed a quick escape from a bad situation and who was desperate and it really was a rather good deal. The droid has a rather surprising breadth of skills everything from language and linguistics, starship repair, piloting, astronavigation, arranging (black market) business deals and dealing with contacts and contracts for your (illicit) jobs, painting, combat with a wide variety of weapons, and a large variety of other tasks. In simple terms they are highly competent and capable in a vast array of skills found throughout the Galaxy, and they are completely loyal to you as their owner and master even if they have an unfortunate tendency towards practical jokes.

Sprint Duo (100 CP): There's probably a story behind how this twi'lek got his name. Maybe he'll tell you if you ask the right way. Either way after a series of events that saw his ship being destroyed, this smuggler has attached himself to you. Of course he's a pretty competent figure so that might not be too bad. He has the Platformer, Shadows of History, Hotshot Pilot, Gambler, and Force Sensitivity (400 CP level) perks, as well as a Hand Blaster and Swoop Bike. He's decided you're his friend, though this seems to be tied up in his adrenaline junkie behavior and belief that he'll find some 'interesting times' tagging along behind you and riding the wave of chaos and destruction left in your wake.

Replicant (200 CP): It seems Guri wasn't so one of a kind after all; though Xizor had her creator killed so one must wonder who made this one. This is a Human Replica Droid built and programmed as an assassin. They are a Class 4 assassin droid of the Human Replica Droid variety with the Artistically Sculpted, HRD, Menacing, Diplomatic Fencing, Combat Training, and Cold Blooded perks. They also have 600 CP to spend on other perks as you see fit; though they cannot purchase Force Sensitivity and do not gain Origin discounts.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Short Stay (Toggle): Even including the sequel comic Shadows of the Empire: Evolution which followed up on Guri and her story, Shadows of the Empire covers less than 2 years. As such you can shorten your stay to a mere 2 years, but will gain ½ the CP from Drawbacks if you do so.

Tales of the Jumper (Toggle): This is the Star Wars Galaxy. There's a lot of chances to go there. If you've been here before, that is before 3 ABY, you can choose to have your current trip be an extension of the continuity of your previous visits. You will find that regardless of the changes you made there will be an ongoing Galactic Civil War, and the Black Sun will exist.

The Hoth Level (Toggle): You are no longer starting after the end of Empire Strikes Back, and should ignore your start location. You will instead find yourself starting on Hoth – or in the Imperial Fleet as appropriate to your origin – as the Imperial attack on the Rebel base on Hoth begins.

Braggart (+100 CP): You can't seem to open your mouth without trying to sell yourself as the best thing in the Galaxy. It feels like every other word out of your mouth is some form of self-aggrandizement, and even if it isn't people all seem to treat you like you're some blowhard of a braggart who'd oversell you skills at the first chance you got. You can earn people's respect, if you've really got the skills you seem to think you do, but somehow you just can't help but rub people a bit of the wrong way with your bragging, especially on first meetings.

Disturbance in the Force (+100 CP): Your arrival in the setting has caused a disturbance in the Force, one which Luke Skywalker, Darth Vader, Emperor Palpatine, and Yoda, if not possibly others who are strong in the Force as well, have felt. They might not know precisely where you arrived, or what this disturbance meant, but they can feel your nature as something from outside of this reality through the Force, and even use it to track you, anything or anyone you brought with you from other worlds. This doesn't guarantee they're your enemies, but you can expect the Emperor at least to be quite interested in you. And his interest can be rather dangerous, especially if you're the kind to become his enemy.

Hungry for Danger (+100 CP): Like Xizor whether you realize it or not you have grown addicted to the thrill of danger. You will seek ever greater challenges, and that little thrill that comes from knowing that despite all your intelligence, your power, your influence, your skills, and even your luck there's a real chance – even if it is small – that you will fail, be broken, and destroyed. It doesn't have to be a large chance, you're not suicidal you just want the excitement to know that it could end badly for you, besides such a thing is probably impossible for you, but you will take on challenges for the thrill that they might have a percent of a percent of a percent chance of causing your doom.

N64 Graphics (+100 CP): You seem to perceive the world with the graphical limitations of the N64 video game. That is to say things are looking blocky and angular, and objects tend to have fairly uniform colors for ease of generation. Besides the world just being a lot uglier, it has a tendency to cause motion sickness if you turn around or move your head too rapidly, and you'll find that there's always a sort of mist causing objects to disappear into the distance after a few hundred meters, though the sky can be visible. Things are somewhat better in space – there's just less world to animate there and the scale is rather larger to begin with – but even then things that are further away tend to just disappear into the background.

Varied Level Designs (+100 CP): Platforming, shooting, racing, flight sim… Dash had to deal with quite a variety of genres in his adventures dealing with The Shadows of hte Empire, and now you will too. You're going to find yourself in a variety of dangerous situations that test your skills as a space pilot, a racer, and infiltrating and fighting your way through areas, and potentially more. You can eventually overcome all these adventures, they aren't constant nor will they necessarily go through your entire time here, but you will have to face a variety of them first.

Clunky Controls (+200 CP): You seem to be interacting with the world as if in the N64 game, if not worse. Your actions are hard to control, with precision being quite difficult. To interact with an object you have to be directly in front of it, and take a few moments to line up just right. To look in any direction other than straight ahead you have to stop and stand still. While you can move directly forward, left, or right, you will find that turning takes a bit more time than it should, and don't expect to juke or weave while running, or turning on a dime while moving – though once you get the hang of it running in a circle shouldn't be too hard. Jumping is even more awkward, your control of the span of leaps being quite limited. Similarly shooting is awkward as your aim seems to be quite random at times, unless you stop everything else you're doing and slowly and awkwardly bring your gun into position – don't expect to be fast drawing anyone. The controls for your body are just plain clunky.

It's Almost Too Easy (+200 CP): You are exceptionally overconfident and self-assured in your inevitable victory. Perhaps you've just won far too often, but you are categorically incapable of properly gauging your own abilities or those of your enemies. Making it even worse, your enemies seem to be gifted with sudden surges of insight, luck, and competency while opposing you.

Powered by the Dark Side (+200 CP): All of your out of jump perks, powers, and items, and those of your companions, are now powered by the Dark Side. To use them you will need to fill your mind and heart with anger, hatred, and spit, the more powerful the perk, power, or item, the greater the intensity of the anger, hatred, and spite you must be filling to use it. Worse you must not feel positive emotions or feelings like joy or satisfaction – even just at your success – or they will immediately stop functioning.

The One For You Alive is Marginally Higher (+200 CP): You seem to have two bounties on your head. It's unclear where they came from but that won't stop bounty hunters and assassins coming for you throughout your time here. No matter how many of them you kill they don't seem to stop coming. Though while the bounty for you alive is somewhat higher than for you dead, if you kill enough of your would be captors they might decide it's better to take you in dead. And no, killing whoever put the bounty on you won't get rid of it, someone new will put one on you instead.

Galactic Safety and Health Standards (+300 CP): Why does moving from one side of a freighter to another require you to jump across moving platforms with whirling bludgeons you must jump over or duck under on the way to the other side? Why does a major base of operations where thousands of individuals pass through every day have giant spinning gears designed to crush people moving through it and areas where you need to use a jet pack to fly over massive pits? Those just seem to be the safety and health standards of the Galaxy. At least around you. The world seems to be a somewhat awkwardly designed platformer, at least for you and your companions. While other people seem to be able to pass through places as normal, you'll find yourself having to deal with a world made as a death trap when you try going anywhere. Even just walking across your own ship you can expect a few awkward jumps and dodges to be necessary. And don't think you'll be safe on a vehicle; expect to find yourself in a racing game designed by someone who thought explosive, deadly crashes were the most fun part.

It Hurts to Smile (+300 CP): Your body has been badly, badly mangled and damaged. You are covered in full body burns which have even damaged your lungs. You cannot breathe normal atmospheres, and in fact need to continuously wear a full body suit of life-support armor. You'll receive a functional life-support suit, though without the armoring qualities of Vader, for your time here if you don't buy full and proper Life-Support Armor. Worse, you will be in constant pain. While it's possible to ignore this low-level pain, and you will eventually grow accustomed to it, you will find that any actual exertion causes a much higher level of pain, one which will pierce through any and all perks you possess. This pain, however, is not as bad as that you will feel whenever you allow yourself to feel happiness or joy. The smallest smile, or uptake in breath due to joy, will strike you with intense pain; you might be able to function through it but you will feel it with all the intensity of a normal human.

Loyal to Your Owner (+300 CP): Like Guri, or any good droid, you have been programmed with absolute loyalty and obedience to your owner; even if you're not a droid. You are owned by an individual with no morality or scruples, and who is immune to your charisma or attempts to control, and who will use you to the best of their capabilities for their own goals; ones which are overly ambitious. This ownership even extends to your followers, pets, AIs, and companions. If your owner dies or is removed from being able to act as your owner, you will not find the chance at freedom Guri gained but will find yourself owned by someone even worse.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Hyperdrives from any CP backed vehicle will continue to work as they did here in other jumps even if they wouldn't normally have a hyperspace dimension to access.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added option to buy a non-human species for a human replicant droid. Added the ability to get a full contingent of AT-STs and AT-ATs with the Super Star Destroyer by buying an AT-ST. Clarified that the Replicant companion does not gain Origin discounts on their 600 CP to spend. Changed doc to black on white because it fits Shadows of the Empire more.