

Star Wars: Jedi Fallen Order and Jedi Survivor Jumpchain
Version 1.0 by Shadow of Blue Rose

Welcome, Jumper, to a world that is probably quite familiar to you. Welcome… to Star Wars. Jedi Fallen Order and Jedi Survivor take place during the dark years of the Empire, each game being 5 and 10 years after the events of Order 66 respectively. They follow the journey of Cal Kestis, a former padawan and Order 66 survivor as he tries to regain his connection to the Force and fight back against the Empire. It's gonna be a rough 10 years.

Take this:
+1,000 CP

Starting Location:

Choose any for free or roll 1d12 and gain 100CP

1. Bracca: Bracca is a junkyard world in the Mid Rim. Although it was of strategic importance during the Clone Wars due to its proximity to multiple Hyperspace Lanes, now it's controlled by the Scrapper Guild, who take ships apart to sell the components to the Empire. This world is also where Jedi Fallen Order begins.

2. Bogano: Bogano is an Outer Rim world consisting almost entirely of plains, mesas, and wetlands. It is home to the Binog, a large amphi-mammalian creature resembling a lizard and a dog. The planet also contains an ancient temple built by the Zeffo people.

3. Dathomir: Dathomir is an Outer Rim world that is hostile to outsiders. It was home to the Nightbrothers and Nightsisters before the Empire culled most of them. Nightsister Merrin appears to be the last of the force tradition.

4. Kashyyyk: Kashyyyk is a forest planet in the Mid Rim, the forests are so thick and tall that travel on the ground is both difficult and dangerous. The Empire is currently subjugating the Wookiees, hoping to turn them all into slaves.

5. Zeffo: Zeffo is an Outer Rim world that is full of mountains and cliffs that are covered in grass and swept by powerful electromagnetic winds. The planet is filled with countless ruins and tombs of the ancient Zeffo civilization.

6. Ilum: Ilum is a snowy planet in the Unknown Regions. It is a major source of Kyber Crystals, and the Jedi Order brought younglings there for countless generations to harvest the crystals for their lightsabers.

7. Fortress Inquisitorius: The Fortress Inquisitorius is located on planet Nur. It is a heavily fortified stronghold, much of which is underwater. It serves as the base of operations for the Inquisitors, and is located in the same system as Mustafar.

8. Ordo Eris: Ordo Eris is a Space station built into an asteroid on the edge of the Outer Rim. It serves as a stronghold for the Haxion Brood.

9. Coruscant: Coruscant is the capital of the Empire, and the former home of the Jedi. The planet is covered by a massive supercity and heavily controlled by imperial forces.

10. Koboh: Koboh is an Outer Rim world without much going for it, other than being frequented by raiders and being entirely forgotten by the Empire. The Shattered Moon of Kobo contains the remains of a large station, and while there may be things within worth scrounging for, it is derelict and quite dangerous.

11. Jedha: Jedha is a cold moon orbiting the planet NaJedha in the Mid Rim. It is of great spiritual significance

to many force traditions, and is known as the Kyber Heart. The planet, like Ilum, possesses a large number of Kyber Crystals. In 0 BBY it will be the target of a test firing the Death Star's super laser, which will destroy the Holy City.

12. Free Choice: How lucky! You can choose anywhere in the Star Wars Galaxy to start at, even the Emperor's closet if you wanted.

Species

There are many countless species in the Star Wars Galaxy, so this section will be made simple. Alternatively, instead of being a member of a different species, higher tier prices can be used to represent cybernetic, genetic, or sorcerous enhancement to your body. For example, Zabraks possess innately tough bodies, but this advantage is only a minor one worth 100CP. The magical enhancements that were made to Savage Opress during the Clone Wars provide him with massively increased physical attributes, which would be worth 300CP.

For Free you can be Human or any Near Human species with no notable advantages over humans.

For 100CP you can be part of a species with a minor advantage over humans.

For 200CP you can be part of a species with a moderate advantage over humans.

For 300CP you can be part of a species with a major advantage over humans.

Origins

Pick your age and gender for free, or roll 2d8+16 for age and flip a coin for gender. Get 100CP for each that you leave up to chance.

Remnant: Whether you were once a Jedi, or you're a freedom fighter who longs for the Republic to return, or you're just trying to survive and lay low under the Empire's Fist, you possess a knack for staying out of trouble. This also serves as the Drop In Origin.

Imperial: You're actually a devoted member of the Empire, or at least you have the appearance of such. Whether you're a Stormtrooper, an Inquisitor, or a Senator, you get to experience life on the "other side" of the oppressive force of the Empire.

Criminal: You're a member of the criminal underworld. Whether you're a common thief, a slicer, or even a Crime Lord, This Origin represents all of the unscrupulous people out there.

Bounty Hunter: You're a bounty hunter. Simple as. You track down people with bounties on their head, capture or kill them, and then turn the mark in for a profit. You may have a code, you may only go after legal bounties, or you may not care about any of that and hunt down anyone with a price on their head

Perks

Perks are discounted to their Origins, and discounted 100CP Perks are free.

General

Free/100 CP - Galactic Basic: You can speak, read, and write in Galactic Basic, additionally you know a few of the most common other languages in this world such as Huttese. For 100CP you will be natively fluent in the five most commonly spoken languages in all future worlds you go to.

Free - Standard Jabs: You become immune to all mundane illnesses in the Star Wars galaxy.

200 CP - Trust Only in the Force: Your mere presence in this world may cause a butterfly effect that could change the course of the galaxy, or it might not. If you'd rather not risk it, instead wanting the general plot beats of the world to remain the same regardless of your actions, this perk will make that happen. Toggleable.

Force Sensitivity

These games are about a Jedi, so it's only fair that you have the option to gain a connection to the Force. You may subtract 200 from the cost of any of these perks to instead take it as potential, with you starting off wholly untrained in the Force. You will develop your skills over the course of the Jump, whether on your own or with a teacher.

For Free, you gain a minor connection to the Force, but no training. It isn't much, but you'll be a lot "luckier" than other people.

For 100CP, you get power on par with Cal Kestis at the start of Fallen Order, shortly after regaining his connection to the Force. You get two purchases of the 50CP version of Lightsaber Skills for free.

For 200CP, you possess the strength and skill of an experienced Padawan, roughly equal to Cal before the events of Order 66 or halfway through Fallen Order. You get either three purchases of the 50CP version of Lightsaber Skills or one 50CP and one 100CP purchase for free.

For 300CP, you become as powerful and skilled as a Jedi Knight. You get two purchases of the 100CP version and one 50CP purchase of Lightsaber Skills for free.

For 400CP, you gain power and skill in the force that you could equal an average Jedi Master. You get one 150CP purchase, one 100CP purchase, and two 50CP purchases of Lightsaber Skills for free

For 500CP, you are powerful and skilled enough that you could press Darth Vader for a few minutes, but barring extenuating circumstances, you would still lose in the end. You get two purchases of the 150CP version, two purchases of the 100CP version, and three purchases of the 50CP version of Lightsaber Skills for free.

For 600CP, you actually equal Vader in power and skill, though your specific skills and knowledge may differ. You get one purchase of the 200CP version, and two purchases of each of the lower level versions of Lightsaber skills for free.

For 800CP, you are terrifying. Equal in power, skill, and knowledge to the unseen Emperor Palpatine. You get two purchases of the 200CP version and five purchases of the 150CP version of Lightsaber skills for free.

Lightsaber Skills

There are seven standard lightsaber forms, and several non-standard forms and variants. You may purchase however many you like.

Orthodox Styles include the seven basic lightsaber styles, including both the Shien and Djem So variants of Form V, but not the Vaapad variant of Form VII.

Unorthodox Styles include Jar'Kai, telekinetic lightsaber combat, wielding a blaster in one hand and a saber in the other, or Cal's "crossguard style."

Regardless of which you pick, all styles cost the same amount except for Vaapad, which has an additional 100CP cost applied to it.

These purchases are 50CP off with the 500CP or greater versions of Force Sensitivity.

50CP gives basic proficiency.
100CP gives a considerable amount of skill.
150CP gives expertise enough to be considered a master.
200CP makes you a true master of the form, such as Dooku with Form II, or Obi Wan with Form III.

Beyond the known forms, you may pay 400CP to gain true mastery of a powerful personal style of lightsaber combat that perfectly encapsulates YOU. It will always be useful to you and will continue to grow and evolve as you do, even if you're not using it. When you do though, you will find yourself able to take on much stronger foes than you, and have a good chance of coming out on top.

Remnant

100 - Three Rules to Survive: Whether by training or experience you have an intimate knowledge of survival. You know how to find food and water, build shelter, and navigate difficult terrain, both in urban cities and the wilderness. Your body is able to endure extreme conditions and overcome obstacles in even the harshest environments.

100 - Combat Training: Whether you were a Jedi or you're a rebel of some kind, you have extensive training in a variety of combat related skills such as unarmed fighting, strategy, melee weapons, and blasters. Your training has prepared you for close-quarters combat, as well as long-range engagements, and you are decently skilled in both offensive and defensive tactics.

200 - Don't Stand Out: You have learned to become a face in the crowd and hide from the Empire. You know how to move swiftly through urban terrain while remaining undetected, and blend into your surroundings. As long as you don't stand out, such as by using the Force or standing up to the Empire, you could remain hidden from them for the rest of your life.

200 - Techie: Whether you were given an extensive education or learned it yourself, you know how to repair, modify, and build various pieces of tech. You could maintain a ship decently well, slice a simple computer, or even build a lightsaber if you had the right components.

400 - Accept the Past: Before the Empire, the Jedi were known guardians and peacekeepers. More importantly however, one of the first things the Republic would do for new member planets was to have them meet a Jedi. You have the diplomatic acumen of old days and you have a solid grasp on the cultures of many of the galaxy's civilizations.

400 - Adaptability: An old saying goes "adapt or die," and it seems you really took that one to heart. You possess an extremely flexible mind, allowing you to easily adapt to situations and opponents. Given a bit of time you can formulate strategies to deal with almost any situation.

600 - Trust No One: You have learned the hard way that trust can be a liability in the galaxy, especially when it comes to surviving in the face of Imperial oppression. Your natural suspicion and caution allow you to remain vigilant and aware of potential dangers at all times, never letting your guard down or exposing yourself to unnecessary risks. Your ability to trust only in yourself and your own instincts allows you to navigate treacherous situations and emerge victorious, and almost never be caught off guard by betrayal.

600 - Psychometry: You possess the rare and powerful ability known as psychometry, allowing you to touch objects

and glean information about their history and past owners, even if you aren't Force Sensitive somehow. By touching an object, you can sense the emotions, memories, and experiences of those who came into contact with it, providing you with valuable insights and clues that can aid you in your missions. Your skill in psychometry also makes you an expert in investigation and interrogation, able to extract information from even the most stubborn of subjects by analyzing their personal belongings and memories.

Imperial

100 - Stormtrooper: You have undergone the rigorous training of a stormtrooper, honing your physical and mental abilities to a peak level. You are an expert in a wide range of combat techniques, from hand-to-hand combat to ranged weapons, and possess an intimate knowledge of military tactics and strategy.

100 - TIE Pilot Training: You have been trained in the specialized skills necessary to pilot a TIE fighter, including evasive maneuvering, dogfighting tactics, and the use of advanced weaponry. Your training has made you an expert pilot, capable of operating in even the most challenging conditions.

200 - Specialized MOS: You have received specialized training in a particular area of Imperial operations. You might be trained as a Scout Trooper, a Patrol Trooper, a Tank or Shore Trooper, or some other specialized type of Stormtrooper. You possess unique skills that allow you to operate in specific environments or situations with greater efficiency than other Imperial soldiers.

200 - Officer Candidate School: You have been to one of the various Imperial Academies and undergone the necessary training to become an Imperial officer. Said Training has given you a deep understanding of military tactics, leadership skills, and diplomatic strategies. Your training has prepared you to command troops and manage operations at even the highest levels of the Imperial military.

400 - ISB Agent: You have received specialized training as an agent of the Imperial Security Bureau, granting you extensive knowledge of intelligence gathering, interrogation techniques, and espionage. You possess advanced skills in deception, infiltration, and data analysis, making you a valuable asset to the Empire in both covert and overt operations.

400 - Special Forces: You have received advanced training as a member of an elite Imperial Special Forces unit, such as the Inferno Squad or the Death Troopers. Your training has made you an expert in a wide range of combat techniques and specialized equipment, as well as providing you with the skills necessary to operate in covert missions.

600 - Purge Trooper: You have undergone the intense training required to become a Purge Trooper, a specialized unit tasked with hunting down Jedi and other Force-sensitive beings. Your training has made you an expert in combat techniques that are particularly effective against Jedi, including specialized equipment and tactics.

600 - Senator: It seems you're not a soldier at all, but rather a decently important Senator. You have attained a

position of power and influence within the Imperial Senate, granting you access to valuable resources and extensive political influence. Your position allows you to affect change on a galactic scale, using your powers of diplomacy and negotiation to shape the course of the Empire's future. (Or maybe it would, if Palpatine wasn't planning to gut the Senate in the next decade or two.)

Criminal

100 - Streetwise: You have spent your life on the streets, dealing with all manner of criminal elements and shady characters. Your experience and intuition give you an innate sense of the criminal underworld, allowing you to navigate its labyrinthine networks with ease. You have a natural talent for finding the right people and resources to get the job done, whether it's acquiring valuable information, securing illicit goods, or recruiting powerful allies.

100 - Solo Lite: You possess an instinctual understanding of the art of smuggling, able to navigate through hostile territory, bypass security measures, and evade law enforcement with ease. Your experience as a smuggler has given you a keen sense of situational awareness, allowing you to anticipate and react to threats before they materialize. Your ability to find creative solutions to difficult problems makes you a valuable asset to any criminal organization.

200 - Mastermind: You are a criminal mastermind, able to orchestrate complex heists, schemes, and operations with ease. Your strategic mind and tactical acumen allow you to anticipate and counter your opponents' moves, stay one

step ahead of the law, and emerge victorious in even the most challenging of situations.

200 - Slicer: You have a talent for slicing, the art of hacking into computer systems, droids, and other electronic devices. With your expertise, you can break into even the most secure systems and extract valuable information or shut down systems entirely. You possess an almost instinctive grasp of programming and network security.

400 - Scoundrel's Charisma: You possess a natural charm and charisma that allows you to easily manipulate and persuade others. You have honed your skills in deception and negotiation, allowing you to sway the opinions of even the most stubborn individuals. Your skills would be greatly valued in any criminal organization.

400 - Assassin: You are a deadly assassin, feared and respected by those who know of your skills. You are a master of multiple combat styles and weapons, and your stealth and agility allow you to strike from the shadows with deadly precision. You have been trained in the ways of ancient and deadly arts, perhaps by an Assassins' Guild or some other organization, and you use your knowledge to eliminate your targets with ruthless efficiency. Your services are highly sought-after in the galaxy, and you could easily enough credits to live in luxury for the rest of your life.

600 - Crime Lord: You have risen to the top of the criminal underworld, becoming a powerful and influential crime lord with vast resources and armies of loyal followers at your command. Your wealth and power allow you to dictate the terms of any negotiation, while your reputation as a ruthless and cunning leader ensures that your enemies fear

and respect you. Your influence extends throughout the galaxy, giving you unparalleled access to rare and valuable resources, powerful allies, and lucrative business opportunities.

600 - Shadow Broker: You are a shadow broker, a master of information gathering and manipulation. Your extensive network of spies, informants, and hackers allows you to access even the most heavily guarded secrets, from the inner workings of rival organizations to the personal lives of high-ranking officials. Your mastery of the art of information warfare makes you a valuable ally and a formidable opponent, able to use your knowledge to gain leverage and outmaneuver your enemies.

Bounty Hunter

100 - Hunter's Instincts: You possess a natural ability to track and hunt down your targets, which makes you a formidable bounty hunter. You have an intuitive sense for identifying targets and tracking them across a variety of environments, and your keen observation skills enable you to uncover even the most well-hidden prey.

100 - Hunter's Fortitude: You have trained your mind to make it highly resistant to the influence of the Force. Additionally, you possess a strong willpower that allows you to resist Force-based attacks and manipulations, and your mental fortitude enables you to remain focused and composed even in the face of overwhelming pressure.

200 - Skills of the Trade: You have extensive experience in combat and are proficient in a wide range of fighting styles and weapons. Your combat training has honed your

reflexes, speed, and agility, making you a formidable opponent in any fight. You are able to adapt to any situation and anticipate your enemies' moves, allowing you to quickly gain the upper hand.

200 - Gear Head: You have an innate understanding of technology, allowing you to easily enhance their performance and functionality. Your technical skills allow you to identify and implement improvements to equipment quickly, giving you a significant edge in combat and other situations. You can modify and upgrade any type of gear, from blasters and to droids and starships, with ease and precision.

400 - Mandalorian Training: Whether you were born into it, you were a Foundling, or you just picked it up somehow, you have undergone rigorous training in the ways of the Mandalorians. You are a master of hand-to-hand combat, marksmanship, explosives, using jetpacks,and astronavigation. Additionally, you possess an intimate understanding of battlefield strategy and tactics. Your training has also given you a sort of aura of honor and loyalty, making people more likely to see you as someone to respect and trust.

400 - A Man of Your Reputation: You have risen to the top of the bounty hunter hierarchy and are widely regarded as one of the most skilled and successful hunters in the galaxy. Your reputation precedes you, and your name strikes fear into the hearts of those who have crossed you. With a name as big as yours, even Darth Vader might hire you by name.

600 - Jedi Hunter: You have dedicated your life to hunting down and eliminating Force-sensitive beings, and have become a master at it. Your training and experience has given you an intimate understanding of the ways of the Force, which allows you to anticipate the moves of Jedi and Sith and exploit their weaknesses. You possess a variety of techniques and strategies for neutralizing Force-users, and if you make this skill set known, you would be widely regarded as one of the most dangerous hunters of Force-sensitives in the galaxy.

600 - Fett's Legacy: You have achieved legendary status as a bounty hunter, and your name is known throughout the galaxy as a force to be reckoned with. You have honed your skills and abilities to a level that few can match, and you possess an almost supernatural ability to track down and capture bounties. Your reputation as a hunter is unparalleled, and those who know you understand that crossing you is a mistake that few survive.

Items

Items are discounted to their Origins, and discounted 100CP Items are free.

General

100CP - Star Wars Jumper Fallen Order: You get a copy of Star Wars Jedi Fallen Order and Jedi Survivor playable on any system you have. You also get a version that includes anything you do in this world. And a book version of both for some reason.

Free - Sugaan Essena: You receive the complete soundtracks of both Jedi Fallen Order and Jedi Survivor, playable on any music playing device or just… in your head or in the area around you. Nobody will question where the music is coming from unless you point it out.

Free - Basic Gear: You get a few changes of clothes, a vibroknife, a blaster pistol, an ID, and a few dozen credits. The blaster never runs out of ammo.

Free/100CP - Lightsaber: A lightsaber of whatever style you want. Free if you have at least the 100CP version of Force Sensitivity.

Variable - Credits: For 50 CP you get a thousand credits, for 100 you get five thousand, for 200 you get twenty thousand. After that you can pay 50 CP increments to add an extra 0 to your total. For an additional 100CP charge this becomes a monthly check straight to your pocket or bank account.

Remnant

100 - Poncho Collection: You have a large collection of ponchos of various colors and styles. They're very fashionable and will keep you warm and dry in the harshest of rains, and keep you cool in extreme heat. They don't have to be ponchos, though. If you're some kind of weirdo they can be jackets or cloaks instead.

100 - Fancy Robes: While almost every Jedi around wore robes, some of them wore extremely ornate ones. This is a collection of both mundane and fanciful robes, from Obi Wan to Dagan Gera. You'll find your Force powers to be ever so slightly more powerful and less taxing to use while wearing these

200 - BD Droid: A small droid like BD-1 that can slice doors and computers, carry healing stims, and perform tasks for you. It'll also be a lifelong friend that will risk its life for you.

200 - Armor of Insurgency: This suit of heavy armor will protect you from even sustained heavy blaster fire for a short time. Additionally, it provides an aura of charisma that makes it easier to incite rebellion against a governing body. This effect is amplified as your deeds become more well known. Go forth and gather an army to fight the Empire.

400 - Master's Lightsaber: The lightsaber of a now deceased Jedi Master, possibly even your own master. Wielding this saber will fill you with conviction, allowing you to stand against the darkness even if you otherwise couldn't. The skills of its former wielder sometimes flow into you during combat, allowing you to fight at a level far beyond your own for a short time.

400 - Star Map: No, not those. This map of the galaxy is stored within a Holocron, and contains a constantly updating map of every force user in the galaxy. Dark Siders are red dots, everyone else is a white dot. The map can be zoomed in and out at will

600 - The Mantis: This ship is technically a luxury yacht, but more importantly it served as Cal Kestis's ship during the events of Fallen Order and Jedi Survivor. You now have a copy of this fantastic ship, and it will retain any upgrades you make to it. If destroyed or lost, it will return in a few days.

600 - Rebel Cell: Like Saw Gerrera, you're the leader of your very own Rebel Cell. It's not very big, only about 300 strong at present, but the fighters are loyal. Any recruits you add are permanently considered part of this, and fallen troops will respawn every month.

Imperial

100 - Issued Gear: This is an arms room full of any uniforms and weapons you are qualified to use. Stormtrooper armor variants, inquisitor robes, fancy politician clothes, blaster rifles, carbines, electro and vibro weapons, etc.

100 - Riot Baton: This Electro Riot Baton appears like any other that would be issued to a Scout or Patrol Trooper, but it's actually a bit more than that. The electrical pulses from this weapon will stun enemies for longer, sapping their stamina, and also hits a bit harder and faster when you swing it. Completely and wholly indestructible.

200 - Probe Droid: This Viper Probe Droid seems to have taken a liking to you, and on top of that, it's one of the more heavily armed and armored 11-3K variants as well. If it is destroyed it will reappear in a day and a half.

200 - AT-ST: Known to some as a “chicken walker,” the All Terrain Scout Transport is a heavily armored bipedal combat and reconnaissance vehicle. They’re often considered terrifying to the general masses due to how difficult it is to penetrate their armor, and the sheer amount of damage they can dish out. If this one is lost, damaged, or destroyed, it will reappear completely intact after three days.

400 - Saber of the Inquisitorius: This lightsaber, which defaults to an Inquisitor lightsaber, though it can take any form you wish as long as the blade is red, serves as a potent focus for the Dark Side of the Force. You will find it easier to channel the emotions necessary to fuel and drive your dark powers, seeing a quite considerable boost in your overall combat power. This saber is completely indestructible, and if lost it will reappear on your belt the next time you look.

400 - Purge Trooper Squad: This is a squad of completely loyal Purge Troopers, ten in number. They are a mix of electrostaff, electrobaton, and electrohammer users, but all carry blasters. The squad is led by a single Purge Trooper Commander. Any casualties will be replaced after two weeks.

600 - Imperial I Class Star Destroyer: You Must be a pretty high ranking Officer, or a noble with a lot of power. Either way, you have an Imperial Star Destroyer under your command, serving as your personal flagship. It comes fully staffed, and will retain all upgrades made to it. It will never run out of fuel or rations and will repair itself over time.

600 - Imperial Regiment: Under your direct control is an entire regiment of 3,200 Stormtroopers. Most of them are regular Stormtroopers, but mixed in are smatterings of other types of Stormtrooper. The Regiment will retain upgrades and new recruits, but only the original 3,200 will respawn (after a month) if killed.

Criminal

100 - Hold-out Blaster: This small blaster is easily concealed on your person. So much so, in fact, that it cannot be found by any means as long as it's not plainly visible. Never runs out of ammo or overheats.

100 - Disguise Box: This is a large collection of costumes x uniforms, makeup, and other tools that will allow even a novice to disguise themself as nearly anyone else. This will fool most guards and other people, so long as they don't ask any personal questions.

200 - Slicer's Kit: This kit contains a small computer loaded up with all sorts of programs and viruses that are built to assist one with slicing into high end encryptions. This would make a novice pretty good, someone pretty good into an expert, and would make a master unlike anyone else.

200 - Slave Bindings: These terrible devices will keep your slaves and prisoners in line. Energy binders, shock collars, bomb harnesses and implants, etc. You're pretty deplorable if you use these, honestly. This is super illegal, if that wasn't obvious.

400 - A Hideaway: This represents a location, hidden somewhere in the galaxy, that nobody can find. There is no possible way for anyone to find or detect you while you are here, and anyone who attempts to divine your presence through the Force or magic or science will find themselves on a wild goose chase, headed to locations you definitely aren't.

400 - Luxury Yacht: This is a large luxury starship, full of servants and droids. It's stocked with a replenishing supply of the finest food and drink in the galaxy, and plenty of entertainment as well. Occasionally, big names in the galactic entertainment industry might show up to play for you and whatever company you bring aboard. Repairs damage over time.

600 - Ordo Eris: A stronghold for the Haxion Brood, this asteroid space station has everything a burgeoning criminal empire needs. Soldiers, torturers, slaves, and even a battle arena. Repairs damage and replenishes staff over time.

600 - Haxion Brood: The entire thing. Minus facilities. You get a criminal empire with an equal number of members to the Haxion Brood. They're equipped to the same degree and probably have a nice number of ships, but you don't have any of their strongholds.

Bounty Hunter

100 - A Cool Hat: What you have here is an extremely cool hat, the kind that Cad Bane and Caij wear. In addition to being really cool, it makes you a slightly better and faster shot with blaster pistols. Comes with two pistols.

100 - Trusty Blaster: This could be anything from a rifle, to a pair of pistols, to a chaingun. This weapon is incredibly reliable and will never malfunction, run out of ammo, or be destroyed. If somehow lost it will return to its holster the next time you look for it.

200 - Steady Work: Bounty hunters make their living by hunting down people with bounties on their head, hence the name. This item represents a steady supply of work relative to your abilities. You'll never be wanting for contracts with this.

200 - Jetpack: A simple jetpack of whatever style you want, from the kind worn by the Haxion Brood's bounty hunters, to the one worn by Boba after and other mandalorians. Never runs out of fuel, and the rocket weapon on it respawns every 40 minutes.

400 - Mandalorian Armor: Mandalorian armor is widely regarded as some of the best in the galaxy, and this set is perfectly made for your body. It defaults to "Supercommando" style, like Boba Fett's armor, and is made of Beskar. The helmet receives the effects of A Cool Hat if you purchased it. Comes with a replenishing supply of paint.

400 - Contraband Stash: Inside of this cache is a large collection of illegal weapons, from disruptor rifles that can take down a ship, to extensively modified heavy blasters, to hyperlethal poisons. If it's illegal, it can most likely be found in here.

600 - Bounty Hunters' Guild: Your very own guild of bounty hunters. The members will accept contracts on your behalf and give you a cut of the profits. You can also gather them all up to operate as a mercenary force if need be.

600 - Slave 1: This is a Firespray-31-Class Patrol and Attack Craft with modifications identical to the actual Slave 1 used by Jango and Boba Fett. Never runs out of fuel and the ship will repair itself over time, and even faster if you're away from it doing other things. It will also retain any upgrades you make to it. Seismic charges respawn every forty-five minutes.

Companions

50/200 - Companion Import: For 50CP each you can import existing companions, they get 800 CP to spend on perks and items. For 200CP you can import 8 companions.

50/200 - New Hope: For the same price as above you can create new companions, they get the same stipend as imported companions.

100 - Chance Encounter: For 100CP each, you can designate a character that exists during this time period. You will end up in a situation that results in them looking favorably upon you, making it far easier to recruit them onto your Chain.

200 - Heir of Clan Skirata: This woman with dark hair and bright eyes claims to be the last mandalorian of Clan Skirata. She's quite skilled, and would be glad to join you in battle, as she seems to be a bit of an old head and seeks

glory in battle. She possesses all perks in the Bounty Hunter tree, as well as the Adaptability, Streetwise, Slicer, and Scoundrel's Charisma perks.

200 - Burning Passion: This red headed woman claims to be a Jedi, but her passionate behavior and aggressive combat style would make one question that. She also seems to have a deep knowledge of Sith Sorcery and Sith Alchemy. She possesses the 500CP version of Force Sensitivity, the 200CP version of Lightsaber Skill in Juyo, and the 150 CP version in all other styles. She has all perks in the Remnant tree, as well as the Streetwise and Assassin perks.

200 - Supreme Inquisitor: This mysterious young man is extremely powerful in the Force, and seems to possess a greater rank than even the Grand Inquisitor on the hierarchy of the Empire. He possesses the 500CP version of Force Sensitivity, the 200CP version of Lightsaber Skill in the Shien variant of Form V, the 150CP version in Juyo and Soresu, and the 100CP version in all others. Additionally he has all perks in the Remnant tree, the Purge Trooper perk, and the Jedi Hunter perk.

200 - Giant Senator: This extremely large man is a member of the Imperial Senate, but nobody is really sure which planet he represents. Calling him a warmonger would be an extreme understatement. He considers war a business, and he is quite the entrepreneur. He possesses the 300CP racial option representing extensive enhancements made to his body. Additionally, he possesses the Special Forces, Senator, Mastermind, Scoundrel's Charisma, Hunter's Fortitude, Crime Lord, and Jedi Hunter perks.

300 - Chosen Second: A young child, no older than five years of age as of the beginning of Jedi Fallen Order. They possess immense potential in the Force, easily twice that of the Emperor. Though they possess no other notable skills, this child learns at an absolutely prodigious rate, soaking up knowledge like a black hole. If you train them right, this kid could be the savior of the galaxy, or its next conqueror

Free - Rick the Door Technician: This is Rick, he's a Scout Trooper and a door technician. He really hopes that Command is watching him. Rick has a sort of memetic fame to him, though he's not really aware of it. He's more than happy to follow you on your journey, he has the Stormtrooper, Specialized MOS (Scout), Techie, Slicer, Scoundrel's Charisma, and Gear Head perks. Additionally he has the free version of Force Sensitivity and is skilled enough with his riot baton to match someone with the 150CP version of Lightsaber Skill in Djem So. Why is he so powerful? Because of his memetic fame, and because I said so.

Drawbacks

Toggle - We Did It!: Ten years is a long time, so I don't blame you for not wanting to stick around all that time. By taking this, you can choose to end your time here prematurely, at any time after the events of Fallen Order.

Toggle - Legends Toggle: This is a simple choice that allows you to freely customize the world. You can take bits and pieces of Legends that you like more than Canon and

replace them. However, you cannot remove the events of the games. That would defeat the whole point of the Jump.

Toggle - Early Start: Fallen Order happens approximately five years after Order 66, and Jedi Survivor five years after that. Normally, you would start just before the events of Fallen Order, but with this toggle you can start as far back as an hour before Order 66 is issued, though you will be unable to prevent it.

+100 - Typical Extended Stay: 10 years not long enough? How about another 10? You can take this drawback as many times as you want, but you only get CP for the first five times.

+100 - Delimbed: In exchange for the loss of a major limb, such as the arm below the elbow or the leg below the knee, you gain 100CP. Prosthetics will be uncomfortable, but usable. You can take this for as many times as you have major limbs..

+200 - Revenge of the Oggdo: You will be constantly hounded by Oggdo Bogdo, a rare and powerful subspecies of Oggdo. No matter where you go, you will encounter an angry Oggdo Bogdo at least once a week. The only exception is if you're in an urban environment, however, if you spend an extended time inside such a safe location, when you finally leave you will be attacked by as many Oggdo Bogdo as you missed all at once.

+200 - Strapped for Credits: For some reason you have trouble keeping your money out of the red. For your entire stay here, you will never be able to retain more than enough credits to live a life of poverty. Sure you might

score big, but you'll soon be bogged down by various bills such as ship repairs, fuel, rations, etc. In the end you'll be left with barely a thing.

+300 - Insensate: You wholly lack a connection to the Force. For the duration of this jump you will not have access to any of your Force related perks and powers.

+300 - Protagonist Replacement: Seems like the galaxy is missing one (1) Cal Kestis. We'll do a FLIPL. In the meantime, you're gonna have to replace Cal during the events of the story. Have fun!

+400 - Generic Power Lockout: Simple enough, this stops you from using any powers or perks besides your body mod and perks gained in Star Wars Jumps.

+400 - Hunted by Inquisitors: For one reason or another, the Inquisitorius is hunting you. Why? Who knows. For every Inquisitor you strike down, another will take their place in a month. Inquisitors will grow progressively stronger as you defeat more of them.

+600 - Vader's Fist: The 501st Legion knows who you are and where you are. You can expect to be attacked by a platoon or more of 501st Stormtroopers in an ever increasing frequency. At first it will be only once every few months, but the attacks will gradually grow more frequent until you're being ambushed every few days by the 501st.

+600 - Dark Lord: Darth Vader himself is hunting you, he will bring down the full might of the Empire in order to kill you. He will be occasionally backed up by Inquisitors and Purge Troopers, as well as the 501st Legion.

+1000 - Dark Empire: Something terrible has happened. Sidious is more powerful than ever and seems to have become young and cloned himself countless times so that he can possess his clones to live even if you manage to defeat him. The Empire has a vast fleet of Star Destroyers equipped with Death Star superlasers, as well as a large number of world destroying super ships. Even the Inquisitors and Vader have found themselves exponentially more powerful than before. It doesn't matter if you're an Imperial or anything else, this Dark Empire will do whatever it can to erase you from the face of the galaxy.

Notes

If an item doesn't say anything, you can still assume it is self repairing, self replenishing, indestructible, returns to you if lost, etc.

Most of the companions are based on other characters, let me know if you figure out the less obvious ones. ^~^

The Chosen Second has no defined form, and you're free to customize everything about the kid.